LAND of the RISING SUN

Lee Gold

FANTASY GAMES
Fantasy Games Unlimited, Inc.

OROCHI おろち

"...AND THEN WE CAN SPLIT THE SAKÉ."

たぬき BADGER

© COPYRIGHT 1980 KP

LAND of the RISING SUN

DESIGNED BY LEE GOLD

ILLUSTRATED BY KEN PICK

FANTASY GAMES

Fantasy Games Unlimited, Inc.

P.O. BOX 182
ROSLYN, N.Y. 11576

U.S. COPYRIGHT NOTICE
Copyright 1980 Lee Gold.
All rights to this book are reserved. No part of this book may be used or reproduced in any manner whatsoever without permission, except in the case of brief quotations embodied in critical articles or reviews.

Cover illustration and interior artwork are copyright 1980 by Ken Pick.

Box design: Consultad Ltd.

For information contact Fantasy Games Unlimited Inc., P.O. Box 182, Roslyn, New York 11576.

The editors would like to preface this book with a comment. Lee Gold is well known to long-time role playing game enthusiasts as the editor of Alarums & Excursions, perhaps the only truly open forum available for game designers and aspiring designers to express their views. We have long been familiar with A&E and were quite complimented when Lee's columns in A&E made it clear that her own campaign was based on **Chivalry & Sorcery**.When we became aware of Lee's interest in Japan and Japanese culture the possibility that she might be willing to work on a dreamed of Samurai expansion for C&S began to materialize.

What this is really about is to indicate the great pride we take in the fact that Lee Gold has finally decided to publish a role playing game (after all, who could be more knowledgeable) and that this game, **Land of the Rising Sun**, sees print with our company. We are proud and feel greatly honored. Hopefully we have not caused Lee too much embarrassment by adding these comments as an editorial introduction.

Scott B. Bizar and Edward E. Simbalist

CONTENTS

INTRODUCTION ii
1. Characters 1
2. Initial Social Class 4
3. Money, Income, & Pay Scales 8
4. Names 11
5. Professions & Experience 11
6. Influence & Relationships 16
7. Dress, Arms, and Armor 18
8. Prices 23
9. Magic 24
10. Subtypes of Magicians 27
11. Learning Spells & Enchanting Materials 42
12. Buying & Selling Magic Materials 48
13. Magic Spells 51
14. Magical Combat 61
15. The Martial & Fine Arts 64
16. Skills of Stealth & Detection 66
17. Thieves, Bandits, & Ninja 68
18. Individual Physical Combat 69
19. Aerial Combat 79
20. Water Combat 80
21. The Astral Plane 81
22. Medicine 82
23. Religion 84
24. Clerics 88
25. After a Character Dies 92
26. The Calendar & Weather 93
27. Business 94
28. Designing Feudal Japan 95
29. Mass Combat 100
30. Animals 108
31. Humans 110
32. Spirits/Bakemono 113
33. Artifact Spirits 114
34. Demons 114
35. The Dragon Realm 115
36. Gaki 117
37. Goblins 118
38. Hengeyokai 124
39. Human Spirits 126
40. Weather Spirits 128
41. The Kami, Buddhas, and Their Attendants 129
42. Intentions of Chance Met Beings 132
43. Town Businesses & Encounters 133
44. Road Encounters 135
45. Random Wild Animals 137
46. Home Defense & Valuables 137

APPENDICES
1. Province Names 139
2. Recommended Reading 140
3. Scenario Ideas 141
4. Index 142
5. Conversion from Modern Japanese Place Names to Ancient Place Names 146
6. Guide to Character Sheets & Sample Character Sheets 147

INTRODUCTION

For centuries the Japanese have called their islands NIPPON, Land of the Rising Sun. This Fantasy Role-Playing Game is set in Feudal Age Japan, roughly the culture that prevailed between 850 and 1500. This is the Japan of legend —— with brave samurai, stealthy ninja, crafty fox spirits, terrifying demons, awe-inspiring Kami and Buddhas, and lovely geisha. It lies comfortably after the subdual of the Ainu barbarians and comfortably before the coming of Europeans with the foreign weapons, medicines, and other contributions which were to revolutionize the course of Japanese culture. The reading list at the end of the rules may be used by those interested in more information about Japanese culture.

This rules system is part of the CHIVALRY & SORCERY family, but is usable on its own without the need of buying C&S. The combat section introduces some alternative modules for various C&S options with the intent of providing a simpler version of some procedures rather than with any intent of superseding the original rules for handling various situations.

In addition to these rules, the would-be player will need:
(a) pencil, eraser and paper. (Putting maps and character sheets inside plastic protectors and using a grease pencil for notes on them has also been found useful.)

(b) dice: one or more 20-sided dice; one or more six-sided dice. (I recommend three of each plus a pen that will etch plastic.)

I also advise the use of:
(a) miniatures to represent characters so that battle scenes may be set up in detail. (Useful for determining exactly who is in the path of distance weapons or the target area of a spell —— and numerous other questions arising during the course of a fight.)

(b) a battleboard: a board ruled into squares each large enough for a miniature to stand on for easy measuring of distance.

(c) a calculator.

Players should either ask one of their number to take over all Game Master functions or divide the territory into several sections, in each of which one player is the GM, responsible for running the non-player characters there and knowing the terrain features.

GAME SPEED: a slow game speed (one game week to four real weeks will favor the fighters who gain EP chiefly by killing things during gamed combat, while a fast game speed (four game weeks to one real week) will favor the mages, who will gain additional game time to research spells and enchant materials. Players should be prepared to vary initial game time for emergencies (like school finals, gaming conventions, etc.) or to rebalance advancement of the various character types. I recommend 2-4 game weeks to each period in between role-playing together.

My own Fantasy Role Playing life began when I discovered Dungeons and Dragons in 1974. I have played an increasingly modified form of it over the years. In 1975 I founded an amateur press association called ALARUMS AND ESCURSIONS to allow Fantasy Role Players to talk freely to one another without first being filtered through a letters to the editor column. A&E still continues with an international set of contributors at 160 mimeographed pages a month.

Somehow with the passing of time, even Variant D&D began to seem less and less satisfying to me. I was pleased when I discovered CHIVALRY & SORCERY by Ed Simbalist, Wilf Backhaus and friends. They discovered me shortly thereafter when I sent them care of FGU a set of 20 questions about ambiguities in the C&S rules. For a while I maintained a 20 questions a month private correspondence with Ed Simbalist (which saw print at the end of THE C&S SOURCEBOOK). Eventually this flowered into the occasional appearance of both Simbalist and Backhaus in A&E.

The C&S campaign I co-GM with my husband is set in an England in which the Norman Conquest occurred in the 10th Century under the reign of Ethelraed the Unready —— and the Elves and Numinoreans landed in 1066, set adrift in the world-lines when the shape of Middle Earth was changed during the fall of Numinor. Recent research has revealed that even the humans, maybe even the Dwarves, are not the native inhabitants of the land. The Patterns that walk the Gorsedd Bran in Wales go back much farther, and the players are currently still trying to figure out just how to get them all back to sleep again.

Readers of these rules should feel no compunction about modifying the Japan presented herein to something more suitable to their gaming purposes. The cultural background is detailed not to bind the GMs imagination but to present to those unfamiliar with Japanese history a highly oversimplified picture of what feudal Japan was like in legend.

I myself discovered Japan (as opposed to Japanese food) in 1975 when my husband was sent over there for four months as a computer programmer. Challenged by an alien land, I set to work to learn as much of its history, culture and language as I could. My own reading knowledge of Japanese is on the level of a third-grader. However, luckily a whole lot of useful books are available in English (see the reading list at the end of these rules).

I was delighted when Ed Simbalist and FGU contacted me to write an adaptation of C&S to the Japanese scene. I have been working on these rules for about a year now, and they are as perfect as I can make them in that time. (That means that now that they are published, I have just noticed at least a dozen things that ought to be fixed.) If you have any questions on these rules, please write me, care of FGU. I will be happy to answer any questions if you include a self-addressed stamped envelope —— and leave space for the answers on the letter containing your questions.

The glossary at the end of these rules lists important gaming terms and unfamiliar Japanese words and gives the sections in which they are introduced. Some commonly used abbreviations with which you should familiarize yourself are listed below:

DICE
D6: a six-sided die, the standard cube.
D20: a 20-sided die, with two sets of the numbers 0-9. Use a pen that will etch plastic to color one set differently, so that you can, for instance, consider Red 1-0 as 1-10 and Black 1-0 as 11-20.
D10: a 20-sided die considered as two sets of the numbers 1-10.
D100: two D10s with 00 being 100, giving a range of 01-100.
D3: a D6 with 4-6 being considered as 1-3.

Thus, a D20 produces a flat line with each number from 1 to 20 having a 5% chance of turning up. But 2D10 (D10 + D10) is a triangle probability curve with a spread of 2-20 but a greater chance of getting a number in the middle of the spread than at the end.

OTHER ABBREVIATIONS
GM: Game Master, the person running the area/world/campaign.
PC: Player Character (a character role-played by a player).
NPC: Non-player Character (one role-played by the GM).
HT: Height
WT: Weight
AL: Alignment
DEX: Dexterity
CON: Constitution
STR: Strength
APP: Appearance
BVC: Bardic Voice
WIS: Wisdom
INT: Intelligence
CHA: Charisma
FP: Fatigue points
BP: Body points
HP: Hit points (FP + BP).
EP: Experience points
LVL: Experience level
MKL: Magic level
PCF: Personal Combat Factor
PMF: Personal Magic Factor
AC: Armor Class
CC: Carrying Capacity

THANKS ARE DUE TO many people for helping me with this game. Among them are Barry Gold, Owen and Hilda Hanniten,

Bob Frager, Clint Bigglestone, Elizabeth Wolcott, Adams Douglas, Kevin Slimak, Rod Burr, Mark Swanson, and the other FRPers who have helped with playtesting or critiquing the rules, either in person or through the pages of ALARUMS AND EXCURSIONS.

NOW THAT YOU HAVE BOUGHT THIS RULEBOOK, skim through it once (especially sections 5, 6 and 28) before rolling up your character(s). When rolling up a character, look up all sections references. Check the glossary on any unfamiliar term. Feel free to xerox character sheets and calendars, melee combat tables, and magic combat tables for your convenience.

Sayonara

1 CHARACTERS

1.01 SPECIES (OPTIONAL)

A player may always opt to have a PC be human. To have a PC Hengeyokai or Bakemono, however, he must roll a D100 on the chart below.

01-85 . . . . . Japanese Human
86-95 . . . Hengeyokai (Shapechanger; see 38.00+ for characteristics.)
  01-60 . . . . . Fox
  61-80 . . . . . Badger
  81-95 . . . . . Cat
  96-00 . . . . . Tree
96-00 . . . . Bakemono (Monster)' These are the only PC Bakemono.
  01-10 . . . . . Kappa (see 37.07+ for characteristics)
  11-20 . . . . . Tengu (see 37.13+ for characteristics)
  21-30 . . . . . Kojin (see 35.07 for characteristics)
  31-50 . . . . . Orochi (see 35.04+ for characteristics)
  51-00 . . . . . Rokuro Kubi (see 37.18+ for characteristics)

1.02 GENDER (OPTIONAL)

A player may always opt to have a PC be his or her own gender. Otherwise roll D100 and check below:

HUMAN
01-75% . . . . . Male
76-00 . . . . . Female

FOX/CAT/TREE
01-75 . . . . . Female
76-00 . . . . . Male

BADGER/KAPPA/KOJIN/TENGU
01-90% . . . . . Male
91-00% . . . . . Female

OROCHI/ROKURO KUBI
01-50% . . . . . Male
51-00% . . . . . Female

1.03 HOROSCOPE ASPECTS

For fuller information, see section 10.12. Roll D10:

1-2. Well Aspected: may reroll one characteristic. 1.05 - 1.11 or killed off if 2+ are 2 or below.

3-8. Average Aspected: may be killed off by player if any characteristic 1.05 - 1.11 is 2 or below.

9-0. Poorly Aspected: may be killed off by player if any characteristic 1.05 - 1.11 is 3 or below.

(Note that infanticide of the weakly or ill-starred child was a traditional Japanese method of population control.)

1.04 SIZE

Roll 2D10 for humans.

Height of Male
2-7 . . . . . Short
8-17 . . . . . Medium
18-20 . . . . . Tall

Height of Female
2-10 . . . . . Short
11-19 . . . . . Medium
20 . . . . . Tall

Frame
2 . . . . . Very light
3-7 . . . . . Light
8-15 . . . . . Average
16-19 . . . . . Heavy
20 . . . . . Very Heavy

Effects of Frame
Very light frame: -2 height levels to weight; +2 DEX
Light frame: -1 height level to weight; +1 DEX
Average frame: normal weight
Heavy frame: +1 height level to weight.
Very heavy frame: +2 height levels to weight; -1 DEX

Note that Frame indicates whether person is light or heavy boned, not whether person is underweight or overweight.

BP/day Regeneration: the first figure is for a day of strenuous activity, the second for a day of moderate activity, the third for a day of rest.

FP/hr Regeneration: the first figure is for an hour of unencumbered walking, the second for an hour of rest, the third for an hour of sleep.

1.07 STRENGTH

Roll 2D10 for humans. If CON is below the minimum for rolled STR, lower STR until the CON requirement is met. Thus, if 10 is rolled for CON and 20 for STR, lower STR to 17.

Roll	Carrying Minimum Factor	CON	BP
2	.3	1	-1
3	.4	1	-1
4	.5	2	--
5	.6	2	--
6	.8	3	--
7-8	.9	4	--
9-10	1.0	5	--
11	1.1	6	--
12	1.2	6	+1
13	1.5	7	+1
14	1.6	7	+2
15	1.7	8	+3
16	1.8	9	+3
17	2.0	10	+4
18	2.2	11	+5
19	2.5	12	+6
20	See Superhuman Strength		

SUPERHUMAN STRENGTH: roll D20

Roll	Carrying Factor	Minimum CON	BP
1-12	3.0	13	+7
13-16	3.5	13	+8
17-19	4.0	13	+9
20	5.0	14	+10

Bakemono Carrying Factor: +.3

STRENGTH EFFECTS: 16+ = +1 to CHA; 20+ = +3 to CHA
Add 1xWDF per Superhuman STR grade (see 1.20).

1.08 APPEARANCE

The measure of a character's attractiveness. Roll 2D10 for humans.

2: HIDEOUS: +15% to Surprise; -5 to CHA
3: UNSIGHTLY: +5% to Surprise; -4 to CHA
4: HOMELY: -3 to CHA
5-7: PLAIN: -1 to CHA
8-12: AVERAGE: blends in with the crowd
13-15: FAIR: slightly more attractive than usual
16-17: COMELY: +1 to CHA
18-19: STRIKING: +3 to CHA; those with APP 1-2 may hate on sight 20% chance.
20: EXQUISITE: +4 to CHA + 10% to Surprise. Those with APP 1-4 may hate on sight; 30% chance.

Wounds to the head have a 50% chance of marring good looks and being -1 to APP.

See section 16.10 for Surprise.

I.09 BARDIC VOICE

This represents artistic talent, especially that of the spoken and sung word. Those with BVC I9+ have CHARM PERSON (see section 3.09) as a natural spell that does not require FP to cast. Roll 2DI0 for humans.

2: STAMMERING: -3 to CHA if not II+ APP
3: RASPING: -2 to CHA if not II+ APP
4-7: BORING: -I to CHA if not II+ APP
8-I4: AVERAGE
I5-I6: ARTICULATE: +I to CHA
I7: PERSUASIVE: +2 to CHA
I8: ELOQUENT: +3 to CHA
I9: BARDIC: +4 to CHA; +I to Military Ability
20: ORPHIC: +5 to CHA; +I to Military Ability

I.I0 INTELLIGENCE

The character's ability to reason logically, engage in scholarly research, remember and understand magical spells, and improve language skills. Roll 2DI0 for humans.

Die Roll	Language Points	Detect Factor	Research Limit	Remember Spells	Read Scrolls	BP
I-2	I only	-20%	0	I0%	0	-I
3-4	I only	-I5%	0	20%	0	-I
5-6	2 only	-I0%	0	25%	0	-I
7	2 only	-5%	I	30%	0	--
8-9	2/LVL	0	II	35%	40%	--
I0	2/LVL	0	III	40%	50%	--
II	2/LVL	0	IV	50%	55%	--
I2	3/LVL	+5%	V	60%	70%	--
I3	3/LVL	+5%	VI	65%	85%	--
I4	3/LVL	+5%	VII	70%	90%	+I
I5	4/LVL	+5%	VIII	75%	90%	+I
I6	5/LVL	+I0%	IX	85%	95%	+2
I7	6/LVL	+I0%	IX	90%	97%	+2
I8	7/LVL	+I5%	X	95%	98%	+2
I9	8/LVL	+I5%	X	99%	99%	+3
20	9/LVL	20%	X	I00%	I00%	+5

Language Points

Except for foreigners, all dwellers in Japan -- including Hengeyokai and Bakemono -- speak Japanese. Japanese as a spoken language is not related to any other language in the world, even though it is written with the Chinese ideographs.

Dialects

The Imperial Court speaks its own distinct dialect with a unique grammar and a highly intellectual vocabulary; this dialect is spoken by all samurai and nobles. Commoners speak the dialect of their province. (There are 72 provinces, each with a more or less unique dialect.) All merchants and clerics understand court dialect as well as their provincial dialect. All Entertainers understand and speak court dialect as well as their provincial dialect. Eta (untouchables) have their own dialect. Women speak a distinctly different version of each dialect than men.

Hengeyokai and Bakemono speak the province dialect, but understand court dialect.

Language points are used for acquiring all other language skills than those mentioned above. Samurai and Nobles require HALF the standard language points to learn written language skills. Foreigners require twice the standard language points to learn written language skills.

Written Japanese

Japanese is written using three sets of symbols:

(a) KATAKANA: a syllabary of 76 signs used for foreign words and proper nouns in adult Japanese; first script learned by children.

(b) HIRAGANA: a syllabary of 76 signs used for grammatical inflections by the fully literate; used for native words by the semi-literate.

(c) CHINESE IDEOGRAPHS: 2000 common ideographs used for common concepts -- and 3000 additional complex ideographs used for sophisticated concepts.

Language Skills	Points Needed
Understand dialect of another province	I
Read and write Katakana	I
Read and write Hiragana	I
Understand Eta dialect	I
Speak in understood dialect of another province	2
Speak in understood Eta dialect	2
Understand court dialect	2
Speak understood court dialect	2
Speak as member of opposite sex	3
Understand foreign spoken language	4
Speak understood foreign language	4
Understand Japanese if foreigner	5
Speak Japanese if foreigner and understand it	5
Read and write basic ideographs	5
Read and write complex ideographs	8
Read and write foreign language using known ideographs	I0
Read and write known foreign language using alphabet	20

Thus, a Geisha with INT I7 (6 language points per level) would grow up speaking both her provincial dialect and court dialect. She could learn to read and write katakana and hiragana on beginning her first level, but it would not be until level two that she could read and write basic ideographs and not until level three could she read and write complex ideographs.

DETECT FACTOR: the character's modifications to the standard chance of noticing something. See sections I3.07 and I6.04+.

RESEARCH LIMIT: the highest level spell a character may usually learn. (Characters with INT I8+ may learn level XI spells if their mage subtype is appropriate.)

REMEMBER SPELLS: a character's ability to correctly remember a spell he has not fully mastered.

READ SCROLL: a character's ability to read from a scroll.

I.II WISDOM

The character's ability to make prudent or self-consistent decisions in accordance with his alignment and ideals, including religion. Roll 2DI0 for humans.

2: SILLY: acts on the whim of the moment. -5 to INT (but if INT is I6+, make WIS 3 and -3 to INT instead). Not clerical material.
3: FOOLISH: -3 to INT (but if INT is I6+, make WIS +D3 first and lower INT as then specified). Not clerical material.
4-5: NAIVE: -2 to INT (but if INT is I6+, make WIS +D3 and lower INT as specified instead).
6-7: IMPRUDENT: -I to INT (but if INT is I6+, make WIS +D2 instead).
8-I2: AVERAGE
I3-I4: PRUDENT: reads other characters well.
I5: DISCERNING: shrewd judge of others.
I6: THOUGHTFUL: +I to INT
I7: JUDICIOUS: never acts rashly; +2 to INT
I8: WISE: +3 to INT
I9: SAGACIOUS: +4 to INT Mage or Cleric is +5% when casting spell or performing miracle. 20% chance of calling upon his higher faculties (i.e., the GM) to give him added insight, after I turn of inactivity and loss of D3 FP.
20: PROFOUND: +5 to INT; +I0% when casting spell or miracle; +25% chance of calling upon higher faculties.

I.I2 UNDERSTANDING MECHANISMS

If both INT and WIS are I4+, a character may intuitively understand the operation of mechanisms. Chance is I0% + 5% per WIS point over I4. Only one attempt may be made to understand a given mechanism, with understanding coming in D6 turns. If successful, the character understands the mechanism's basic function and its mode of operation.

I.I3 CHARISMA

The character's ability to arouse loyalty and enthusiam, to impress chance-met acquaintances. This talent grows out of his other characteristics:

$$CHA = \frac{(INT + WIS + APP + BVC + DEX)}{5} + \text{effects of HT FRAME STR APP and BVC}$$

Thus, a character with INT 17, WIS 19, APP 5, BVC 13, DEX 9, average HT, FRAME, and STR would have CHA of (17 + 19 + 5 + 13 + 9) = 63 = 12.6 - 1 (APP) = 11.6.
5

2 or less: INSIGNIFICANT: no appeal as leader.
3-4: UNINSPIRING: can command small group if delegated authority; -15% morale to group so led.
5-7: UNIMPRESSIVE: can lead men, but not make them feel secure; -10% to followers' morale.
8-12: AVERAGE: can command men, but those of equal rank or CHA prove difficult to control; -5% to followers' morale.
13-15: INFLUENTIAL: Men follow with confidence.
16-17: COMMANDING: +5% to followers' morale.
18: DOMINANT: +10% to followers' morale.
19: LORDLY: Commands unswerving loyalty; +15% morale.
20-29: CHARISMATIC: Royal bearing; +20% morale.
30+: AWESOME: Kami-like bearing; +25% morale.

Cloaking Charisma
A character can cloak up to half his Charisma when not under heavy emotional stress. (Thus a character with CHA 18 may appear average; a character with CHA 30 may appear only "influential".)

1.14 ALIGNMENT
A character's morale. Alignment should not be regarded as a mandate for good and evil characters to attack one another on sight (or have any moral right to do so). It is possible for characters of opposite alignment to develop respect and friendship for one another. Alignment is a guide to the player for a basis on which to build the PC's personality.

Roll D20. Or, if you wish to opt for a particular spectrum of alignment, roll either D10 for Good/Worldly or 10 + D10 for Worldly/Evil.

Good
1: SAINTLY: Devout; will try to become a cleric. Will break social conventions to help the good and innocent. Honorable and loyal. Raise WIS to 15 if lower.
2: PIOUS: Devout; will try to become a cleric. Honorable and loyal. WIS 13+.
3: UPRIGHT: Devout; honorable and loyal; WIS 8+.
4-5: MORAL: Seeks to act devoutly; if fails, repents and attempts to atone for it afterwards. Honorable and loyal.
6-7: TRUSTWORTHY: Seeks to seem devout. Honorable and loyal.

Worldly
8-9: LAW ABIDING: seeks to seem honorable and loyal. Will not break traditions or laws.
10-13: MUNDANE: seeks to seem honorable and loyal. Seeks to seem law-abiding. Will not be a party to truly evil conduct.
14-15: CORRUPTABLE: Seeks to seem honorable and law-abiding, but will do almost anything if price is met; loyal to parents and master.

Evil
16-17: BASE: Seeks to seem honorable, but will do anything if price is met. Has no compunctions about injuring anyone other than parents or master.
18: IMMORAL: Enjoys fraud, coercion; seeks to seem honorable.
19: WICKED: Enjoys fraud, coercion and depravity. Enjoys violating religious and social codes of piety and honor. Seeks to seem loyal to master and parents.
20: DEPRAVED: enjoys fraud, coercion and depravity. Seeks to appear demonic when with the weak or other evil people. Otherwise seeks to seem loyal to master and parents.

For further notes on Japanese conventional morality see sections 6.09+ and 23.05.

1.15 BODY POINTS
The amount of physical damage a character's body can endure. This is derived from the BP given for HT, STR, CON, and INT. When the character has chosen a profession, one of the following factors is also added —— and the total recorded on the character sheet. Additional bonuses will be added as a character gains experience and advances in fighting skill. (See section 5.18 for details.)

Fighter	7
Samurai	10
Ninja	7
Bandit	6
Fighting Cleric	5
Gambler/Thief	5
Hengeyokai	6
Bakemono	10
Eta	2
Magic User	4
Noble	4
Peasant	4
Ascetic Cleric	4
Entertainer	4
Merchant/Artisan	3
Other Person	5

See Section 1.06 for recovery of lost BP.

1.16 FATIGUE POINTS
The amount of fatigue a character can endure. As a character becomes more experienced, he develops skill and endurance. Blows which would once have injured his body are parried or blocked, resulting not in physical damage but in energy loss. Normal damage is therfore first assessed against a character's FP. Only if there are not enough FP to absorb damage (or if a critical hit occurs) will damage be done to BP. FP are also lost due to severe physical exertion, casting spells, or saving against spells of illusion and command.

Beginning FP (see 2.01)

Superhuman STR	2D6
Samurai	D6 + 2
Other Humans	D6 + 1
Hengeyokai	D6 + 3
Bakemono	D6 + 4

Each time the character rises to a higher experience level, new FP are rolled. The new FP are used if they are higher than the old ones; otherwise the old FP are retained. See section 5.18 for details.

See section 1.06 for recovery of lost FP.

1.17 CARRYING CAPACITY
A measure of a character's true strength, not just his capacity as a beast of burden.

CARRYING CAPACITY = (STR + CON carrying factors) X WT

Thus, a 5'6" tall human with Heavy Frame (thus weighing 130 lbs) with CON 16 and STR 14 would have a carrying capacity of (.4 + 1.6 = 2) X 130 = 260 lbs.

40% of carrying capacity = PARTIAL ENCUMBERANCE' A partially encumbered character moves 2'/segment slower than usual and is +10% easier to hit.

50% of carrying capacity = FULL ENCUMBERANCE' a fully encumbered character moves 3'/segment slower than usual and is +25% easier to hit.

1.18 MILITARY ABILITY
A character's talent to be a successful field commander, with 1- indicating minimum and 10+ indicating maximum tactical and strategic sense.

$$\text{MILITARY ABILITY} = \frac{(\text{INT} + \text{WIS} + \text{STR} + \text{DEX} + \text{CHA})}{10}$$

+1 for WIS 19+
+1 for CHA 19+
+1 for DEX 19+
-1 for WIS 7-
-1 for CHA 7-
-1 for INT 7-

MILITARY ABILITY is -2 if the character if not a TRAINED FIGHTER. The child of a samurai, noble, bandit, ninja, guard, ward head, fighting peasant or fighting cleric is a Trained Fighter. All other characters may train to become so by:

(a) spending DI00/INT months as a bandit, guard, fighting cleric, wandering fighter, or fighting mage.

(b) influencing a Master of a Martial Art to accept them as students and being successfully taught a Martial Art.

I.19 COMMAND LEVEL

Used in large scale actions as a measure of the Commander's ability to lead troops and inspire their morale. A PC's Command Level is half his Military Ability rounded to the nearest whole number. A character with CHA 20+ is +I to Command Level.

I.20 PERSONAL COMBAT FACTOR

A character's ability to fight. To reflect the fact that the character's total being determines his fighting ability, the PCF is computed from various characteristics —— and raised slowly with increased experience. (See section 5.18.)

$$PCF = \frac{\text{Carrying Capacity}}{100} + \frac{\text{Military Ability}}{2} + \frac{DEX}{10} + \text{Class Factor}$$

PCF Class Factors (see section 2.0I, 5)

Samurai	2.5
Weaponsmith	2.2
Ninja	2.0
Noble	0.8
Bandit	I.0
Guard/Ward Head	I.2
Fighting Cleric	I.0
Other Fighter	0.9
Kojin	2.5
Kappa	2.7
Tengu	2.6
Hengeyokai	2.I
Other Bakemono	2.0
Eta	0.8
Peasant	0.6
Thief	0.6
Gambler	0.8
Merchant	0.4
Artisan	0.5
Ascetic Cleric	0.6
Entertainer	0.6
Natural Talent Mage	0.8
Mystic Mage	0.3
Other Mage	0.4
Other Man	0.4

Thus, a character with CC 315, Military Ability 6.84, DEX I7 and Class Factor I.0 (for Bandit) would have a PCF of (3.I5 + 3.42 + I.7 + I.0) = 9.27.

Light Weapons

PCF	BL	DMG/ WDF	HIT	PARRY
0+	-I	I	-5%	+5%
3+	--	2	--	--
4+	--	3	+5%	-5%
6+	--	3	+8%	-8%
7+	--	3	+I0%	-I0%
9+	--	3	+I2%	-I2%
I0+	+I	3	+I5%	-I5%
II+	+I	3	+I8%	-I8%
I3+	+2	3	+20%	-20%
I5+	+2	4	+22%	-22%
I7+	+3	4	+25%	-25%
20+	+3	4	+28%	-28%
23+	+4	4	+30%	-30%
25+	+4	4	+35%	-35%
30+	+5	4	+38%	-38%
34+	+6	4	+40%	-40%
37+	+6	5	+45%	-45%
40+	+7	5	+50%	-50%
45+	+7	5	+50%	-50%
50+	+8	6	+50%	-50%

LH/Heavy Weapons

BL	DMG/ WDF	HIT	PARRY	SHIELDING	DODGE
-I	I	-7%	+I0%	--	+5%
--	2	--	--	--	--
--	3	--	--	-3%	-5%
--	3	+5%	--	-5%	-8%
--	3	+8%	-3%	-8%	-I0%
--	3	+I0%	-5%	-I0%	-I2%
--	3	+I2%	-8%	-I2%	-I8%
+I	3	+I5%	-I0%	-I5%	-20%
+I	4	+I8%	-I2%	-I8%	-22%
+I	4	+20%	-I5%	-20%	-25%
+2	4	+22%	-I7%	-25%	-28%
+2	4	+25%	-20%	-30%	-30%
+3	4	+28%	-22%	-35%	-35%
+3	4	+30%	-25%	-38%	-40%
+4	4	+32%	-28%	-40%	-45%
+4	5	+35%	-30%	-45%	-50%
+5	5	+38%	-33%	-50%	-50%
+5	6	+40%	-35%	-52%	-55%
+6	6	+42%	-38%	-55%	-55%
+6	7	+45%	-40%	-55%	-55%

BL = Additional blows per turn.

DMG/WDF: Damage multiplier times Weapon Damage Factor. All hits are assumed to be solid blows, so standard damage of a given weapon is constant, unless a critical hit is struck. See I8.I9 for details. +I WDF/grade of Superhuman Strength.

LH: Light-heavy weapon, the intermediate weight class of weapons.

Shielding can only be used by a Trained Fighter. See section I8.09 for details.

Trained fighters get one free active shield or weapon parry. See section I8.I2 for details.

Missile Attacks and Chain attacks get only HALF HIT bonus. Missile attacks do not get any extra blows per turn from an increased PCF.

Note that increased hitting ability is expressed as a plus, while increased parrying/dodging/shielding reduces the opponent's chance to hit and is therefore expressed as a minus to his hit percentage.

I.2I DEXTERITY EFFECTS ON FIGHTING CAPABILITY

Low DEX

Character with DEX 9- is -2% to hit and +2% to parry/dodge for each DEX point below I0. Thus, a DEX 5, PCF I0 person is -I0% to hit and +I0% to parry/dodge, making him only +5% to hit percentage with Light Weapons and -5% to opponent's hit percentage parrying with light weapons. A person of DEX I, PCF I is thus -23% to his hit percentage with a light weapon and +28% to an opponent's hit percentage when parrying with a heavy weapon: i.e., such a person parries so awkwardly that the opponent is more apt to hit him.

High DEX

A character with DEX I2+ can specialize in weapons/body parts. Fighters are +2% to hit and -2% with parry per level advanced up to LVL 6 with their specialized attack. Non-fighters are +I% to hit and -I% with parry per level advanced up to LVL II with their specialized attacks. Fighters may specialize in five weapons/body parts, non-fighters in three. (Humanoid body parts attack are: hand chop, hand gouge, head butt, kick and grapple; see I8.I9 - I8.20.)

A character with DEX I5+ gets one free Dodge per turn and one extra shot per turn with missile weapons. A character with DEX I9+ gets two free shots a turn with missile weapons.

2 INITIAL SOCIAL CLASS

Foreigners are regarded as inferiors to all but Outcast Japanese (and are suspected of being Eta if seen eating meat). Foreigners are

barbarians who may possess things of value to Japanese. Trade for these things may be regulated and monopolized by the government (which will keep tabs on all believers in foreign religion or ideology) —— or forbidden entirely. In the latter case, foreigners will not be allowed to set up trade agreements, but will be expelled from the islands; sailors who leave the coastal area will be executed as traitors (even if they just got blown off course in a storm); and people who adopt a foreign religion or ideology will be executed as traitors.

Possible Patterns for Japanese Power Structure

A. Strong Emperor. (Assume all references to the Shogun apply to the Emperor or reroll depending on applicability.) Chief sources of power other than the imperial bureaucracy are the Buddhist Temples and Clan heads. The Emperor is the nominal head of Shinto worship, but the heads of the more powerful Shinto cults will also serve as independent powers. The actual authority in such a culture may be the Emperor himself, a retired Emperor, or the Emperor's father-in-law. In the last two cases, the Emperor will typically retire to become a Buddhist priest upon reaching 25 years old; a son or younger brother of the Emperor will then assume the Throne.

B. Weak Emperor; strong Shogunate. (The Shogun was officially the Chief General of the Realm.) Chief independent sources of power are the Buddhist Temples, the Shinto shrines, and clan heads other than the Shogun's allies. The Shogun will be chief of the most powerful clan. The Shogunate Bureaucracy may be controlled by the Shogun or the Shogun's Regent.

C. Weak Emperor with Clan heads contending for the Shogunate. This tends to produce an age of endemic battles with cities giving allegiance to the contender who has the most powerful nearby armies. Other independent sources of power are the Buddhist Temples, and the Shinto Shrines.

D. Weak Emperor; weak Shogunate. Countryside is under the control of provincial clan heads; towns are under the control of ward leaders and/or gambler gangs. The Buddhist Temples and Shinto Shrines are independent sources of power.

See section 28.02 for additional details as to Japanese power structure.

Clans

The Nobles and Samurai of the 72 provinces of Japan are divided into approximately 250 clans. All Japanese of all social classes have at least a minimal sense of loyalty to their native region and clan lord. (See 28.02.)

2.01 FATHER'S SOCIAL CLASS

Roll D100

		No. Children	Chance Adopted PC
01-05	Outcast	D6	1%
06-15	Merchant	D6 + 2	Male 10%; Female 1%
16-35	Artisan	D6	Male 10%; Female 1%
36-45	Cleric	D4	Male 10%; Female 5%
46-75	Peasant	2D6	5%
76-95	Samurai	D6	15%
96-00	Noble	2D6 + 2	30%

Social Class

Officially the highest status families were the nobles; next came the soldiers (samurai) who protected them; next the peasants who provided the food and other materials used by all; next the artisans who while not producing anything directly took materials and fashioned things of value from them; and finally the merchants and traders who neither produced nor fashioned anything but only transported and sold things. Outcasts were socially beneath contempt. They included the Eta (the Japanese untouchables) who spoke their own dialect of Japanese and labored at contemptible trades including handling of dead bodies of humans and animals. Eta also were despised for eating meat (forbidden by Buddhist teachings). (The higher classes sometimes ate venison, euphemistically called mountain whale, but never the butchered meat of domestic animals such as chickens and pigs and cows.)

Adoption

Adoption was rampant in Japan in this period. Children were generally (90%) adopted by parents in the same social class or (10%) in a higher social class. The adopted child owed filial duty to both natural and adoptive parents. Children were adopted by a couple that had no children or by a couple that wanted to have more children. Boys were adopted to carry on the family name/business and generally were married to the family's eldest daughter to seal the change of family. Adoption of apprentices is common in entertainer crafts and among martial artists.

2.02 BIRTHPLACE

	Countryside	Town
Outcast	01-50	51-00
Merchant	01-10	11-00
Artisan	01-20	21-00
Cleric	01-50	51-00
Peasant	01-00	——
Samurai	01-15	16-00
Noble	——	01-00

Countryside

01-75 . . . . . Farming village
76-95 . . . . . Coastal village
96-00 . . . . . Mining village

Town

01-65 . . . . . Small town
66-90 . . . . . City
91-98 . . . . . Provincial capitol
99 . . . . . Shogunate Capitol
00 . . . . . Imperial capitol

2.03 SIBLING RANK

Roll father's number of children. Roll sex of other children on a 50/50 basis. The father will select an heir among his offspring with the eldest male usually chosen. However, if none exists, or if the child seems unfit, a younger boy may be chosen or a boy adopted and married off to the eldest daughter. If the heir leaves the home, add D20% toward chance family will regard character as a disgrace.

To determine character's order of birth, roll D6:

1 . . . . . eldest child
2 . . . . . second child
3 . . . . . third child
4 . . . . . fourth child
5 . . . . . fifth child
6 . . . . . sixth or younger child

2.04 FAMILY STATUS

Roll D100 (if a child whose father is not a mage (95%) becomes a mage, roll 60 + 2D20 for family status. If father is Samurai/Noble, roll 20 + 4D20 if commoner. See section 9.01+)

01-05 . . . . . Favorite child
06-25 . . . . . Good child
26-75 . . . . . Credit to the family
76-95 . . . . . Poor child
96-00 . . . . . Disgrace to the family

2.05 CHANCE OF RECEIVING BENEFITS FROM FAMILY

Father's Social Class

Outcast 70%
Merchant 70%
Artisan 50%
Cleric 40%
Peasant 30%
Samurai 75%
Noble 90%

Family status modifier

Favorite child . . . . . +10%
Disgrace . . . . . -10%
Daughter . . . . . -D10%

Horoscope modifier

Well aspected . . . . . +5%
Poorly Aspected . . . . . -5%

2.06 BENEFITS RECEIVED

Father's level is 5+D20. See section 3.02+ for father's income. Check separately for each step in the appropriate category to see how much the character will start out with.

Good/Favorite Child

Parents will use full influence to help character enter a suitable profession. If a roll is not made, check the parallel step under creditable child.

1. **Money.** Thirty days of father's income and an allowance of one day of father's income per month for the first year away.
2. **Armor.** Only certain classes may get this.
   - Bandits, ninja, merchants . . . 01-80 AC 1; 81-00 AC 2
   - Clerics, fighting peasants . . . AC D3
   - Samurai . . . AC D6 + 1
   - Nobles . . . AC D6 + 2
3. **Weapon**
   - Peasants/outcasts (except ninja) . . . one
   - Ninja . . . 2D3
   - Merchants/artisans . . . D3
   - Clerics/fighting peasants . . . D3 + 1
   - Samurai/nobles . . . D6 + 1

   Total value of weapons is restricted to D6 months of father's income.
4. **Horse.** Only Samurai/Nobles possess riding horses.
   - Samurai . . . roll D6: 1-2 Average, 3-5 Good, 6 Excellent
   - Noble . . . roll D6: 1 Average, 2-4 Good, 5-6 Excellent

   See section 30.02 for further details on horses.

Creditable Child (or Good/Favorite child who failed roll)

1. **Money.** 4D6 x father's daily income.
2. **Armor.** Sons only
   - Ninja, merchants . . . AC 1
   - Clerics/fighting peasants . . . AC D2
   - Samurai . . . AC D3 + 1
   - Nobles . . . AC D6 + 1
3. **Weapon.**
   - Ninja . . . D3
   - Merchants/artisans/outcasts (except ninja) . . . one
   - Clerics/fighting peasants . . . D2
   - Samurai/nobles . . . D6-1

   Total value of weapons is restricted to D3 months of father's income.
4. **Horse.**
   - Samurai . . . roll D6: 1-3 Average, 4-5 Good, 6 Excellent
   - Noble . . . roll D6: 1-2 Average, 3-5 Good, 6 Excellent

Poor/Disgraceful Child (or Good/Favorite/Creditable Child who failed roll)

Take what is indicated on each step; no roll need be made save for success in stealing.

1. **Money.**
   - Peasant . . . (INT + WIS) x 10 Mon
   - Merchant/artisan/outcast . . . (INT + WIS) x Bu
   - Samurai . . . (INT + WIS) x 2Bu plus D6 Oban
   - Noble . . . (INT + WIS) x 3Bu plus D20 Oban
2. **Stolen Money.**

   May attempt to steal 10 days of father's income and 10 days food. Success chance of DEX + INT + AL per cent. Adds 10% to chance father will use influence against child.
3. **Weapon.**

   Samurai/nobles/ninja

   Total value of weapons is restricted to one D2 month(s) of father's income.
4. **Stolen Weapon.**

   May attempt to steal a weapon not worth more than one month of father's income. Success chance of DEX + INT + AL per cent. +10% to chance father will use influence against.
5. **Armor.** Sons only.
   - Samurai/nobles . . . AC D2 + 1
6. **Horse.**
   - Samurai/nobles . . . roll D6: 1-5 Average, 6 Good
7. **Stolen Horse.**

   May attempt to steal horse with value as that given to Good Child. Success chance of DEX + INT + AL per cent. +30% to father's chance of using influence against.

Chance father will use influence against a child is

- Poor Child . . . 60% - (5% x CHA of PC)
- Disgrace . . . 90% - (5% x CHA of PC)

A character who steals from his parents becomes a Disgrace to the Family.

2.07 OUTCAST

Roll D100

01-40: ETA (untouchable). Not considered citizens; killable by any displeased citizen. Lived in hamlet with others of caste outside town/village. Roll D10:

- 1 . . . gravedigger
- 2 . . . executioner
- 3 . . . leather worker
- 4 . . . meat butcher
- 5-6 . . . tanner
- 7 . . . beggar/street singer
- 8-9 . . . refuse collector
- 0 . . . digger of wells/ditches

41-60: ENTERTAINERS. See 2.08

61-75: BANDIT/THIEF (20% chance also gambler; 80% chance not born as Outcast; check original social status as 2.01.) Roll D10:

City

- 1-3 . . . pilferer
- 4-5 . . . mugger
- 6-7 . . . burglar
- 8-9 . . . shoplifter
- 0 . . . burglar gang member (10% leader)

Countryside

- 1-4 . . . highway bandit
- 5 . . . stealer of animals
- 6 . . . burglar
- 7 . . . shoplifter
- 8-0 . . . bandit gang member (5% leader)

76-90: GAMBLER (90% not born as Outcast; check original social status as 2.01.) Roll D20:

- 01-15 . . . Wanderer, sometimes doing unskilled labor or banditry/thieving
- 16-19 . . . Gambling Gang Member
- 20 . . . Relative of local Gambling Boss (roll D20)
  - 01-15 . . . Cousin
  - 16-19 . . . Brother/son/father/uncle/nephew
  - 20 . . . Boss himself

91-00: NINJA (spy, assassin, commando-type martial artist.) See 17.04. Despised by all decent samurai. Roll D20:

- 01 . . . Head of Ninja Group (Martial Artist)
- 02-06 . . . Senior Ninja (Martial Artist)
- 07-20 . . . Ninja

2.08 ENTERTAINER

Roll D10

1. Artist; roll D6
   - 1-2 . . . engraver
   - 3-4 . . . painter
   - 5 . . . calligrapher
   - 6 . . . tattooist
2. Poet
3. Playwrite/Storyteller/Singer
4. Musician; roll D6
   - 1-2 . . . biwa (lute)
   - 3 . . . flute
   - 4-5 . . . samisen
   - 6 . . . drum
5. Actor; roll D6
   - 1-4 . . . live theatre (Noh, Kabuki, etc.)
   - 5-6 . . . puppeteer (Bunraku)
6. Sculptor
7. Sumo wrestler
8. Dancer
9. Animal Act Trainer/Performer (monkeys, dogs, cats, etc.)
0. Floating World:
   - Courtesan
   - Onnagata (male actor specializing in female roles)
   - Geisha (singer/dancer available for sexual hire)

Though respectable merchants, artisans, samurai and nobles--or even gamblers, thieves and bandits--might be poets or artists, the men and women who earned their living solely by the accomplishments of an Entertainer were typically wanderers, honored for their skill but despised for their lack of social position.

Courtesans/Geisha might be bought as children of 5-6 years old or as adolescents of 14-18; their contracts generally expired at the age of 30, when they would either retire and live off their savings, turn to begging or manage a young courtesan/geisha. Such men and women might be members of good families who had allowed themselves to be sold out of filial or wifely duty or for some other noble motive.

Men as well as women were employed as courtesans. There were no male Geisha, but there were onnagata (male actors specializing in women's roles who could be influenced to take homosexual lovers).

A courtesan of LVL 1-5 was sexually available to anyone who paid the manager the price. A geisha, onnagata or higher level courtesan had to be courted and influenced; winning the affections of such a one was an expensive but prestigious undertaking. Buying a geisha's or courtesan's contract was expensive, but sometimes attempted by those passionately in love and jealous of other customers. A retired geisha or courtesan never returned to her former family.

2.09 MERCHANT

This was simultaneously the lowest and the richest of the classes in feudal Japan. Roll D100:

01-05 . . . . . Home Furnishings Merchants (Cabinets, etc.)
06-10 . . . . . Shipper/Trader by Sea
11-20 . . . . . Shipper/Trader by Land
21-22 . . . . . Pawnshop Owner
23-27 . . . . . Incense/Perfume/Flower Dealer
28-37 . . . . . Cloth/Clothing Merchant
38-40 . . . . . Builder of Mansions
41-45 . . . . . Innkeeper
46-47 . . . . . Teahouse Proprietor (Geisha/Courtesan House)
48-50 . . . . . Bathhouse Proprietor
51-52 . . . Jeweler (jewelsmith, goldsmith, silversmith, shell and nacre work, cloisonne)
53-55 . . . . . Artwork Merchant (also sells inkcases, paper, etc.)
56-60 . . . . . Apothecary
61-62 . . Ward Head: administers town ward or is village headman. Roll again to see what business is.
63-67 . . . . . Entertainer (but of Merchant social class); see 2.08
68-75 . . . . . Sake/Brandy Merchant
76-95 . . . . . Foodstuffs Merchant (grains, tea, etc.)
96 . . . . . Business Manager for Samurai who is Magician
97-99 . . Business Manager for Samurai who is Armorer/Weaponsmith
00 . . . . . Business Manager for Martial Art Master

2.10 ARTISAN

Roll D100:

01-05 . . . . . Blacksmith
06 . . . . . Fireworks Maker
07-08 . . . . . Cabinet Maker
09-10 . . . . . Screen Carver
11-12 . . . . . Lacquerer
13-14 . . . . . Coffin/Barrel Maker
15-16 . . . . . Tatami Mat Maker
17-18 . . . . . Maker of Futon (comforters used for beds)
19 . . . . . Cookstove Maker
20-24 . . . . . Pottery/Tile Maker
25-30 . . . . . Servant at Inn/Teahouse (20% cook)
31-40 . . Servant at a home (roll rank of family served at (D100+5); see 2.01). Roll D10:
  1 . . . . . cook
  2 . . . . . gardener
  3 . . . . . laundry worker
  4 . . . . . sewer of clothing
  5.0 . . . . . general housework
41 . . . . . Shipbuilder
42-45 . . . . . Sailor
46-50 . . . . . Spinner/Weaver of Cloth
51-53 . . . . . Embroiderer/Dyer of Cloth
54-57 . . . . . Fireman
58-60 . . . . . Massager/Shampooer (usually blind)
61-63 . . . . . Guard at Inn/Teahouse
64-65 . . . . . Ward Guard (Ward head's assistant)
66-70 . . . . . Kago or Norimono carrier
71-75 . . . . . Builder of Lightweight Homes
76-80 . . . . . Stableman
81-82 . . . . . Trainer of horses, falcons or dogs for the hunt
83-87 . . . . . Candle/Lamp/Oil Maker
88-90 . . . . . Maker of Paper/Silk for writing/origami/painting
91-95 . . . . . Maker of Paper Screens
96-00 . . . . . Entertainer (but of Artisan Social Class); see 2.08.

2.11 PEASANTS

01.75 **Unskilled**

A. Farming Village

01-85 Farmer; roll D10
  1-6 . . . . . Grains
  7 . . . . . Tea, cotton or hemp
  8 . . . . . Fruits, nuts or mulberry trees
  9 . . . . . Green vegetables and melons
  0 . . . . . Beans
86-00 Animal Tender
  1-2 . . . . . Cows
  3-4 . . . . . Pigs
  5-9 . . . . . Chickens
  0 . . . . . Silkworms

B. Coastal Village

01-70 . . . . . Fisher (10% chance head of fishing boat)
71-90 . . . . . Farmer (as above)
91-00 . . . . . Shell Diver for pearls, shells, etc.

C. Mining Village (in mountains)

01-80 . . . . . Miner (5% chance head of mining gang)
81-85 . . . . . Farmer (as above)
86-95 . . . . . Animal Tender (as above)
96-00 . . . . . Hunter

76-90 **Skilled**; roll D6

76-90 **Skilled**; roll D6:

	Farming Village	Mining Village	Coastal Village
1	woodcutter	woodcutter	netmaker
2	charcoal burner	charcoal burner	salt maker
3	blacksmith	blacksmith	blacksmith
4	baker	metal refiner	baker
5	brewer of sake/brandy	explosives maker/user	brewer of sake/ brandy
6	headman	headman	headman

(for headman, roll again for type of peasant)

91-00 **Fighting Peasant**: foot soldier retainer of the local clan lord. (BP, PCF, etc. as Fighter; income as Guard.)

2.12 CLERICS

Check relatives' social status as per 2.01 to determine cleric's relative social status unless senior or head priest or priestess.

01-40 Shinto Cleric
  01-15 Wandering Diviner
  16-99 Member of Shrine Order
    01-70 . . . . . Ascetic Order
    71-00 . . . . . Fighting Order
  00 Hermit
  For Kami see 23.02, 23.04.
41-00 Buddhist Cleric
  01-15 Wandering Priest
  16-20 Exorcist/Isha (devoted to Yakushi Buddha)
  21-99 Member of Temple Order
    01-50 . . . . . Ascetic Order
    51-00 . . . . . Fighting Order
  00 Hermit
  For Buddhist Spirits, see 23.04, 23.02.

2.13 SAMURAI

Roll D100 for Samurai's Lord.

01-05 No legitimate Lord. Samurai is **Ronin** (unsettled as an ocean wave) because true Lord is dead or in exile/disgrace--or because Samurai has been expelled from his Lord's service for a failure in duty.
11-85 Lord is a Clan Head
86-95 Lord is Shogun
96-00 Lord is Emperor

Closeness of Samurai's relation to Lord:

01-20 Serves at principal residence or otherwise very close (double standard stipend).
  01-05 Investigator of possible rebels/traitors (works with Ninja)
  06-75 Bureaucrat. For Government Department, Clan Samurai roll D6 followed by D10 (10-69); Shogunate/Imperial Samurai roll D100.
    01-04 . . Supervision of Foreigners (including traders, priests, and diplomats)
    05-14 . . . . . Court Religious Ceremonies
    15-20 . . . . . Court Household Affairs
    21-27 . . . . . Court Entertainment

28-29 . . . . . Astronomy/Divination
30. . . . . Council of Advisors
31-33 . . . . . Medicine (Isha/Herbalists/Exorcists)
34-40 . . . . . Treasury Storehouses (money and grain)
41-45 . . . . . Supervision of Military Affairs
46-50 . . Interior Trade (including maintenance of roads and ports)
51-60 . . . . . Justice
61-65 . . . . . City Administration of the Capitol
66-75 . . . . . History/Archives
76-80 . . . . . Court Etiquette
81-87 . . . . . Supervision of Clan Daimyo
88-92 . . . . . Supervision of Temples and Shrines
93-95 . . . . Supervision of Isha, Exorcists, Diviners, Mages, and Wandering Clerics
96-00 . . . . . Tax Collection of Rice Harvest

76-00 Fighter
01-80 . . . . . Official Guard (5% Bodyguard of State)
81-90 . . . . . Swordsmith/Armorer
91-99 . . . . . Teacher of Martial Art
00. . . . . Teacher of Martial Magic

21-50 Serves at a lesser residence or otherwise on detached duty (at a road barrier, etc.). Roll as above as Fighter.
51-00 No active duties. Draws 80% of standard stipend.

2.14 NOBLE

01-80 Court Noble
01-50 . . . . . Clan Court
51-65 . . . . . Shogunate Court
66-00 . . . . . Imperial Court
Roll for nominal bureaucratic department as per Samurai.
81-00 Daimyo (big name)
01-80 . . . . . Relative of Clan Head
81-90 . . . . . Relative of Shogun
91-00 . . . . . Relative of Emperor

Clan Head Relative

01-50 Cousin of Ruler's mother
51-70 Cousin of Ruler's Wife or Lesser Wife
71-90 Cousin of Ruler's father
91-95 Older Generation
1-4 . . . . . Ruler's Uncle
5 . . . . . Ruler's Father (retired)
6 . . . . . Ruler's Father-in-law
96-98 Younger Generation
1-5 . . . . . Ruler's Child
6 . . . . . Heir Apparent
99-00 Same Generation
1-9 . . . . . Ruler's Brother
0 . . . . . Ruler Himself

Shogunate/Imperial Dynastic Relative

01-20 First or second cousin of Ruler's father-in-law
21-50 Cousin of Ruler's lesser wife's father
51-70 Cousin of Ruler
71-80 Cousin of Ruler's sibling's spouse
81-85 Brother of Ruler's sibling's spouse
86-88 Ruler's sibling's spouse
89-92 Ruler's Uncle
93-95 Ruler's brother's father-in-law
96-97 Father of Ruler's lesser wife
98 Father of Ruler's Chief Wife
99 Sibling of Ruler
00 Close relative
01-70 . . . . . Child of Ruler
71-80 . . . . . Crown Price/Heir Apparent to Shogunate
81-90 . . . . . Previous Ruler (retired)
91-00 . . . . . Ruler Himself

3 MONEY, INCOME & PAY SCALES

3.01 To determine size of business, etc., roll D100. This determines size of merchant's or artisan's business, farmer's farm, Cleric's Shrine or Temple, etc.

01-05 Major Business . . . . . 5 x standard earnings
05-15 Large Business. . . . . 2 x standard earnings
16-25 Good Business. . . . . 1.5 x standard earnings
26-75 Average Business
76-95 Poor Business . . . . . .8 x standard earnings
96-00 Marginal Business. . . . . .5 x standard earnings

Farmer: Poor/Marginal Farm indicates a tenant farmer.
Cleric: Poor/Marginal Shrine or Temple indicates that a Shinto Priest has another job ((unless Head Priest (type of job is determined by social class of relatives)), and a Buddhist Priest similarly will spend part of his time begging unless he is a Head Priest.

3.02 BUSINESS POSITION (MERCHANTS ARTISANS)

Roll D10:
1 . . . . . Owner of Business
2-3 . . . . . Senior Employee/Supervisor (double normal income)
4-0 . . . . . Employee

3.03 CLERICAL POSITION IN TEMPLE OR SHRINE

Roll D100:
01. . . . . Head Priest or Priestess
02-15 . . . . . Official (double normal income)
16-00 . . . . . Average Cleric

3.04 BUREAUCRATIC OR MILITARY POSITION

Fighting Peasants . . . . . roll 10xD10
Samurai . . . . . roll 5xD20
Nobles . . . . . roll D20
01-05 . . . . . Head of Department/Military Commander
06-15 . . . . . Senior Official/Officer (double normal income)
16-00 . . . . . Average Official/Soldier

3.05 PRESTIGE

For Entertainer, Wandering Cleric, or Gambler 5xCHA (or D100+ D20 if CHA is unknown).

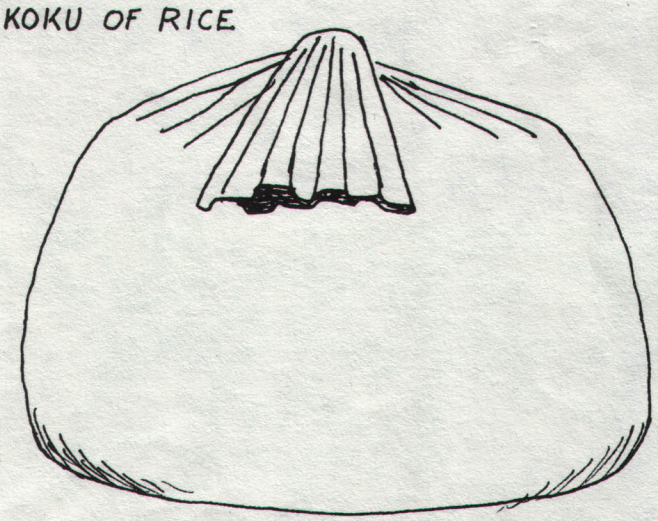
100+ National Reputation . . . . . (five times normal income)
90+ Province-wide Reputation . . . (double normal income)
80+ City-wide Reputation. . . . . (1.5 x normal income)
40+ Average Reputation. . . . . (normal income)
25+ Below Average Reputation. . . . . (.8 x normal income)
0+ Unknown . . . . . (.5 x normal income)

3.06 PAYMENT SYSTEM

Coins: used by merchants, artisans, etc.
The **mon** was a copper coin; it was round with a hole in the center so it could be strung. The **Bu** was a thin rectangle of silver. The **Oban** was a thin rectangle of gold.

25 MON = 1 Bu
40 BU = 1 Oban

KOKU OF RICE



© COPYRIGHT 1980 KP

OBAN

BU

MON

Rice: samurai and nobles were paid by their lord in rice. Their yearly stipends consisted of so many koku of rice. A koku = 5 bushels. The result was that the value of a samurai's yearly stipend varied according to the rice harvest. In a good year with plentiful rice, the value of rice relative to the coin system fell and the samurai received less money by the merchant's point of view. In a bad year with little rice harvested, the value of rice relative to the coin system rose, and the samurai received more money by the merchant's point of view.

RICE HARVEST & THE KOKU'S VALUE

Roll	Type of Harvest	Yield/Acre	Value of Koku
01-02	Astounding Crop	6 koku	13 bu
03-04	Bumper Crop	5.5 koku	14 bu
05-10	Excellent Crop	5 koku	15 bu
11-16	Super Crop	4.5 koku	16 bu
17-35	Above Average Crop	4 koku	18 bu
36-70	Average Crop	3.5 koku	20 bu
71-85	Below Average Crop	3 koku	23 bu
86-99	Poor Crop	2 koku	25 bu
00	Crop Failure	1.5 koku	30 bu

3.07 OTHER FACTORS INFLUENCING INCOME

Retirement: this usually indicated that the person had dropped all his cumbersome ritual duties and was now able to exercise more real control and power than the nominal head of the business, department or dynasty. A person who had gone **inkyo** (retired) might take Buddhist vows to indicate that all nominal claim to worldly titles or property had been given up. Such a person could still attend court and hold court rank. Income is 80% of standard.

Exile: suspicion was rampant in the ruling dynasties. Treachery and ambitious scheming were common. Assume a 10% chance that any relative of a Daimyo may be in exile, either in the inhospitable north or on an island. Such a person's household was regarded as disbanded, and his samurai were ronin. Also figure a 10% chance that the head of a Shinto or Buddhist fighting order might be similarly exiled for political or military maneuverings against those in power. Exiles may be brought back when the rulership changes if they then return to favor. An exile has double the standard chance of dying and half usual income.

Inheritance: There is a 99% chance that a starting PC has a living father. There is a 5% chance per year that the father will die, leaving his estate to his heir(s). This estate will consist of one month's income plus 10xD20 per cent of one year's income plus all properties held, including real estate, magic items, etc.

Location of business:
a country merchant or artisan: -10% standard income

Power structure:
Samurai with Shogun or Emperor for Lord:
strong dynasty . . . . . .5 x standard income
weak dynasty. . . . . 20% of standard income
Noble:
strong dynasty/clan . . . . . 10 x standard income
weak dynasty/clan. . . . . 40% of standard income
Daimyo:
weakening dynasty. . . . . 50% of standard income
weak dynasty. . . . . 10% of standard income

3.08 AVERAGE DAILY INCOME OF VARIOUS OCCUPATIONS/POSITIONS

L = person's living (room, board and clothes)
F = person's family's housing, food and maintenance
K = koku, worth an average of 20 bu

Profession	Employee level 1-5	Employee level 6+	Master	Wanderer
Tanner	1 Mon +L	10 Mon +F	3 Bu +F	3 Bu
Other Eta	1 Mon +L	8 Mon +F	2 Bu +F	2 Bu
Ninja	10 Mon +L	1 Bu x PCF	5 Bu x PCF	2 Bu x PCF
Bandit/Thief or Gambler	see 3.09			
Ship/Mansion Builder	5 Mon +L	2 Bu +F	120 Bu	--
Shipper/Trader	10 Mon +L	10 Bu +F	150 Bu	100 Bu
Incense/Perfumer	5 Mon +L	3 Bu +F	120 Bu	--
Jeweler	5 Mon +L	3 Bu +F	80 Bu	--
Ward Head			+100 Bu	
Other Merchant	5 Mon +L	1 Bu +F	80 Bu	30 Bu
Blacksmith/Commoner Armorer	5 Mon +L	10 Mon +F	10 Bu	5 Bu
Metal Refiner	5 Mon +L	10 Mon +F	8 Bu	--
Restaurant Servant	3 Mon +F	1 Bu +F	--	--
Home Servant	3 Mon +F	10 Mon +F	--	--
Sailor	5 Mon +L	1 Bu +L	--	--
Fireman/Guard	10 Mon +L	2 Bu +F	15 Bu +F	10 Bu
Massager/Shampooer	--	--	3 Bu	2 Bu
Kago/Norimono Carrier	2 Mon	10 Mon	3 Bu	2 Bu
Builder of Small Structures	5 Mon +L	10 Mon +F	10 Bu	5 Bu
Other Artisan	5 Mon +L	10 Mon +F	10 Bu	8 Bu
Actor/Dancer/Wrestler	10 Mon +F	10 Bu +F	60 Bu	10 Bu
Courtesan/Geisha	L	¼ fee +L	½ fee +L	fee
Manager's charge	see 5.15			
Other Entertainer	5 Mon +L	5 Bu +L	40 Bu +F	10 Bu
Farmer/Animal Tender	2 Mon +L		4 Bu +F	--
Fighter for Clan	5 Mon +L	3 Bu +F	8 Bu +F	--
Miner/Fisher	3 Mon +L	2 Bu +F	5 Bu +F	--
Hunter	10 Mon +L	1 Bu +F	5 Bu +F	3 Bu
Village Headman			+10 Bu	
Other Peasant	5 Mon +L	10 Mon +F	5 Bu +F	--
Buddhist Cleric	L	10 Mon +F	60 Bu +F	5 Bu
Shinto Cleric	5 Mon +L	1 Bu +F	60 Bu +F	5 Bu
Ronin	--	--	--	1 Bu x PCF
Clan Spy/Physician	.1K +F	1.2K +F	3K +F	--
Clan Bureaucrat	.1K +F	1 K +F	2.5K +F	--
Clan Fighter	.1K +F	.9K +F	2K +F	--
Clan Armorer	.1K +F	.8K +F	2.3K +F	--
Clan Martial Mage	.1K +F	.5K/MKL	2K/MKL	as Mage
Court Noble	.5K +F	2K +F	3K +F	as Ronin
Other Samurai	.1K +F	1K +F	2.5K +F	as Ronin
Daimyo Relative	see 3.10, 3.07			
Natural Mage	5 Mon +L	1 Bu/MKL	3 Bu/MKL	2 Bu/MKL
Minor Mage	5 Mon +L	1 Bu/MKL	5 Bu/MKL	3 Bu/MKl
Major Mage	5 Mon +L	2 Bu/MKL	10 Bu/MKL	5 Bu/MKL
Mystic Mage	10 Mon +L	5 Bu/MKL	20 Bu/MKL	15 Bu/MKL
Master of Art				
Martial	--	5 Bu	100 Bu	D100 Bu
Fine	--	5 Bu	120 Bu	D100 Bu

Note: the income for Wanderers assumes them to be LVL 10 or higher. If LVL 1-5, income is 10% standard Wanderer; if LVL 6-9, income is 50% standard.

Casual Laborers not working at any recognized profession earn an average of D6 x WIS Mon.

3.09 BANDIT/THIEF/GAMBLER/AVERAGE DAILY INCOME

(Roll D100; Thieves add DEX-10 to % rolled.)

01-10 . . . . . .in debt (roll again for how much owed)
11-20 . . . . . 1 Mon per LVL
21-35 . . . . . 5 Mon per LVL
36-65 . . . . . .10 Mon per LVL
66-80 . . . . . 1 Bu per LVL
81-90 . . . . . 5 Bu per LVL
91-99 . . . . . .10 Bu per LVL
00 . . . . . .50 Bu per LVL

In addition, if employed by a gambling house:

Level 1-5 . . . . . .2 Bu +L
Level 6+ . . . . . 20 Bu +F
Master . . . . . 250 Bu +F

3.10 DAIMYO RELATIVE/HEAD PRIEST

Average daily income:

Cousin 2K
Younger Generation 3K
Older Generation 5K
Same Generation 10K
Clan Head . . . . . 20K + administer D20 x 10,000 Koku per year
Shogun/Emperor .50K + administer D100 x 100,000 Koku per year
Head Priest. . . . . 60 Bu +F plus administer per year:
Fighting Order . . . . . .1500 Bu per priest
Ascetic Order. . . . . 750 Bu per priest

3.11 HIRING SERVICES

one year's service . . . . . .360 x average daily income
one month's service. . . . . 30 x average daily income
one day's service . . . . . D6 x average daily income
5 hours' service . . . . . .D6 x half average daily income
1 hour's service . . . . . .D6 x 10% of average daily income
one spell cast . . . . . .5 x D10% of average daily income

These terms are higher than average daily income to cover:
a. costs of supporting worker and his family
b. costs of running the business
c. need to put by money for slow days on which no one wants to hire worker.

The income detailed above is, after all, average, not invariable.

4 NAMES

Only samurai and nobles had family names; others were known by their given name plus trade, birthplace, etc. A new name was taken on receiving a significant change of status such as becoming an independent merchant or becoming a Buddhist cleric. The dead received a new name, the spirit name, after the Buddhist burial service.

Players who want a little help from the Dice in working up Japanese names may use the chart below. It does not contain all possible Japanese syllables, but all the syllables below do occur in Japanese. A is pronounced as in **rajah**, E as in **let**, I as in **feet**, O as in **note**, and U as in **boot**.

Roll two D10 of different colors, one for the column down, one for the column across.

	0	1	2	3	4	5	6	7	8	9
0	A	I	U	E	O	NA	NI	NU	NE	NO
1	KA	KI	KU	KE	KO	GA	GI	GU	GE	GO
2	SA	+N	SU	SE	SO	ZA	+N	ZU	ZE	ZO
3	SHA	SHI	SHU	+N	SHO	JA	JI	JU	+N	JO
4	TA	+B	TSU	TE	TO	DA	+N	+N	DE	DO
5	CHA	CHI	CHU	+N	CHO	MA	MI	MU	ME	MO
6	HA	HI	FU	HE	HO	BA	BI	BU	BE	BO
7	YA	+N	YU	+N	YO	RA	RI	RU	RE	RO
8	WA	2	2	2	2	2	2	2	2	2
9	--	--	--	--	--	--	--	--	--	--

+N: add N after the preceding syllable. (Ignore roll if first syllable rolled.) NH – MB; NB – MB; NM – MM; NS – NZ; NK – NG; NT – ND. Thus CHI+N+HO becomes CHIMBO; BE+N+MU becomes BEMMU.

2: double the consonant of the following syllable. A doubled CH becomes TCH; a doubled TS becomes TTS. Thus YO+2+TSU becomes YOTTSU; FU+2+ME becomes FUMME. (Ignore roll if first syllable rolled.)

--: lengthen the vowel of the preceding syllable. (Ignore roll if first syllable rolled, or if syllable is already long.)

Family Name (roll D10)

1-2 . . . . . two syllables
5-8 . . . . . three syllables
9 . . . . . .four syllables
0 . . . . . five syllables

Female Given Name

Samurai/Noble . . . . . .2 syllables + KO as end syllable
Commoner. . . . . .2 syllables
Entertainer. . . . . D3+1 syllables

Male Given Name (Samurai/Nobles roll D10; others D6)

1-4 . .2 syllables + TARO (1st son), JIRO (2nd son), SABURO (3rd son), YORO (4th son), GORO (5th son), MURO (6th son), NANARO (7th son), or YARO (younger son).
5 . . . . . .2 syllables + BEI
6 . . . . . 2 syllables + NOJO
7-8 . . . . . 2 syllables + EMON
9-0 . . . . . 2 syllables + SUKE

5 PROFESSIONS & EXPERIENCE

A character who successfully meets the challenges of life becomes more experienced, more adept at handling such challenges in the future. This is measured by awarding **Experience Points** for successful deeds, so that the character may rise in EXPERIENCE LEVEL and MAGIC LEVEL and gain increased BP, FP, PCF and PMF. **C&S**'s EP system is highly complex and geared toward encouraging the character to roleplay his profession. Fighters gain most of their EP in combat, Mages by learning and using magic, Clerics by exercising religious functions, Thieves by stealing, etc.

5.01 CHOOSING A PROFESSION

Begin by determining the character's Astrological Sign (see 10.12) and check for the effect of his sign and aspect on the EP he earns. Some signs are more propitious for Fighters, others for Mages, etc. A horoscope may be disregarded if the character's characteristics clearly point to a profession, but may be used to resolve unclear situations. Also consider the profession and social status of the character's father. The most important factors, however, when choosing a profession are the character's characteristics.

FIGHTER: high PCF, DEX 10+
MAGE: high PMF, 2nd Requisite, INT. (Remember, a poorly aspected horoscope will hamper the mage each time he attempts enchanting.)
CLERIC: good alignment (or evil alignment for an Evil Cleric)
THIEF: high DEX
BANDIT: high DEX and PCF
NINJA: high DEX, PCF and INT
GOVERNMENT: (This profession includes both samurai bureaucrats and noble administrators of the bureaucracies.) high CHA and WIS
ARTISAN: high Production Skill (see 27.01)
PEASANT: high Production Skill (see 27.01)
MERCHANT: (This profession includes not only shopkeepers but traders.) High Trading Skill and Investment Skill (see 27.02 -.03)
OTHER: (This includes Gamblers and Entertainers). high CHA

After selecting a profession, finish filling out the character sheet for BP (see 1.15) and PCF (see 1.20).

5.02 TYPES OF SUCCESSFUL ENCOUNTERS

Characters get EP for successfully encountering other characters (see 30.00+ for how much EP a given being is worth). A successful interaction may consist of slaying an enemy or winning the friendship of a potential ally. If only one character participates in an action, he gets the being's total EP Worth. If several characters participate, the total EP Worth is divided among them--either on the basis of percentage of participation (with no character getting less than 10%, regardless of number of participants) or equally (with no character getting less than 10%, regardless of number of participants). Thus a party of 20 that slays a creature worth 5000 EP each get 500 EP . . . if participating.

Type of Encounter	Percentage of EP Worth
Slaying an Enemy	100%
Capturing an Enemy	50%
Wounding an Enemy	10%
Setting an Enemy to Flight	10%
Rescuing Someone from a Mutual Enemy	10%
Interrogating Skillfully	10%
Winning the friendship of an Ally against a common Enemy	50%
Winning an Enemy's Respect--and not being captured or killed	10%

5.03 THE FIGHTER'S PROFESSION

Samurai means warrior, and the Samurai were the official fighters of Japan. Nobles and Daimyo are officially Samurai, but usually are more trained in court etiquette and battle strategy than in actual fighting techniques.

Only a Samurai (or Noble/Daimyo) may wear the Two Swords: the katana and kodachi. These are the symbols of his status and responsibilities. The theft, loss or negligent treatment of his sword was a disgrace for a samurai and a slur upon his family honor; recovering a lost sword was an overriding obligation. A sword long held in a samurai family may have a spirit (see 33.00) which may appear as a Goryo (see 25.03) if the samurai is dishonorably slain and his own spirit does not return. Its chance of so doing is the wielder's CHA + PCF + 10%/+ of the sword; it automatically does so if it is an Ego Weapon (see 10.14).

Sword etiquette was an important part of Japanese ritual. On entering one's home, one put one's sword in a sword rack unless receiving guests, in which case it lay by one's side. Guests removed katana, but kept kodachi (unless in a geisha/courtesan house, in which case they removed both). Brushing against a samurai's sword or sword hilt--or looking at the blade (withdrawing it from the scabbard) without his permission--was grounds for a fight. A samurai had the legal right to cut down an annoying commoner and go his way without stopping for a legal investigation. He had to apply to the local lord for the right to fight a fellow samurai, but this was usually granted.

Samurai and Nobles might serve their lord by being stationed at duty at a fixed location such as a palace or a road checkpoint at a mountain pass. Others might be without duties and live at home or travel, subject to duties only in the event of war or some other crisis. They might take leave from their usual duties to make religious pilgrimages.

Ronin are samurai who are released from all duties to their lord, because either he or the Ronin had come into disgrace. They may live at home or frequent the geisha quarter of a town or become wanderers.

Samurai/Noble women usually didn't carry swords, but did carry daggers. They were also trained in the use of the naginata. Both sexes were also familiar with the longbow.

Otokodate are chivalrous commoners who pride themselves on their mastery of the fine and martial arts, so that they are almost as well versed in such affairs as samurai. If such an otokodate were retained as a vassal by a daimyo, on account of his skill and courage, he would become a samurai and his children would be samurai. (This can be done by winning the attention of a daimyo and influencing him and his councillors.) Otokodate may become ward guards (and eventually ward heads) or wandering fighters.

Fighting peasants serve as foot soldiers in the clan army during time of war. They receive preferential tax treatment which boosts their average daily income to higher than most other peasants.

Otokodate, gamblers, bandits, ninja, fighting peasants, etc. may carry a katana and other weapons as wished, but never a katana and kodachi.

Fighting Clerics: see 5.06. Buddhist Fighting Clerics are usually wielders of the jo, the bo, the kusarigama and/or the yari.

Fighting Mages: see 5.10.

Ninja: see 5.14. Ninja men carried the Ninjato, shuriken, nekode and rope as well as other weapons. Ninja women carried daggers and packets of poison.

5.04 FIGHTERS' EXPERIENCE POINTS

Being a Fighter	1 EP per LVL per day
Being on an Adventure	2 EP per LVL per day
Being Involved in a War	3 EP per LVL per day
Slaying Personal Enemies	100% EP
Slaying Enemies of Lord, Master, Humanity, etc.	200% EP
Looting Enemies	1 EP per 20 Bu
1 Honor Point (see 6.03)	50 EP
Learning a Martial Art	10 EP x DD per day
Learning a Fine Art	1 EP x DD per day
Mastering a Martial Art	25 EP x DD per day
Mastering a Fine Art	2 EP x DD per day

5.05 THE CLERICS' PROFESSION (See 24.01)

Clerics may opt to join an Order of a Shrine (Shinto) or Temple (Buddhist), in which case they will remain there unless sent out by their Superior in the order--or unless they decide to become wandering clerics instead.

There are both ascetic and fighting orders. The latter have definite political ties. In times of war, burning a fighting order's temple or shrine was not unknown, though the opposing faction always condemned it as religious persecution. Commanders of armies frequently sent huge donations to shrines or temples to win the favor of the Kami or Buddha (and also that of the head of the Order). Fighting orders might also rebel on their own against a clan lord.

A Cleric may also opt to become a Wanderer. Wandering Buddhist exorcists or isha (doctors) and wandering Shinto diviners were relatively common. Wandering clerics would beg for their bed and board. A cleric who had gotten a letter of authorization from the head of a shrine or temple would also beg for donations to that place and eventually return at least 50% of the offerings. Getting such a letter of authorization is done by influencing the cleric at twice normal Basic Influence, since the Head of the Order would expect to profit eventually from the transactions.

A Cleric may also opt to become a Hermit and go into the wilderness to live alone and contemplate the Divine Ways. A hermit has a chance of 20-AL x 1% of becoming one point more good each year (with a maximum of AL 1). A Hermit acquires miracles twice as fast (i.e. at half the EP) as standard clerics. A Hermit who spends less than 20 years in the wilderness and sees other people more than five days a year reverts to being a wandering cleric and loses all extra miracles.

Buddhist Clerics give up all weapons, armor and 90% of their cash in hand to the Temple. Their other property is inherited as if they were dead. In exchange they receive a bo, robes and other necessary items of maintenance.

High Clerical Officials also get EP as bureaucrats; see 5.13.

For weapons of Fighting Clerics, see 5.03.

Clerical Mages: see 5.10.

Evil Clerics begin as normal Shinto or Buddhist Clerics but are successfully tempted/corrupted Demons. They give up normal clerical abilities and are in turn taught the Evil Miracles by their Demon Master.

5.06 CLERICS' EXPERIENCE POINTS

Being a Cleric . . . . . .2 EP per LVL per day
In addition
being an Ascetic Cleric . . . . . .2 EP per LVL per day
Buddhist Cleric with AL 1-2. . . . . .2 EP per LVL per day
Shinto Cleric with CHA 20+. . . . . .2 EP per LVL per day
Doing Good Works
Buddhists . . . . . half standard EP for Isha Treatments
Praying. . . . . .double daily EP if no other activity done
Removing Curses 10xD10xLVL
Exorcism. . . . . .10xLVL + 100xSpirit LVL of spirit exorcised
Banishing/Propitiating Spirits . . . . . .twice Exorcism EP
Enlightening/Enshrining Spirits . . . . . ten times Exorcism EP
Contact with Kami/Buddhist Spirit. . . . . 10xLVL + 10xSpirit LVL
Performing Miracles. . . 10xD10 per miracle--provided miracle is done for a clear purpose, not just for EP
Blessing. . . . . .5 EP per FP expended
Chanting . . . . . 5 EP per hour
Writing Holy Scroll . . . . . additional 5xdaily EP
Sanctifying Objects 50xBMR levels sanctified per 1/2 lb or equivalent
Making Water of Purification . . . . . 50 x dose made
Detecting Transformed Beings. . . 1 EP x LVL if Hengeyokai or Mage 5 EP x Spirit LVL
Slaying Personal Enemies
  Shinto Cleric . . . . . .50% standard EP
  Buddhist Fighting Cleric . . . . . .25% standard EP
  Buddhist Ascetic Cleric . . . . . no EP
Slaying Enemies of Mankind or of Kami/Buddha . . 100% standard EP
1 Honor Point . . . . . .5 EP for Fighting Cleric
Looting Enemies . . .1 EP per 100 Bu donated to Shrine or Temple
Learning a Martial Art . . . . . .1 EP x DD per day
Learning a Fine Art. . . . . .5 EP x DD per day
Mastering a Martial Art. . . . . .5 EP x DD per day
Mastering a Fine Art . . . . . .20 EP x DD per day
Evil Clerics
Being a Cleric . . . . . .2 EP per LVL per day
in addition
AL 19-20. . . . . .2 EP per LVL per day
CHA 20+. . . . . .2 EP per LVL per day
Contact with Demon Master. . . 1 EP x Demon's AL-15 x Spirit LVL per day
Performing Evil Miracle . 10xD10 per miracle done for clear purpose--and 10 EP per FP expended
Slaying Personal Enemies . . . . . 100% standard
Slaying Enemies of Demon Master . . . . . 200% standard
Looting Enemies . . . . . 1 EP per 100 Bu

5.07 THE MERCHANTS' PROFESSION

A merchant's business is a quasi-feudal institution. Employees are loyal to the firm and regard their employer as a father or a master of an art or a lord. Workers are never fired save for disloyalty; the employer takes care to support them according to their needs and to counsel them if they are having personal difficulties. Workers with a talent for entrepreneurship may be set up as owners of allied businesses once they have mastered their craft.

5.08 THE MERCHANTS' EXPERIENCE POINTS

Being a Merchant/Trader. . . . . 1 EP per LVL per 10 days
Being a Business Owner . . . . . .1 EP per LVL per day
Going on a Business Trip. . . . . .2 EP per LVL per day
Making a Profit . . . . . .1 EP per 50 Bu
Employing People. . . . . .1EP per year per employee LVL
Starting former employees off in
  small business useful to merchant's
  own business. . .1 EP per 100 Bu lent for capital +30 status points when dealing with former employee's business
Slaying Personal Enemies . . . . . 5% standard EP
Looting Enemies . . . . . 3 EP per 100 Bu

5.09 THE MAGES' PROFESSION

A Mage must continue to grow in his knowledge of magic or he will lose his abilities. A Mage who is not a Natural Mode Magician by talent and who does not learn at least one spell or enchant one object a year will lose his magic ability forever. (Magic ability is acquired at the end of puberty, about 17-21 years old.)

Magicians usually rapidly leave the ranks of the peasantry and merchants, but may remain in the standard social order as artisans, martial mages in a daimyo's army or court mages. Some of the less scrupulous ones may become thieves or bandits. Some drift into the ranks of wandering gamblers or become wandering mages. Only a few set up shop specifically as mages: chiefly Artificers, Diviners and Herbalists. Attempting to locate a mage of any other type on the spur of the moment is not an easy task unless you have social or political connections with one. (See encounter Tables, section 44.06).

5.10 MAGES' EXPERIENCE POINTS

Being a Mage. . . . . .1 EP per LVL per day
Learning a spell . . . 5 EP per LVL per day for 10 days--plus 500 EP x BMR (if BMR 4+, +100 EPxBMR; if BMR 6+, +150 EP xBMR; if BMR 8+, +200 EP x BMR).
Enchanting Materials . . . .2EP x LVL per day plus 50XBMR level enchanted per half pound
Enchanting Potions, etc. . . . . .50 EP x spell level per dose
Writing Scrolls, etc. . . . . 5 EP x spell level per day
Casting detection spells . . . . . .1 EP per FP expended
Casting other spells:
  unlearned . . . . . .15 EP per FP expended
  learned . . . . . .10 EP per FP expended
Summoning Spirits . . . . .5 EP per Spirit LVL per FP expended
Meditating . . . . . .2 EP per MKL per day up to 20th
Divination . . . . . .1 EP x LVL per day
Slaying Enemies--Samurai Mage
  by weapons. . . . . .50% standard EP
  by magic . . . . . 100% standard EP
Slaying Enemies--Other Mages
  by weapons. . . . . .10% standard EP
  by magic vs. non-magic users . . . . . .50% standard EP
  by magic vs. magic users. . . . . 100% standard EP
Looting Enemies . . . . . 4 EP per 1000 Bu
Learning a Martial Art . . . . . .1 EP x DD per day
Learning a Fine Art. . . . . .2 EP x DD per day
Mastering a Martial Art. . . . . .2 EP x DD per day
Mastering a Fine Art . . . . . .5 EP x DD per day

Note that no EP are gained for casting spells unless the spell serves a truly needed purpose.

Clerical Mages gain Mage EP **plus** Clerical EP for good works, donations, detecting disguised beings and Honor Points if Fighting Clerical Mages.

Fighting Mages gain Mage EP **plus** 5 EP per Honor Point EP for learning/mastering Martial Arts as a Fighter.

Merchant Mages gain Mage EP **plus** 10% Profits EP.

Thief or Ninja Mages gain Mage EP **plus** 10% Dexterity EP.

5.11 CRAFTSMAN, GUILDSMAN AND PEASANT EXPERIENCE POINTS

Being one of the above . . . . . 1 EP per LVL per month
Profit-making activities. . . . . .10% that of the merchant
Slaying Enemies. . . . . 10% standard EP if done in defense of one's life; otherwise nothing.
Looting Enemies . . . . . .as merchant

5.12 GOVERNMENT BUREAUCRATS' PROFESSION

Most bureaucrats live settled, stable jobs. A few, however, are sent forth in search of information or to assure that shipments sent to important places actually arrive there. Chief among this latter group are the tax collectors who go from place to place collecting the taxes due to the daimyo from the village headman or town ward heads and supervising the wagon trains that bring the rice or money to the daimyo. Other bureaucrats may be sent on missions to obtain items for the daimyo, such as bringing spring tea from a certain farm to the Emperor or well water from a certain well to a clan head.

5.13 GOVERNMENT BUREAUCRATS' EXPERIENCE POINTS

Being a bureaucrat . . . . . 1 EP per LVL per month
While traveling. . . . . .1 EP per LVL per day
While involved in a War. . .as Samurai including EP for Honor Points
Administering a Department. . . 1 EP per LVL of junior bureaucrats per year and 1 EP per 20,000 Bu (1000 Koku) managed per year
Slaying Enemies. . . . . no EP except when involved in a war
Looting Enemies . . . . . 1 EP per 500 Bu
Learning a Fine Art. . . . . .20 EP x DD per day
Learning a Martial Art . . . . . .2 EP x DD per day
Mastering a Fine Art . . . . . .30 EP x DD per day
Mastering a Martial Art. . . . . .5 EP x DD per day

5.14 THIEF, BANDIT AND NINJA EXPERIENCE POINTS

Being a Thief . . . . . .1 EP per LVL per day
Being a Bandit. . . . . .2 EP per LVL per day
Being a Ninja . . . . . .1 EP per LVL per day **plus**
on spy duty. . . . . .1 EP per LVL per day
on saboteur duty. . . . . .2 EP per LVL per day
on assassin mission. . . . . .3 EP per LVL per day
Dexterity Activities. . . . . depending on difficulty/danger
disarming trap . . . . . .100-1000 EP
picking lock . . . . . 10-200 EP
pilfering . . . . . 10-20 EP
Tracking someone's path. . . . . .Ninja, 10-200 EP
sneaking past guards . . . . . 10 EP per combined LVLs of guards for Thieves, Ninja
Spying . . . . . .EP as per value of information gained
Sabotage . . . . . .1 EP per 500 Bu wrecked; 1 EP per person with morale lowered to point of fleeing

Attacks

open robberies and murders . . . . Thieves: 25% EP; Ninja: 50% EP; Bandits: 100% EP
loot so obtained . . . . . 1 EP for 20 Bu for Thieves and Bandits; 1 EP for 50 Bu for Ninja
sneak attacks and robberies . . . Thieves: 50% EP; Bandits: 100% EP; Ninja: 200% EP
loot so obtained . . . . . .1 EP per 10 Bu
Undetected burglaries . . . . . .+25% EP for loot for Thief or Ninja
Slaying Mages . +500 EP per MKL; if MKL 11+, +1000 EP per MKL
Learning a Fine Art
Thief. . . . . .0 EP
Bandit. . . . . .1 EP x DD per day
Ninja. . . . . .3 EP x DD per day
Learning a Martial Art
Thief. . . . . .2 EP x DD per day
Bandit. . . . . as fighter
Ninja. . . . . .5 EP x DD per day
Mastering a Fine Art . . . . . 5 x EP per day of learning it
Mastering a Martial Art. . . . . 5 x EP per day of learning it

Note that Japanese thieves and bandits are not organized into guilds or anything similar. Many do however belong to gambler gangs which organize their criminal activities.

5.15 OTHER PROFESSIONS

Gamblers may be recognized by the tattoo on their upper shoulders and back, characteristically showing colorful bakemono. (The tattoo cannot be seen when the gambler is fully clad in kimono, but in response to another's naive rudeness, a gambler will frequently bare his shoulder and glare, expecting an instant apology.)

There is usually a small gambling community in any town (though not in the country villages). The most usual game of chance is dicing, with two or more dice, the highest thrower winning. A gambling house had a number of strong guards, paid by the proprietor to keep order. It was also customarily affiliated with a brothel of low class courtesans and also possibly with a restaurant and a geisha house.

Gamblers are usually neither good nor evil in alignment. In the event of a weak government, they will frequently assume the task of bossing the criminal element and cutting down crime in return for payoffs from the town's merchants and artisans (which they like to think of as the moral equivalent of taxes). The line of division between the gambler and the otokodate or ward head is a blurry one; gamblers of AL 1-7 may elect to give themselves EP as Otokodate. (See 5.03-4).

Geisha and Courtesans

Geisha and high level Courtesans have the right to determine whether to accept a suitor's advances.

The Geisha's fee is: (APP+BVC+DEX) x Bu
minus 3% per year of age over 16
plus 2% per LVL
The Courtesan's fee is: (APP+BVC+DEX) x 15 Mon
minus 5% per year of age over 16
plus 2% per LVL

This money goes not to the geisha or courtesan but to the manager, with whom the girl signed a contract or with whom a contract was signed on her behalf by her parents, husband, or other male guardian.

To become a Courtesan requires APP, BVC, and DEX of 8+ with an average of 14. To become a Geisha requires APP, BVC and DEX of 11+ with average of 17.

The manager of a Geisha or Courtesan will pay 50 times the girl's nightly fee to her legal guardian (husband or parents).

There are wandering Geisha and Courtesans. Their fees are 50% of standard, and they must pay for their clothes or wheedle them out of men as presents.

Buying the contract of a Geisha or Courtesan requires 100 times her nightly fee. Sometimes those who loved such girls but were unable to afford purchasing them chose to enter a double suicide pact with their beloved; see Killings, 6.12.

5.16 EXPERIENCE POINTS FOR OTHER PROFESSIONS

Gamblers' Experience Points

Being a gambler . . . . . .2D20 EP per month
Honor Point . . . . . .D6 EP
Gambling Winnings . . . . check each month to see if gambler won or lost; see 3.09. 8 EP per 100 Bu won
Running a Gambling House . . . . . .EP as Merchant

Slaying Enemies

Slaying Ronin . . . . . .5% EP; no EP for loot
Slaying other Samurai . . . 100% EP for bureaucrats; 100% EP plus 500 EP x LVL for fighter
Slaying Others. . . . . 100% EP
Looting Non-Ronin Enemies . . . . . .1 EP per 20 Bu
Learning/Mastering Martial Art . . . . . .5 EP x DD per day
Thief Gamblers get Thief Dexterity EP and Gambler EP.
Fighter Gamblers slay enemies of Boss for 150% EP.
Mage Gamblers get Mage EP and Gambler EP.

Geisha/Courtesan Experience Points

Being a Geisha. . . . . .1 EP per LVL per day
Being a Courtesan. . . . . 1 EP per LVL per 5 days
Learning a Fine Art. . . . . .10 EP x DD per day
Mastering a Fine Art . . . . . .25 EP x DD per day
Slaying personal enemies. . . . . 10% EP
Slaying enemies of one's loves. . . . . 50% EP
Slaying enemies of one's parents . . . . . 100% EP
Loot . . . . . no EP

Other Entertainer Experience Points

Being an entertainer . . . . . .1 EP per LVL per day
profits . . . . . .as Merchant
Learning/Mastering Fine Art. . . . . as Geisha
Learning/Mastering Martial Art . . . . . .as Merchant
Slaying Enemies. . . . . 50% EP
Loot . . . . . as Mage

5.17 AMASSING EXPERIENCE POINTS DURING NON-GAMED PERIODS Check once per 10 days

1. Choose level of Recklessness

Level	Danger Level	Level	Danger Level
Timid	D6	Adventurous	3D6
Cautious	D10	Daring	3D10
Normal	2D6	Rash	10+2D10

2. Choose level of Bravery: guidelines below

Coward	10%	Brave	200%
Normal Non-fighter	50%	Heroic	300%
Normal Fighter	100%	Foolhardy	500%

3.

Danger Level	Loot%	Slaying%	Injury%	Mages' Spell-casting FP		Clerics'	Miracles
1-2	1%	1%	1%	10%	-10%FP	5%	1
3-5	5%	5%	5%	20%	-15%FP	10%	1
6-8	10%	10%	8%	30%	-20%FP	20%	1
9-11	15%	15%	10%	40%	-25%FP	30%	D3
12-15	20%	20%	12%	50%	-30%FP	40%	D3
16-18	25%	25%	15%	60%	-35%FP	50%	D3
19-21	30%	30%	18%	70%	-40%FP	60%	D6
22-24	40%	35%	20%	80%	-45%FP	70%	D6
25-27	50%	40%	25%	90%	-50%FP	80%	D6
28-30	60%	50%	30%	99%	-70%FP	90%	D10

4. LOOT is determined as per 3.09 taking opponent's LVL as (PC's LVL-3+D6). If loot is worth more than 1000 Bu, there is a 1%xLVL chance that it is a magic item of equivalent worth. Negative loot indicates PC robbed.

5. Trader's Profit is increased by 5%xDanger Level over 8.

6. Slaying, Loot, and Injury percentages are multiplied by Level of Bravery chosen to find true chance that character has slain, looted, or become injured. If PC succeeds in slaying/looting, check again at next lower level of danger. Continue checking until failure occurs or after success at level 1-2.

7. EP for slaying: 50xLevel. Loot of Slain: see 3.29. (Not nearly as much as standard, but then much less player brainwork was involved.) Modify EP according to PC's profession. Opponent's LVL=PC's LVL -3+D6.

8. Type of Injury: 5D20+Danger Level -5% per order of enchantment for magic armor, helmet or weapon carried. OR check with Game Master.

20- : Badly Fatigued . . . . . needs one day recuperation
21-70: Wounded . . . . . needs 10 days recuperation; -10%BP
71-95: Badly Wounded. . . . . needs 60 days recuperation; -50%BP
96-100: Captured . . . . . 10%x Military Ability chance of escape in D100 days; otherwise slain.
101+: Dead . . . . . .check After a Character Dies

9. Mages and Clerics use the last two columns to determine EP for spellcasting and miracles.

5.18 EXPERIENCE LEVEL DETERMINATION AND EFFECTS

STR 20 Fighters use the Superhuman table below; Samurai or Noble Fighters the Samurai table; other Trained Fighters use the Fighter table; other humans use the Non-Fighter table; Hengeyokai and Bakemono use their respective tables.

EP Needed: K = thousand; M = million.
FP: the first number indicates the number of D6 rolled; the second added points. Thus 5+2 = 5D6+2. Each time the character rises to a higher level, new FP dice are rolled. The new total is used if higher than the old one; otherwise the old FP are retained.

No.: a number varying according to characteristics.
PCF: indicates number added to character's PCF.

	EP	SUPERHUMAN			SAMURAI			FIGHTERS		
LVL	NEEDED	BP	FP	PCF	BP	FP	PCF	BP	FP	PCF
1	none	No.	2	No.	No.	1+2	No.	No.	1+1	No.
2	2500	+3	2+3	+1½	+1	2+2	+1½	+1	2	+1
3	5000	+2	3+3	+1½	+1	3	+1½	+1	2+1	+1
4	10K	+3	4+3	+1½	+1	3+2	+1½	+1	3	+1
5	25K	+2	5	+1½	+2	4	+1½	+2	3+1	+1
6	50K	+3	5+3	+2	+2	4+2	+2	+2	4	+1½
7	75K	+2	6	+2	+2	5	+2	+2	4+1	+1½
8	100K	+3	6+3	+2	+2	5+2	+2	+2	5	+2
9	150K	+2	7	+2½	+2	6	+2	+2	5+1	+2
10	200K	+3	7+3	+2½	+2	6+2	+2	+2	6	+2
11	300K	+2	8	+2½	+2	7	+2	+2	6+1	+2
12	400K	+3	8+3	+2½	+2	7+2	+2	+2	6+3	+2
13	500K	+2	9	+2½	+1	8	+2	--	7	+2
14	750K	--	9+3	+2½	+1	8+2	+2	--	7+1	+2
15	1M	--	10	+2½	--	9	+2½	--	7+3	+2
16	1.25M	--	10+3	+2½	--	9+2	+2½	--	8	+2
17	1.50M	--	11	+2½	--	9+3	+2½	--	8+1	+2½
18	1.75M	--	11+3	+2½	--	9+4	+2½	--	8+2	+2½
19	2M	--	11+4	+2½	--	9+5	+2½	--	8+3	+2½

	EP	NONFIGHTER			HENGEYOKAI			BAKEMONO		
LVL	NEEDED	BP	FP	PCF	BP	FP	PCF	BP	FP	PCF
1	none	No.	1+1	No.	No.	1+3	No.	No.	1+4	No.
2	2500	+1	1+3	+1	+1	2+1	+1½	+1	2+3	+1½
3	5000	+1	2	+1	+1	2+3	+1½	+2	3	+1½
4	10K	+1	2+1	+1	+1	3	+1½	+2	3+2	+1½
5	25K	+2	3	+1	+2	3+3	+1½	+2	4	+1½
6	50K	+1	3+1	+1	+2	4	+1½	+2	4+1	+1½
7	75K	+2	3+3	+1	+2	4+3	+1½	+2	4+3	+1½
8	100K	+1	4	+1	+2	5	+1½	+2	5	+1½
9	150K	+2	4+1	+1½	+2	5+3	+1½	+1	5+3	+1½
10	200K	+1	4+3	+1½	+2	6	+2	+1	6	+2
11	300K	+1	5	+1½	+1	6+3	+2	+1	6+3	+2
12	400K	+1	5+1	+1½	+1	7	+2	+1	7	+2
13	500K	--	5+3	+1½	+1	7+3	+2	+1	7+3	+2
14	750K	--	6	+1½	+1	8	+2	+1	8	+2
15	1M	--	6+3	+1½	--	8+1	+2	--	8+1	+2
16	1.25M	--	6+4	+1½	--	8+2	+2	--	8+2	+2½

Superhuman, Samurai and Fighters gain FP and PCF as per the pattern established from level 18 to 19. Non-fighters, Hengeyokai and Bakemono gain FP and PCF as per the increase from level 15 to 16. EP are 250K extra per level above level 20.

6 INFLUENCE & RELATIONSHIPS

A character's place in Japan's tightly knit culture determines his influence. Influence is the measure of a person's ability to get someone to go out of his way to aid him or to refrain from hurting him.

Influence is different from the effects of Charisma. People are apt to instinctively obey the suggestions of a charismatic person during a time of crisis. This did not mean that they are apt to accept a charismatic person as a student or employee, that they will entrust him with the safety of an heir or heirloom, or that they will enter into ongoing financial or matrimonial relationships with him . . . simply on the basis of his high charisma.

Nor should influence be confused with the effect of such an overriding obligation as one's duty to one's parents, one's lord or one's teacher. Such obligations are incapable of being fully repaid. It should not be necessary for the parents, lord or teacher to appeal to a character for help; he will automatically give it when he perceives the need: it is his duty. It is not necessary for them to repay his help; whatever he has done cannot cancel his debt to them.

Use of influence, on the other hand, results in an obligation which should be repaid appropriately. A person who has been influenced has been explicitly asked for a favor. He has either already been compensated for his trouble or does the favor under the belief that it will be eventually repaid in kind. The result is usually an ongoing reciprocal relationship of favors; the Japanese conceive of this as a web of obligation.

Sometimes favors are manifested in a symbolic act. A winning general may give a soldier he has noticed on the battlefield his fan or dagger to be returned later as a reminder for an increase in koku income or a grant of an honorary position. A cleric may give a disciple his theological notes as a sign that the student is to be his successor after his death. More often favors are merely remembered by all parties concerned, and a failure to repay a favor will result in loss of face--and loss of all further influence on the person concerned and his friends and relatives.

Influence may be exerted on behalf of a third party: a close friend or relative, an employee or student or vassal. After one's death one's influence ceases. Influence may only be used to obtain favors which are reasonably appropriate to both the influential person and the influenced person.

6.01 BASIC INFLUENCE

CHA + SOCIAL + LVL + HONOR POINTS
2 STATUS 100

6.02 SOCIAL STATUS

INHERITED STATUS + PERSONAL STATUS

Inherited Status: derived from father/adoptive father

Outcast	-5	Shinto Cleric	+4	Noble	+10
Merchant	+1	Buddhist Cleric	+3	Daimyo	+15
Artisan	+2	Entertainer	+4	Non-Japanese	-10
Peasant	+3	Samurai	+5	Non-Human	-10

Personal Status: choose only **one** of the following factors

Gambling gang member/Ninja . . . . . 1 + ½ per level over 5th
Thief/Bandit/Other Gambler . . . . . -5
Merchant/Artisan . . . . . 1 + (1 per 100 Bu daily income)
Peasant . . . . . 1 + (1 per 100 Bu daily income)
Shaman . . . . . 2 per MKL over 1st
Other Natural Mode Mage . . . . . 1 per MKL over 1st
Weaponsmith . . . . . 3 per MKL over 2nd
Other Minor Mode Mage . . . . . 1 per MKL over 5th
Major Mode Mage . . . . . 2 per MKL over 5th
Mystic Mode Mage . . . . . 3 per MKL over 5th
Page/Acolyte 1
Novice Cleric 2
Full Cleric 5
Branch Temple/Shrine Official 6
Head Temple/Shrine Official 15
Branch Temple/Shrine Head 10
Head Temple/Shrine Head 40
Fighting Peasant . . . . . 1 + ½ per level over 10th
Otokodate (Other Fighter) . . . . . 2 + ½ per level over 7th
Samurai . . . . . 5 + ½ per level over 5th
Noble . . . . . 15 + 1 per level
Daimyo . . . . . 30 + 1 per level
Shogun Relative . . . . . 45 + 1 per level
Imperial Relative . . . . . 60 + 1 per level

Cultural Adjustments

Eta/Hengeyokai/Bakemono/Ninja in disguise . . . Treat as Inherited/Personal Status of disguise role
Female Non-Fighter . . . . . -5 if unmarried; otherwise -3
Female Cleric . . . . . -1
Onnadate (Female Fighter) . . . . . -2
Ronin Samurai . . . . . -10%
In Disgrace . . . . . -95%; see Committing Seppuku (6.12)
Under Daimyo Displeasure . . . . . -80%
Heir . . . . . +1
Retired . . . . . +1
In Exile . . . . . as under Daimyo Displeasure
Village headman . . . . . +2
City Ward Head . . . . . +6
Major Entertainer . . . . . +4
Adopted Child . . . . . As birth father's status -10% or adoptive father's, whichever is higher
Master of Art . . . . . +3 per level and +3 per DD
Disinherited . . . . . -75%

6.03 HONOR POINTS

Winning love of geisha/courtesan . . . . . 1 per 10 Bu of fee
Entrusted with heirloom . . . . . 1 per 1000 Bu of value
Loser of heirloom . . . . . -1 per 500 Bu of value
Leader of Troops . . . . . 1 per 100 Type X/C; 1 per 50 Type B; 1 per 25 Type A
Taking head of enemy in war . . . . . 1 per 10,000 EP Worth
Leading successful attack on castle . . . . . 5 x Castle Type No.
Unmasker of Hengeyokai . . . . . 1 x Hengeyokai's LVL
First to dare a great danger (fire, raging river, enemy) . . 20 + 1 per 5 followers (30 if dared alone)
Killing someone at one blow (including a large animal) . . 1 per LVL (5 per Spirit LVL if higher)
Inflicting a Critical Hit which is not a glancing blow on a human, spirit or large animal 1
While on a mission
for Emperor 40
for strong Shogun 40
for clan daimyo 20
for Head of Shrine/Temple, father, employer or teacher . . . . . half person's Honor Points up to 15

Estimating NPC Honor Points: first determine person's EP

Noble . . . . . D6 x EP/10,000
Samurai . . . . . 3D6 x EP/10,000
Other Fighter . . . . . 2D6 x EP/10,000
Mage/Fighting Cleric . . . . . D3 x EP/10,000
Others . . . . . 1 x EP/10,000

6.04 TEMPORARILY INCREASING INFLUENCE

Gifts: Basic Influence is +1 per 250 Bu of value.
Mutual Advantage: Basic Influence is doubled if person being influenced will profit equally from desired action.
Mutual Fine Art: see 15.10, 15.14.
Secondary Influence: a friend may, if asked, confer up to half his Basic Influence temporarily. Family members and one's master, teacher, and employer count as friends--unless one has forfeited their respect. The chance a friend will help may be roleplayed or set at 90% - 5% per Favor previously done but not repaid. If probability is 60% or less, a refusal means the character should not call on that friend again for help for D6 months, since doing so and failing to obtain it will mean he has forfeited the friend's respect.

6.05 EXERTING INFLUENCE

Compare the petitioner's influence to that of the person being influenced.

a. Petitioner has higher influence (over 10% higher than that of person influenced: 90% chance success.

b. Petitioner has equal influence (within 10% of person influenced): 60% chance success.

c. Petitioner has lower influence (over 10% below other person influenced): 50% chance success -5% per additional 10% lower in influence (so minimum of 5% chance).

Most Japanese bureaucratic positions are inherited. The Shogunate and Imperial Court Bureaucracy are run by the sons of the men who ran them in the last generation. The headman of the village is the son of the former headman, who has either died or retired. The Chief Adviser to the Clan Lord is the son of the former Chief Adviser.

Only a few positions are filled according to the merit or at the request of the applicant. Some of these are, in effect, self-appointed, such as that of the city ward head, usually an otokodate (chivalrous commoner) who has enough spare time and money to devote himself to running things and serving as an interface between the lord of the province and the townsmen. Similarly the boss of a gambler gang may find himself not only running the local gambling operation but also serving to keep order in the area and prevent ruffians from unduly molesting the nearby inhabitants who pay him unofficially for protection.

Influence is thus chiefly used for the following achievements:
a. to be accepted as a student by a Master of a fine art, martial art or magic art.
b. to be acceptable as a son-in-law or daughter-in-law. (This is always applied indirectly through a suitable go between.)
c. to get a commission to undertake an important piece of work.
d. to be accepted into a household as a servant.
e. to be accepted by a clan lord as a martial retainer--and thus to become one of the lord's samurai.
f. to be given a mission to do for the Shogun, Daimyo, or clan lord.
g. to cause another lord to enter into an alliance with one's clan against others.

6.06 OTHER FACTORS AFFECTING INFLUENCE

1. Disfavor: 25% chance petitioner and friends are out of favor with person to be influenced. No influence is possible until person's feelings change: usually lasts D6 months.
2. Different alignment: -10%.
3. Different political faction: -20%.
   Same political faction: +20%.
4. Different social class: -10%.
5. Different nationality: -50%.
6. Previous favor done by petitioner for influenced person: +50%.
7. Personal Enmity: -50%.
8. Dealing with Imperial or Shogunate Bureaucracy: -25% (unless with a friend or relative).
9. Dealing with an enemy of a friend or relative: -25%.
10. Petitioner is known to be in disfavor with
    a. Emperor/Shogun: -50%.
    b. Clan Lord (mutual): -30%.
    c. Clan Lord: -10%.

6.07 ALLIANCES BETWEEN CLAN LORDS

Alliances are the keystone to feudal power. However, they place a great obligation on allies to behave in such a way that they seem to be keeping faith with one another. An alliance is always concluded between a stronger and a weaker party with a clear understanding between them as to which is which. Allies typically bind themselves together by:
a. Marriage ties: a lord may present his niece, daughter, aunt or sister to another lord as a wife. If his female relative is not free but married to a vassal of less importance, he is at liberty to order him to divorce her so he may present her to a new husband.
b. Taking of hostages, typically the chief wife and children (especially the heir) of the lesser ally. Taking the ally's mother as a hostage was also common.
c. Transferring his ally to a more important fief in which the new lord and his men would not be at home, so that they were forced to rely more on their ally's protection and advice.

Lesser allies were expected to support stronger allies in time of war with both troops and advice and in time of political infighting with advice. They might also be called upon to donate help in building a castle or be asked to waste their resources building a temple or shrine to a helpful Buddha or Kami.

The stronger ally was expected to support his allies against other factions, to favor them politically and militarily, with appointments and honors and assignment of revenues, and to put their interests below only those of his own clan.

6.08 FORMING AND DISSOLVING ALLIANCE

If seeking to undermine an enemy alliance by wooing a member to one's own side, there is a 75% chance of failure which will alert all one's enemies to the plot.

If seeking to woo a previously unaligned clan to one's side, there is a 50% chance of failure if one is in Disfavor with the Shogun or Emperor; otherwise there is a 25% chance of failure.

In the advent of a Civil War, alliances are kept only so long as they are useful. Otherwise most alliances are relatively stable, but the accession to the lordship of a clan of a powerfully charismatic leader or a brilliant diplomat or a brilliant military strategist may change matters drastically.

6.09 OVERRIDING OBLIGATIONS

Certain obligations were regarded as more important to a man than his life or the life of his wife or children; more important to a woman than her life or her children's lives; more important to a person than his money or home or possessions or even than his honor in the eyes of the world. In a situation in which several of these duties conflicted, the usual solution was to commit suicide or to place oneself in a position in which one would necessarily be killed.

Filial Duty: duty to one's parents and ancestors. This has nothing to do with affection or love; it is the repaying of the yoke of obligation put upon one by one's parents for one's birth and nurture as a child. One can never fully repay one's parents' kindness; one's filial duty binds one throughout one's entire life. (A character bound by both filial duty and duty to a lord will generally further the former--and arrange to somehow die. An adopted child is bound by filial duty to both natural and adoptive parents.)

Wifely Duty and **Motherly Duty:** a woman was expected to be obedient to her father when unmarried, to her husband when married, to her sons when widowed. She put off these yokes only on becoming a Buddhist nun--and then one of her prayers to the Buddha was to be reborn next life as a man, since a woman could not directly achieve enlightenment. Note that the Japanese regarded love as inappropriate between husband and wife; physical passion was suitable for a courtesan or geisha, but dishonorable to hold toward one's wife. A man who loved his wife was said to be spoiling his mother's servant. A wife was expected to behave filially to her parents-in-law, to be chaste, to manage the household (including finding money to pay her husband's liquor and brothel bills), to bring up her children properly and to be willing to sacrifice everything to her husband and his honor, including selling herself as a courtesan or geisha to bring him the money he needed.

Duty to One's Lord: The Samurai's duty was to carry out any and all of the orders of his lord to whom he had pledged his loyalty and that of his family. This pledge was written in the samurai's own blood on a scroll which was then burned before the clan's patron Kami in a Shrine, the ashes dissolved in sake and drunk by the samurai at the ceremony of his coming of age. Many a samurai felt he should commit seppuku on the death of his lord, to follow him in death as he had in life. This relationship became the model of that between pupil and teacher, employee and employer.

Duty to the Emperor: This was binding on all Japanese, but actions were easily rationalized. A man aspiring to the Shogunate would reason that he attacked the Imperial Capital and drove off the armies of the then Shogun, putting military pressure on the Emperor to appoint him Shogun instead--in order to better serve the Emperor. An army/fleet the Emperor personally led or was present in might be attacked; after all, if the Emperor died, his heir would become Emperor.

Duty to Repay Favors: anyone who had been done a favor out of the ordinary (like having his life saved or being rescued from financial ruin) is under an obligation to repay the favor. Again this has nothing to do with friendship or affection. There is a kabuki play about a man who in order to repay a favor deliberately allowed the man who had helped him to beat him in a race across a raging river to the enemy, losing such honor by doing so that his parents decided to disinherit him. Again there is a story about a Hengeyokai fox who, to repay a kindly man for freeing him from a hunter, brought the fellow a fox liver--that of his own child--when the fellow's son fell ill and the herbalist said only a remedy compounded with fox liver could save him. It is not surprising that Japanese view receiving a favor as being entangled in a net of obligation.

6.10 KARMA

In Buddhist theory, Karma is the result of a person's former lives. It may manifest itself in luck or ill fortune, in spontaneous friendships and enmities, in all the unpredictable and illogical events of

life. It has been said that the relationship of a parent a child endures for only one life, that of husband and wife for two lives, that of master and servant (or lord and vassal) for three lives. Lovers may, however, vow themselves to each other for not two but seven lives, and samurai may swear to die for their lord for not just three but seven deaths.

Karmic relationships of love and duty may make themselves known by overriding CHA, BVC, APP or social status. The GM may wish to check occasionally for the possibility of such relationships between people encountering one another for the first time.

A person betrayed to death by someone he trusted and was bound to--a parent, child, master, servant, spouse or lover, teacher or pupil--may utter a curse on that person. If he does not become a Goryo but instead reincarnates, such karmic relationships will make for instant enmity between him and that person's reincarnation or descendants, again overriding CHA, BVC, APP and relative social status. Again the GM may wish to check occasionally for the possibility of such a relationship.

6.11 CODES OF JUSTICE

Petty disputes between commoners were handled by the local headman of a village or ward head of a town. Important disputes were referred to the clan lord's local magistrate who imposed his decision of arbitration between the parties.

Wanted notices were posted describing people suspected of crimes. Criminals, when caught, were briefly imprisoned until the magistrate ruled on their case. Then they were tried. No trial could impose a verdict of guilty unless the criminal had confessed, but torture was acceptable to get a confession. Witnesses were summoned but little weight was put on the favorable testimony of a spouse, child, parent, employer or employee.

The usual verdict on lesser criminals was one of the following:
a. confinement to the criminal's house for a period of up to a month--with the consequent public disgrace.
b. cutting off a woman's hair--with the consequent public disgrace.
c. exile from the district in which the crime had occurred.

Criminals guilty of murder, robbery, or sacrilege were crucified. Criminals guilty of arson were burned to death.

In the case of a clan rebellion, the defeated leaders were executed by the sword, new leaders appointed and their hostages taken. No one else was persecuted.

In the case of a peasant rebellion, the lord felt humiliated and obliged to amend the conduct that had caused the revolt (usually over-taxation). The leaders of the rebellion and their families were crucified. (No peasant rebellion ever succeeded, but they were not infrequent, peasant leaders volunteering to go to their deaths in the knowledge that they would be helping to better the lot of their people.)

In the case of conspiracy against a clan lord: the samurai who took part in the conspiracy were executed; commoners were crucified.

6.12 TYPICAL REASONS FOR KILLING SOMEONE OR COMMITTING SUICIDE

Seppuku (vulgarly called hara kiri (belly cutting)): a Samurai who has disgraced himself by having a wrongful action (theft, lying, murder) found out by his lord will commit Seppuku. A Samurai who finds he is distrusted by his lord will commit Seppuku. A Samurai who has been incapacitated by illness or wounds and misses an important fight--or learns that his lord has died for lack of his defense in a fight--will commit Seppuku. A Samurai who is trapped and cannot escape nor conquer the enemy will commit Seppuku. A Samurai who has an important secret and has been captured and fears it will be gotten out of him by torture or interrogation will commit seppuku. A Samurai who cannot convince his lord not to do a dishonorable action will commit Seppuku to protest the deed. A Samurai whose lord has died may commit Seppuku to follow him.

Note that Seppuku victims NEVER become Goryo (see 25.03).

A Samurai who is going to commit Seppuku will often kill his wife and young children first. A Samurai who is going forth to a fight which he cannot win or even survive will kill his wife and children. A Samurai who thinks enemies might assume his reason for choosing a particular course of action is the influence of his wife will kill her.

Anyone bound by conflicting obligations will commit suicide, samurai by seppuku.

Commoners tend to commit suicide by hanging themselves with their obi (sashes) or by jumping into a river or by taking poison or by stabbing themselves with a dagger. Samurai commit seppuku by slashing themselves--the male samurai in the guts with a kodachi, the female in the throat with a dagger.

A commoner will commit suicide if found to have committed a wrongful action by a parent or master or husband. Lovers who are forbidden to marry and who cannot run away may commit double suicide so their souls will be together. Lovers of geisha/courtesans who cannot buy their contracts may commit double suicide with them. It is regarded as a great disgrace for a man to kill his beloved and botch up his own death in such an undertaking.

Duels & Feuds: Samurai who wished to kill other samurai were obligated to obtain permission of the clan lord in whose area the killing was to take place. Failure to obtain such permission rendered the killing illegal and subjected the offender to such loss of face that he would choose to commit seppuku afterwards.

7 DRESS, ARMS & ARMOR

7.01 EVERYDAY WEAR

Typical male dress was a kimono (padded in winter) with a sash around the waist. Underneath was a cotton shirt and a loincloth wound around the thighs and stomach. Laborers in the summer heat usually only wore a loincloth. Sumo wrestlers wore in the ring an elaborate silk loincloth worth 5-50 Bu.

On formal occasions, men who could afford it added hakama. The hakama is a divided skirt laced up about the legs on top of the kimono, making for a trousers-like appearance. Formal kimono bear the wearer's clan mon (a stylized pattern of flowers, leaves, etc.) on the back of the neck, on each sleeve and on each breast. (Formal battle armor bears this symbol on the chest and helm.) Unlike the European coat of arms, the mon was the same for each member of a clan, with no way for the watcher to tell the wearer's place in the clan hierarchy from it.

COURT NOBLEMAN WITH EBOSHI HAT AND COURT FAN © COPYRIGHT 1980 KP

COURT LADY

Typical female dress is a more elaborately dyed or embroidered kimono with a far more elaborate sash. Young girls wear brilliant colors, and geisha go in for gaudy mixtures of red and gold, but respectable women of over 25 (presumably already married by then) restrict themselves to pastel shades, usually blue or grey. Court ladies used a large variety of colors, keyed to the season. Formal kimono were black. (Men usually wore blue, grey or black for everyday dress; black for formal occasions.)

Women did not wear hakama. On formal occasions a court lady or geisha might wear several kimono, each slightly longer than the next outer one in contrasting but compatible shades of color.

Both men and women carried fans. Both carried umbrellas or parasols when out of doors. Fans and other small items were thrust

inside the sash, stowed in the kimono sleeves or tucked into the loincloth within the kimono.

Buddhist priests and pilgrims wore white robes (see 8.04). Shinto priests wore samurai court dress when performing rites; otherwise typical male dress for their stations. Shinto priestesses wore kimono of red and white.

Hair arrangement was an important part of one's appearance. A woman wore jewelry in her hair on formal occasions. Lower class women had short hair; upper class had hair of medium length carefully set into various standard hairdos by shampooers. Court ladies allowed their hair to grow down to below their waist and combed it straight down. Ghosts were thought to have long, tangled hair some of which hung over their faces--and people who intended to commit suicide combed out their hair like this. Male commoners kept their hair short or medium. Male samurai and nobles shaved the front half of the head at puberty and braided the back hair forward in a queue, cutting off the braid at the forehead. Buddhist clerics of both sexes shaved their heads once a month.

Cotton clothing becomes ragged after 3 years; silk may remain in good shape for generations. Kimono and hakama are made of flat pieces of cloth firmly basted together. They are cleaned by unbasting the cloth, cleaning and drying each piece separately, and resewing them. All women know how to make and resew clothing. 10' of cloth make a kimono.

Typical footwear was tabi (socks) for walking on tatami mats. Zori (sandals) or geta (clogs) were worn for wooden floors or dirt. High geta with a platform 3-5" high were used for walking through mud.

7.02 TRAVELLING

Armor was only worn at a formal battle. Wearing armor in town, on the road, or in the countryside when not on military duty was a sign one was a rebel or bandit. Only ninja used concealed armor (see 17.04).

Traveller's dress included geta, a straw hat with a broad brim to keep off sun and rain, a medicine kit, and a cloak or overcoat in winter. Older travellers might carry a cane. The standard kimono was worn, but a tasuki cord was kept handy. (This cord was used to bind up one's kimono sleeves for easier use of the arms--especially when about to fight. It takes one segment to bind up one's arms with tasuki.)

Most travellers walked. Samurai on clan or government business went by kago (a basket suspended from a pole with a strong runner at each end of the pole). Nobles went by horse or by norimono (a palanquin mounted on two poles, with four strong runners carrying it). Kago and norimono carriers were available for hire in most towns, in all towns on the major roads. Travelling by kago or norimono is a jolting and exhausting experience. A carrier could go a maximum of four hours running or ten hours walking. (See 18.07 for Cross Country Movement on land.)

Travelling in the mountains was usually done by foot, kago or norimono. Goods were usually transported in the plains by pack horses or oxcart. In the mountains, employees carried the goods in boxes strapped to their backs. Guards usually accompanied the more valuable shipments.

Japanese did not camp out with tents and bedrolls. They either sought shelter at night in the nearest town or village or slept by the roadside under their cloaks.

In addition to surviving bandits, bakemono and bad weather, travellers might also have to pass official checkpoints at river bridges or fords and at mountain passes. Such officials were kept constantly alert to detect escaping criminals or rebels.

Japanese Inns consisted of four basic types:

1. **Pilgrims Inn:** charged 1 Mon per guest plus an extra mon if firewood was used for heating food/drink or warming the room. Open only to pilgrims. Rooms held up to 10 people. No stables.
2. **Commoners Inn:** charged 5 Mon per guest plus D3 Mon tip expected. Rooms held up to 10 people. Common bath and food provided. No stables.
3. **Upper Class Inn:** charged D10 Bu per room plus D3 Bu per horse for stabling, depending on wealth and social status of guests; tip of 10% of room price expected. Rooms held up to 10 people. Meals and common bath.
4. **Temple/Shrine:** rooms free to pilgrims of the sect. Nobles/samurai on official business stayed here; stables available for their horses. The religious order was later reimbursed by the government. (Also see 23.10.)

Noted artists, poets and calligraphers might be asked for a sample of their art rather than for payment by the innkeeper. Clerics could stay for free at any branch of their sect or in the home of a pious worshipper.

7.03 OTHER ITEMS OF DAILY EXPENDITURE

Bathhouse fee . . . . . D3 Mon
Theatre Tickets . . . . . 5 Mon x Artist's Prestige (see 3.05)
Food . . . . . A Japanese needs 4 lbs of grains and vegetables a day
or 3 lbs of grains, vegetables and fish a day

Ascetic Cleric/Peasant	5 Mon a day
Average Commoner	12 Mon a day
Samurai/Rich Commoner	1 Bu a day
Noble	6 Bu a day

7.04 ARMOR

Japanese armor is modular. It consists of pieces of leather, reinforced leather or steel fastened with lacing to the body or laced to one another.

L = Light Weapon
LH = Light Heavy Weapon
HI = Heavy Impact Weapon
HS = Heavy Slashing Weapon
DMG = Damage
D = Dodge
M = Missile
H = Heavy Weapon
S = Slashing

SAMURAI INFANTRY (AC 5) © COPYRIGHT 1980 XP

SAMURAI INFANTRY OFFICER FULL ARMOR (AC 8) © COPYRIGHT 1980 XP

Type	Description	Effects
AC 0	Unarmored	+10% D; L +D6 DMG; H/LH +2D6 DMG
AC 1	3+ miscellaneous small pieces (no chest protector)	+10% D; LH/H +D6 DMG
AC 2	lacquered leather breastplate and padding	+10% D; HM +D6 DMG LH/HI +D6 DMG
AC 3	lacquered leather full armor and padding	+5% D; HM +D6 DMG; LH/HI +D6 DMG; S -D6 DMG
AC 4	reinforced lacquered leather full armor and padding	S -D6 DMG; HM +D6 DMG
AC 5	small steel plates laced together, for chest protector	HM +D6 DMG
AC 6	large steel plates laced together for chest protector	L -20% DMG; LH/HI -D6 DMG
AC 7	Like AC 6 but with armored feet and legs, including loin apron	L -25% DMG; LH -10% DMG HI -D6 DMG
AC 8	Like AC 7 but with armored armpits, shoulders, arms, and handguards	L -30% DMG LH -20% DMG H -10% DMG or D6, whichever is greater

7.05 HELMET

A head hit occurs as a critical hit, location No. 1, 3, 5 (Head, Face, and Neck). If no head protection is worn, there is an automatic 10% chance that **any** critical hit landed on the head, before hit location is routinely checked, by rolling a D20. A head hit against minimal

FULL HELMET WITH MEMPO MASK AND NODOWA COLLAR XP

© COPYRIGHT 1980 XP

Type	Description	Effects
0	no head covering	50% ID LH/H/M 75% ID
1	hat or other standard headgear	L 25% ID; M 75% ID
2	conical or flat broad-brimmed helmet	LH/H 10% ID
3	Folding helmet of laced rings-- or reinforced light domed helmet with padding--and hinged earpiece to allow drawing a longbow	H 10% ID
4	Reinforced light domed helmet with padding, hinged earpiece and neck protector	L as non-critical hit. No. 5 no beheading possible
5	No. 4 with face mask (often in the form of a demon or a fierce animal	L as non-critical hit. LH/H/M critical DMG but no chance of being blinded, beheaded

Magic Helmets: folding ring or reinforced dome are the only magical helmets made.

Order	Effects
-1	L/LH -1 point damage; H 5% instant death
-2	L/LH -2 points damage; H 0% instant death
-3	L/LH non-critical damage; -3 points damage; H -1 point damage
-4	L/LH non-critical damage; -4 points damage; H -2 points damage
-5	No critical damage; L/LH -5 points damage; H -3 points damage.

7.06 SHIELDS

Japanese fighters did not customarily carry shields. They were only used when besieging castles for keeping off the missiles shot and hurled from the castle's walls and towers. No magic shields would be made.

7.07 MAGIC ARMOR

Magic Armor subtracts -5% from the attacker's hit probability for each order of enchantment placed in it. It also reduces damage from non-critical hits by -1 point per order of enchantment.

7.08 DESCRIPTION OF WEAPONS

Melee Weapons

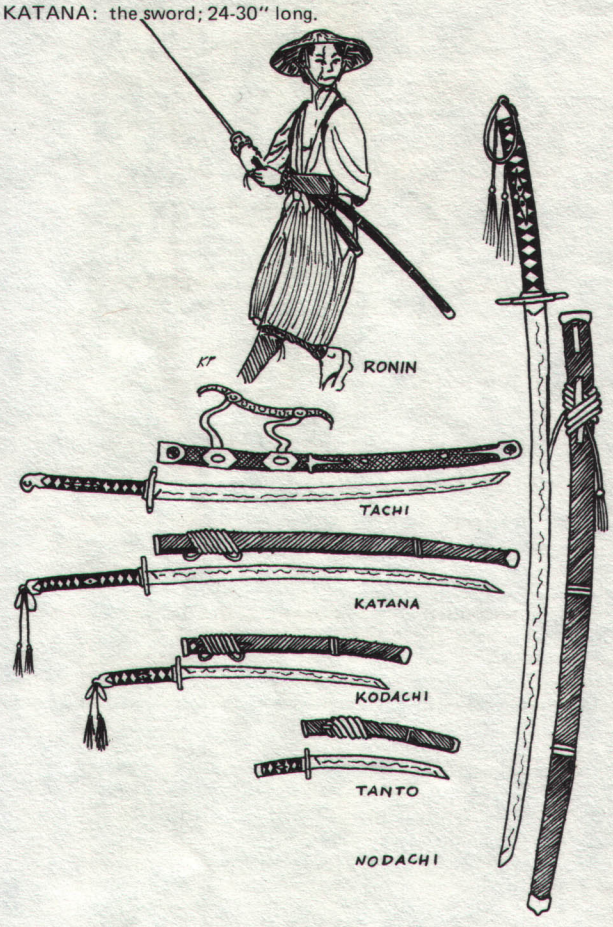
BO: six foot long staff made of hard oak. The Bogusari is hollow with a weighted chain concealed inside, which could be used to flail or ensnare an opponent.

JITTE: a long-hilted dagger with a square hook jutting out from the hilt; a relative of the Okinawan Sai.

JO: three foot long stick of hard oak. The Jogusari is made and used like the Bogusari.

KAMA: the sickle; a peasant's weapon.

KATANA: the sword; 24-30" long.



© COPYRIGHT 1980 XP

KODACHI: the short sword; 16-20" long.

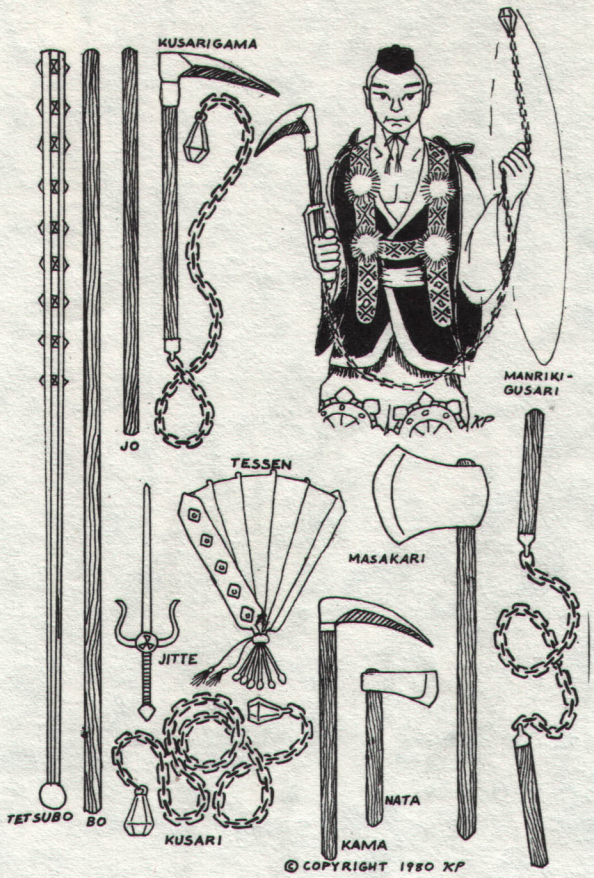
KUSARI: weighted chain; 3-10' long.

KUSARIGAMA: sickle & weighted chain; may be used to strike with the sickle or to flail/ensnare with the chain.

MANRIKIGUSARI: two foot-long sticks with a length of chain 2' long connecting them. May be used to flail/ensnare. A relative of the Okinawan nunchaku.

MASAKARI: broad axe, a woodcutter's weapon.

NAGINATA: the naginata is frequently mistermed a halberd. It is a



pole-sword, 6-10' long. The shaft's butt is tipped for jabbing or skewering. Forked, hooked or pointed blades are often set at right angles to the shaft near the start of the blade. It is often used with whirling slashes.

NATA: hatchet; a woodcutter's weapon.

NEKODE: cat claw, a spiked gauntlet used for climbing or hand-to-hand combat by ninja.

NINJATO: the ninja's sword; a few inches shorter than the katana with room in the scabbard for various powders which could be thrown in the opponent's face when drawing the sword.

NODACHI: the long sword, worn on the back rather than slung from the sash at the waist. 36-48".

SODEGARAMI: the sleeve-entangler; a pole 8-10' long with barbed hooks at the tip which could be used to entangle the armor/clothing of an opponent to restrain him.

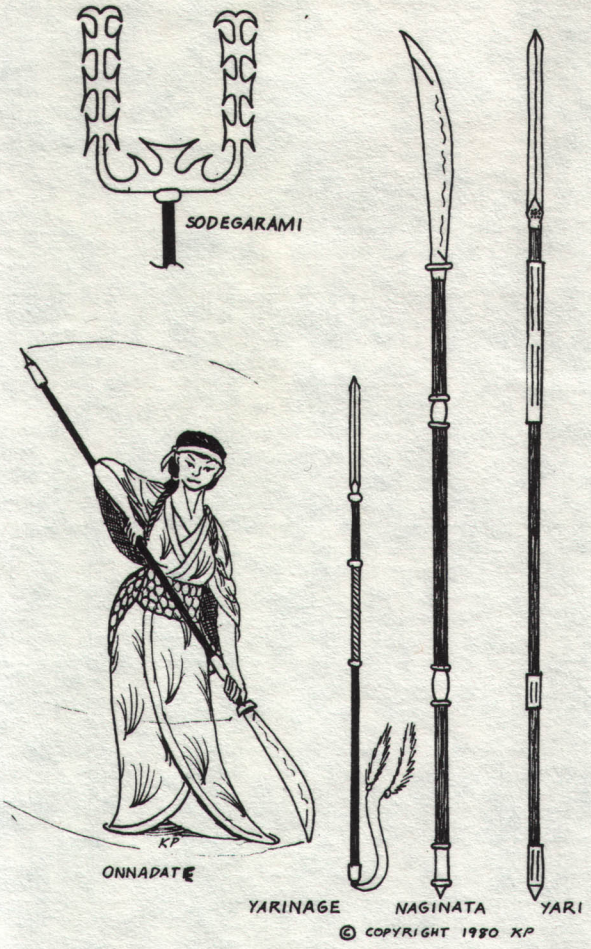
TACHI: like the katana but mounted for use on horseback.

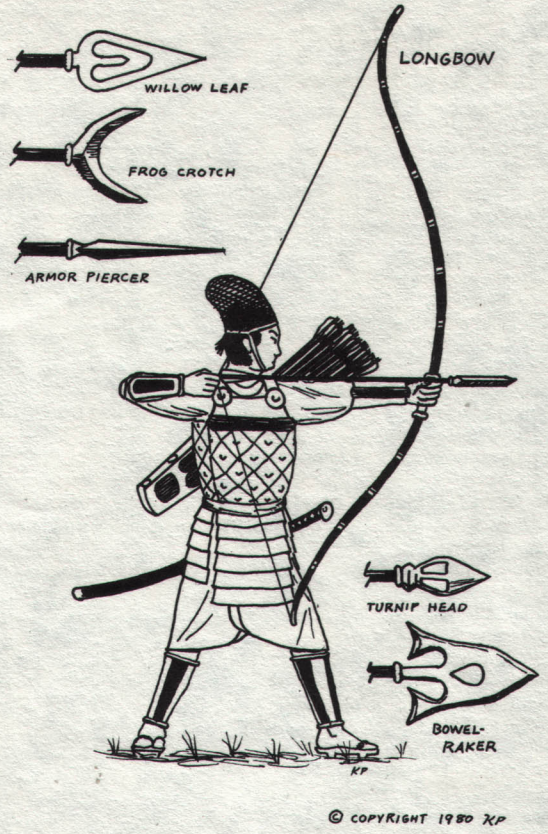
TANTO: dagger, 8-10" long.

TESSEN: iron war fan, folding or rigid.

TETSUBO: a Bo made out of iron.

YARI: the spear.





Hurled Weapons
SHURIKEN: bladed stars and discs, used chiefly by ninja.
TETSUBISHI: caltrop-like sharp-pointed iron jacks, used chiefly by ninja.
YARINAGE: the javelin.

Bows and Arrows
CROSSBOW: a light crossbow was used, but no heavy one. It was used only for castle defense.
HALF-BOW: a miniature bow with arrows to fit which could be easily concealed on the body. Used by ninja.
LONGBOW: a composition longbow made of wood sandwiched between bamboo and held together by glue and thread; strung with hemp or sinew. 6-8' long.
ARROWS: a quiver contained 24 3' long arrows made of bamboo and fletched with a few feathers. There were several different arrowheads used, and a quiver would contain an assortment of these.
TURNIP HEAD: made a singing noise as it flew.
FROG CROTCH: shaped like a pitchfork with two bladed points, used to cut down flags or sever armor lacings.
WILLOW LEAF: double-edged unbarbed head, deeply penetrating.
ARMOR PIERCER: blunt-headed, penetrated chest plates.
BOWEL RAKER: barbed.

7.09 NO MINIMUM CHARACTERISTICS ARE REQUIRED TO USE THESE WEAPONS
Instead all the characteristics that affect fighting prowess go to make up the PCF (1.20), which determines how well all weapons are used.

7.10 A MAGIC WEAPON adds +5% to the attacker's hit probability for each order of enchantment placed in it. It adds -5% to the wielder's parrying probability for each order of enchantment. It also adds +1 point to damage per order of enchantment. Thus a +2 Kodachi adds +10% to hit, -10% from enemy hit probabilities when parrying, and does +2 points of damage in addition to normal PCF Damage Multiplier times WDF.

Ego Swords and **Bane Weapons** used against the species they are keyed to add +1 blow per order enchantment up to +5 blows per turn.

7.11 HORSES
Horse Barding: lacquered leather laced plates, raising the horse to AC 3.
Reins: during battle were hooked onto rider's armor, so that the rider could use two-handed weapons, controlling the horse with his knees.

8 PRICES

8.01 CLOTHING (see 7.01)

type of item	peasant	average commoner	samurai/rich commoner	noble/ geisha
loincloth, undershirt	1 Mon	2 Mon	5 Mon	1 Bu
man's cotton kimono	2 Mon	5 Mon	10 Mon	--
--padded	3 Mon	6 Mon	12 Mon	--
man's silk kimono	--	5 Bu	10 Bu	40 Bu
--padded	--	7 Bu	12 Bu	45 Bu
man's silk hakama	--	4 Bu	8 Bu	30 Bu
man's sash	1 Mon	5 Mon	10 Mon	1 Bu
woman's kimono	triple cost of man's			
woman's cotton sash	2 Mon	10 Mon	1 Bu	--
woman's silk sash	--	4 Bu	10 Bu	20 Bu
silk cloak	--	5 Bu	15 Bu	30 Bu
fan/parasol/umbrella	1 Mon	10 Mon	2 Bu	20 Bu

8.02 OTHER ITEMS OF CLOTHING

(10 times standard cost for nobles; 20% standard cost for cheap quality goods)

furoshiki (cloth square used as scarf or to carry things wrapped up inside; holds 1' cube, 15 lbs) . . . . . 3 Mon
hat, noble's (made of silk; worn at court) . . . . . 5 Bu
hat, traveler's (made of straw) . . . . . 2 Mon
overcoat, cotton . . . . . 10 Mon
overcoat, straw (worn by peasants) . . . . . 1 Mon
pouch with thong to tie onto sash . . . . . 2 Mon
tabi (socks)/geta (clogs)/zori (sandals) . . . . . 2 Mon

8.03 OTHER ITEMS

Expensive/cheap versions as per 8.02

Abacus . . . . . 10 Mon
Barrel (empty) . . . . . 3 Mon
Cane . . . . . 5 Mon
Carrying Trunk (strapped to back; holds 50 lbs) . . . . . 1 Bu
Chopsticks (lacquered wood) . . . . . 5 Mon
Cloth: 30' roll of silk . . . . . 2 Bu
30' roll of cotton/hemp . . . . . 2 Mon
Incense, religious . . . . . 1 Mon
Incense/Perfume: for social occasions . . . . . 5 Bu
Inkcase (including ink and brush) . . . . . 1 Bu
Lantern . . . . . 1 Bu
flask of oil for lantern . . . . . 10 Mon
Mortar & Pestle (of bronze) . . . . . 1 Bu
Net (10' square) . . . . . 10 Mon
Pole (bamboo, 5-10') . . . . . 1 Mon
Rope, 50' of hemp . . . . . 10 Mon
Saddle & Bridle . . . . . 10 Bu
Sword Rack (used in a home for holding a samurai's two swords . . . . . 5 Bu
Tea Service (no special quality or history) . . . . . 1 Bu
Tinderbox . . . . . 10 Mon

8.04 CLERICAL CLOTHING

Buddhist cotton clerical robes . . . . . 6 Mon
Buddhist padded cotton clerical robes . . . . . 8 Mon
Buddhist silk clerical robes . . . . . as man's silk kimono
Shinto silk ritual dress . . . . . as man's silk kimono + hakama

8.05 FOODSTUFFS

In one pound quantities (see 7.03). (For additional edibles and all drinks, see sections 12.10, 12.13, 12.16 Magical Materials listing.)
10 x standard cost for gourmet foods.

millet/wheat . . . . . 2 Mon
rice (cooked) . . . . . 10 Mon
raw fish . . . . . 8 Mon
fried fish . . . . . 7 Mon
stewed fish . . . . . 4 Mon
fish soup . . . . . 1 Mon
dumplings and snacks . . . . . 1 Mon
venison . . . . . 2 Bu
vegetables . . . . . 1 Mon
pickled vegetables . . . . . 2 Mon
melon . . . . . 1 Bu
fruit . . . . . 10 Mon
sea salt . . . . . 10 Mon
one egg . . . . . 10 Mon
rice cakes . . . . . 2 Mon
bean curd . . . . . 2 Mon

8.06 WEAPONS

Prices in Bu; weight in pounds. See 5.03+ for weapons appropriate to character's profession and class.

PROD DAYS: days to make assuming tempered steel, tanned leather, cured woods, etc. available
A: armorer
A-S: samurai armorer
A/B: armorer or blacksmith
M: master of the weapon as a martial art
NU: Not Used by Samurai/Nobles and so not available at reduced cost to daimyo for armies.

Melee Weapons	Cost	Weight	Prod Days	Made by	army cost
BO	10	6	1	anyone	2
BOGUSARI	45	12	3	ninja	NU
JITTE	60	2	5	A/B	40
JO	8	4	1	M	1
JOGUSARI	40	10	3	ninja	NU
KAMA	25	10	5	A/B	NU
KATANA	150	7	30	AS	70
KODACHI	65	5	30	A	40
KUSARI	25	5	3	A/B	NU
KUSARIGAMA	75	15	5	A/B	50
MANRIKIGUSARI	45	8	3	A/B	NU
MASAKARI	60	10	5	A/B	NU
NAGINATA	180	15	30	AS	100
NATA	15	2	5	A/B	NU
NEKODE	60	1	5	ninja	NU
NINJATO	150	6	30	ninja	NU
NODACHI	180	12	30	AS	100
SODEGARAMI	100	10	25	AS	60
TACHI	160	9	35	AS	75
TANTO	25	2	5	A/B	15
TESSEN	25	4	5	AS	10
TETSUBO	100	20	5	A	70
YARI	150	7	30	AS	100

Missile and Hurled Weapons	Cost	Weight	Prod Days	Made by	army cost
CROSSBOW	100	10	8	A	70
24 quarrels	12	2	1/2	A	6
quarrel case	5	4	1	A	4
HALF BOW	125	2	10	ninja	NU
6 arrows	15	1/2	1/4	ninja	NU
bow & arrow case	15	1/2	1	ninja	NU
LONGBOW	175	5	12	AS	125
24 arrows	5	3	1/2	AS	1
arrow case	5	1	1	AS	3
9 Shiriken	60	2	5	A	NU
9 Tetsubishi	60	2	3	ninja	NU
Yarinage	130	6	30	AS	50

8.07 ARMOR AND HELMET

Weight: given as percent of wearer's body weight. Note down armor weight on character sheet.

Item	Cost	Weight	Prod Days	Made by	Army cost
AC 1	10 Bu	5%	1	A	NU
AC 2	30 Bu	5%	1	A	20 Bu
AC 3	65 Bu	15%	5	A	50 Bu
AC 4	80 Bu	20%	10	A	60 Bu
AC 5	150 Bu	30%	180	AS	120 Bu
AC 6	200 Bu	30%	180	AS	170 Bu
AC 7	500 Bu	35%	270	AS	450 Bu
AC 8	800 Bu	40%	300	AS	700 Bu
conical or flat helm	35 Bu	3%	1	A	20 Bu
domed helm	40 Bu	5%	2	AS	30 Bu
folding helm	60 Bu	5%	5	A	NU
neck protector	15 Bu	1%	1	AS	10 Bu
face mask	20 Bu	1/2%	2	AS	18 Bu
siege shield	35 Bu	7%	3	AS	10 Bu
horse barding	3000 Bu	15%	25	AS	2000 Bu

8.08 ANIMALS

Cat	1 Mon
Chicken	8 Mon
Cow or Bull	80 Bu
Dog	15 Mon
Dog, Hunting	1 Bu-10 Bu
Falcon	10+D100 Bu
Goat	10 Bu
Pig	10 Bu
Cicada	10 Mon
Cricket	15 Mon
Firefly	15 Mon
Goldfish	D20 Bu
Songbird	1 Bu

Horse	Average	Good	Excellent
Plowhorse	100 Bu	150 Bu	200 Bu
Riding Horse	300 Bu	500 Bu	1000 Bu
Warhorse	500 Bu	1500 Bu	5000 Bu

9 MAGIC

In legendary feudal Japan, Magic was neither a commonplace event nor a childish game of let's pretend, but a powerful and uncanny force that some people had learned how to control. The existence of magic was never treated skeptically, but accepted as being as real as the existence of the Buddha in Nirvana and of the Shinto Kami whose presence was immanent throughout Japan.

Magic was known to be used by the craftiest of ninja and the shrewdest of foxes, by the greatest of artists and the wisest of hermits--the force by which these beings could weave webs of power and illusion in which the ordinary man was all too apt to stumble and go astray. To their horror, people also knew how demons and bakemono could use the power of magic to blast and destroy those who had angered them, how ghosts and spirits might bewitch and bewilder an ordinary human being.

Yet mighty as it was, Magic was never easy to learn nor to perform. Magicians had to go through years of study and austerity to scale the heights of their art. To such scholarly mages, it was the mastery of Magic that was their chief ambition. They went forth to adventure not for excitement nor for riches, but to gain the wealth and rare materials they needed for the further advancement of their studies.

All this is reflected in the system that follows, which is based on and compatible with the magic system of **C&S** in its rules for enchantment and magic spell-learning and spell-casting.

A mage learns spells chiefly for the joy and power of mastering them. The result of his increasing knowledge is his increasing ability in combat. He goes up experience levels as a result of learning spells, not vice versa.

Magic artifacts (wands, scrolls, rings, etc.) are not self-powered; they enable the mage who uses them to reduce his Fatigue Point loss when casting a spell, but do not eliminate energy loss entirely. Nor can a chance-found magic device give a mage strange new powers that present no problem to him. On the contrary, a device that contains a spell that the mage has not yet analyzed and learned will consume much energy to use--and may be highly dangerous to him as well.

Most mages in this system are not suited to be placed in the long range heavy weapons squad and sent forth to the battle. Their range is usually less than half that of a longbow (at really low levels less than that of a thrown dagger); their spells are more variable in effect than that of an arrow, but do about the same amount of destruction a turn as that done by an accurate archer.

And don't forget that casting a spell is not a simple, fool-proof procedure. The mage must do more than wave his hands, utter mystic words, and expend fatigue points. He must have mastered the spell (or be able to remember a partially mastered spell); he often has to target his spell against the area or beings it is to affect (and be prepared to have it go off elsewhere or even backfire against himself if he fails to target successfully). Also spells of Illusion and Command can be saved against by those of Intelligence and Wisdom--at the cost of fatigue point loss.

The usefulness of the mage to his fellows lies then not in his capacity to kill or damage directly by his spells, but in other areas:
--his ability to cast Spells of Protection which screen out hostile magic and beings of enchantment;
--his ability to detect things his comrades cannot;
--his mastery of his opponents' minds through spells of Command and Illusion:
--his ability to evoke and control beings whose powers of destruction are far greater than his own.

Some mages indeed have their chief areas of usefulness not as spellcasters but as enchanters. The Herbalist and the Artificer are valued not for their combat spells but for the magical artifacts they can create. The Diviner's ability to see into an object's past or locate where its latest owner now is present is also highly useful to his customers. Each of the eighteen different mage sub-types has its own area of expertise, its own unique uses to the characters of a Fantasy Role-Playing campaign.

9.01 CLASS ORIGINS AND MAGIC MODE

Magicians are born, not made. One's potential type of magic use is predestined with one's birth. The first table is used to determine which general type of mage a character is; the others are used to determine the specific subtype of magic in which the character's talent lies.

Table I Social Class	Minimum INT	Natural Mode	Minor Mode	Major Mode	Mystic Mode
Outcast	11	01-35	36-65	66-95	96-00
Merchant	11	01-20	21-40	41-80	81-00
Artisan	12	01-20	21-70	71-85	86-00
Peasant	13	01-70	71-90	91-99	00
Shinto Cleric	12	01-85	86-90	91-95	96-00
Buddhist Cleric	12	01-10	11-20	21-40	41-00
Samurai	11	01-20	21-50	51-80	81-00
Noble	12	01-10	11-30	31-70	71-00

A character who has been accepted as a Buddhist or Shinto priest and acquired clerical powers has a chance of acquiring also the power to become a mage, providing that he meets the Minimum Intelligence requirement and rolls:
SHINTO CLERIC: 3%xCHA to be a mage
BUDDHIST CLERIC: 60%-(5%/AL point over 1)
Determine type of magecraft acquired as shown above.

BAKEMONO: INT 14+: see 10.02.
HENGEYOKAI: INT 11+: see 10.13, 10.18-.19.

Table II	Natural Mode			
Social Class	Primitive	Dancer	Shaman	Medium
Outcast	01-50	51-70	71-90	91-00
Merchant	01-60	61-70	71-80	81-00
Artisan	01-50	51-70	71-80	81-00
Peasant	01-60	61-80	81-95	96-00
Shinto Cleric	01-10	11-40	41-70	71-00
Buddhist Cleric	01-30	31-35	36-40	41-00
Samurai	01-60	61-70	71-90	91-00
Noble	01-70	71-90	91-95	96-00

Table III	Minor Mode		
Social Class	Herbalist	Diviner	Artificer
Outcast	01-20	21-60	61-00
Merchant	01-40	41-60	61-00
Artisan	01-30	31-35	36-00
Peasant	01-70	71-85	86-00
Shinto Cleric	01-35	36-75	76-00
Buddhist Cleric	01-35	36-75	76-00
Samurai	01-10	11-15	16-00
Noble	01-10	11-20	21-00

Table IV	Major Mode			
Social Class	Enchanter	Illusionist	Summoner	Symbolist
Outcast	01-10	11-40	41-80	81-00
Merchant	01-20	21-45	46-55	56-00
Artisan	01-20	21-40	41-95	96-00
Peasant	01-40	41-45	46-55	56-00
Shinto Cleric	01-30	31-40	41-95	96-00
Buddhist Cleric	01-25	26-40	41-80	81-00
Samurai	01-50	51-65	66-70	71-00
Noble	01-25	26-50	51-75	76-00

Table V	Mystic Mode		
Social Class	Poet	Calligrapher	I Ching Master
Outcast	01-60	61-70	71-00
Merchant	01-30	31-90	91-00
Artisan	01-40	41-70	71-00
Peasant	01-60	61-65	66-00
Shinto Cleric	01-40	41-45	46-00
Buddhist Cleric	01-40	41-70	71-00
Samurai	01-50	51-90	91-00
Noble	01-40	41-80	81-00

OPTIONS: Well-aspected characters of Ninja parentage may choose to become Illusionists; of Entertainer parentage to become (01-30%) Dancers, (31-60%) Enchanters, (61-80%) Symbolists, (81-90%) Poets, or (91-00%) Calligraphers.

9.02 THE SECOND REQUISITE

While INT is the Prime Requisite for being a mage, other characteristics determine just how well a character will do initially in the particular subtype of magic to which he is fated.

Natural Mode	2nd Req	Major Mode	2nd Req
Primitive Talent	DEX	Enchanter	BVC
Dancer	BVC	Illusionist	CHA
Shaman	CHA	Summoner	CHA
Medium	CHA	Symbolist*	DEX

Minor Mode	2nd Req	Mystic Mode@	2nd Req	NOTE
Herbalist	WIS	Poet	BVC	INT 16+
Diviner	WIS	Calligrapher	WIS	INT 16+
Artificer**	DEX	I Ching Master	WIS	INT 16+

*Symbolists include Origami Symbolists, Painter Symbolists and Carver Symbolists.

**Artificers include Weaponsmiths, Jewelsmiths and Weaver Mages.

@Mystic Mode Magicians must have INT 16+, since all three of these subtypes require extensive language skills.

As a GM option, magicians who fail to qualify for Mystic Mode may be reassigned as follows:

Poet is reassigned as Enchanter.
Calligrapher is reassigned as Symbolist.
I Ching Master is reassigned as Diviner.

Second Requisite Factor: the table below provides the Second Requisite Factor used when computing a mage's PMF (Personal Magic Factor). This use of the Second Requisite gives certain characters an initial advantage in the study of magic. However, the advance of skill due to actual mastery of spells soon overshadows this initial advantage.

	Second Requisite			
Requisite Talent	DEX	WIS	CHA	BVC
1-7	0	1.0	0	0
8-9	0	1.0	1.0	1.0
10-12	1.0	1.5	1.5	1.5
13-14	1.5	2.0	2.0	2.0
15 (01-50%)	2.0	2.0	2.0	2.5
15 (51-00%)	2.5	2.5	2.5	3.0
16 (01-50%)	3.0	3.0	3.0	3.5
16 (51-00%)	3.5	3.0	3.5	4.0
17 (01-50%)	4.0	3.5	4.0	4.5
17 (51-00%)	4.5	4.0	4.5	5.0
18 (01-50%)	5.0	4.5	5.0	5.5
18 (51-00%)	5.5	5.0	5.5	6.0
19 (01-50%)	6.0	5.5	6.0	6.5
19 (51-00%)	6.5	6.0	6.5	7.0
20 (01-50%)	7.0	6.5	7.0	7.5
20 (51-90%)	8.0	8.0	8.0	8.0
20 (91-99%)	9.0	9.0	9.0	9.0
20 (00%)	10.0	10.0	10.0	10.0
21	11.0		11.0	
22	12.0		12.0	
23+			+1.0	

Roll D100 for 2nd Reqs of 15-20.

9.03 PERSONAL MAGIC FACTOR (PMF)

PMF must be above zero for character to be a Mage.

PMF = 2nd Requisite Factor; see 9.03 + AL Factor + Astrological Factor + MKL Bonus

AL Factor: see 1.14. GOOD = .3; WORLDLY = .1; EVIL = .5

Astrological Factor: see 10.12. 10% of the bonus or minus given for magic use by the character's horoscope.

MKL Bonus: +2 to PMF per MKL advanced.

Thus take a Poet with INT 16 and BVC 19 (45%), a Good person whose sign is the Monkey, poorly aspected. His PMF is (6.5 + 0.3 - 0.5) = 6.3. Meanwhile his friend, an Artificer with INT 18 and DEX 3, a Worldly person whose sign is the Bird, well aspected, has an initial PMF of (0 + 0.3 + 2.5) = 2.8.

9.04 PMF EFFECTS TABLE

PMF	Damage per Volume of Basic Magic	Volumes Summon	Handled Move	Spell Duration	Spell Range
0+	1 x standard	1	1	1 x MKL	5'/MKL
1+	1 x standard	2	1	2 x MKL	5'/MKL
3+	1 x standard	3	1	2 x MKL	10'/MKL
6+	2 x standard	4	1	3 x MKL	10'/MKL
9+	2 x standard	5	2	4 x MKL	10'/MKL
12+	2 x standard	6	2	4 x MKL	10'/MKL
15+	3 x standard	7	2	4 x MKL	10'/MKL
20+	3 x standard	8	3	4 x MKL	15'/MKL
25+	3 x standard	9	3	4 x MKL	15'/MKL
30+	4 x standard	10	3	5 x MKL	15'/MKL
35+	4 x standard	11	3	5 x MKL	15'/MKL
40+	5 x standard	12	4	6 x MKL	20'/MKL
45+	5 x standard	15	4	7 x MKL	20'/MKL
50+	6 x standard	20	5	8 x MKL	20'/MKL

Volumes Handled: These columns indicate the number of Basic Magic volumes that a Magic User can handle at a given time. The first is the number the Mage can Materialize or Dismiss; the second is the number the Mage can Spread, Hurl, Bind, Erect, or Accelerate. See 13.01 for details.

Spell Duration: given in turns. This applies to all spells–except those which indicate a specific minimum or maximum number of turns. In the above example, the Poet's spells last 3 turns at MKL 1; the Artificers 2 turns. When both are MKL 5, the Poet's PMF will be 14.3, the Artificer's 10.8, and both mages' spells will last 20 turns, which at 2 minutes a turn is 40 minutes.

9.05 CONCENTRATION

$$\text{CONC.} = \frac{(\text{INT} + \text{2nd REQ})}{10} + \frac{\text{Experience Points}}{10{,}000}$$

A Mage's Concentration is the measure of his ability to control and cast magical spells. It is his Concentration which determines his Magic Level (MKL) rather than his experience points or experience level.

Thus our Poet has an initial Concentration of (16 + 19)/10 = 3.5, while our Artificer has an initial Concentration of (18 + 3)/10 = 2.1. When both have reached 5th level with 25,000 EP, the Poet's Concentration will be (3.5 + 2.5) = 6; the Artificer's only (2.1 + 2.5) = 4.5. The Poet will have reached MKL 2; the Artificer will still be MKL 1. A few highly intelligent and charismatic mages even begin at MKL 2, thanks to a high Concentration.

9.06 DETERMINATION OF MAGIC LEVEL

CONC	MKL	Spell Level	Approx. Exp. LVL	Approx. EP in 10,000s	Approx. Age	Approx. PMF
1+	1	1	1-4	1/2	18	2
5+	2	1	5-6	4	23	4
10+	3	2	7	8	26	6
15+	4	2	8	13	28	8
20+	5	3	9	18	30	10
30+	6	3	10	28	33	12
40+	7	4	11	40	35	14
50+	8	4	12	50	37	16
75+	9	5	13	75	40	18
100+	10	5	14	100	43	20
125+	11	6	16	125	46	22
150+	12	6	18	150	49	24
200+	13	7	20	200	52	26
250+	14	7	22	250	55	28
300+	15	8	24	300	58	30
350+	16	8	26	350	61	32
400+	17	9	28	400	64	34
450+	18	9	30	450	67	36
500+	19	10	32	500	70	38
600+	20	10	34	600	73	40
700+	21	11	36	700	76	42
800+	22	11	38+	800	80	44

9.07 SPELL LEVEL

The highest level spell a Mage can learn with relative ease--and the highest level spell a Mage can place in a Magic Device. (Remember that regardless of MKL, no Mage can ever master a spell over his Research Limit; see 1.10.)

9.08 DETERMINING THE APPRENTICE MAGE'S MASTER

All young Mages (except Natural Mode Mages) have as their first goal finding a learned Master to teach and protect them.

Master's MKL: 2D6+D10 (experience LVL 9+)
Master's AL: determine as per 1.14.

Some Masters have a fixed place of business; some do their magic in their home; some are wanderers. A would-be apprentice must find a Master of the right subtype and influence him to be accepted as a student.

9.09 AN APPRENTICE'S DUTIES

An apprentice mage must influence the Master to accept him; see section 6. Once accepted he must write a pledge of obedience and loyalty which is signed with his blood. As long as his master holds this pledge, the apprentice will have no chance of saving against his Master's spells.

An apprentice's Master will have work for him to do 5D6 days per month. (Roll for each month.) On these days the apprentice will be busy guarding the Master's shop and being of service to its patrons, running errands for his Master (including shopping for materials), enchanting materials or casting spells for the Master, etc. He may even be assigned to do a job of magic that is beneath his Master's dignity or that his Master is too busy to perform.

The rest of the month, the apprentice is free to stay with the Master or venture forth on his own. In addition to his standard daily income from his Master, an apprentice who has enchanted materials or created a magic item also gets 20% of the profit if his master sells it to a patron.

9.10 LEARNING SPELLS FROM THE MASTER

The spells the PC's Master knows are determined by the GM by consulting the NPC Spell Learning Table (9.12). An apprentice mage can only learn spells his Master knows--and is willing to teach him--or that other mages are willing to allow him to study. If the Master learns a new spell, he may permit his apprentice to study it. If the apprentice acquires a new spell (from another mage, a scroll, etc.), he will deliver it to his Master. (If he fails in this duty, his Master's chance of detecting it is 3%x(INT+WIS+MKL). An apprentice found to be disloyal will either be disciplined or discharged by his Master.

9.11 BECOMING AN INDEPENDENT MAGE

At MKL 5 a mage's apprenticeship ends, and his written pledge of obedience to his master is ritually burned. He may remain with his Master as an employee (with work to do 3D6 days per month and half the profits from magic materials or items sold)--or set out on his own.

Before leaving his master, the young Magician will write a manuscript dictated by his Master listing and describing all the spells his Master knows and feels he should be able to learn someday. This manuscript is not a scroll nor in any way magical; it does, however, allow the mage to pick up new spells from his Master's repertoire in later years. This manuscript is written with ink mixed with the mage's blood and the ashes of the burned pledge; the materials are not enchanted, but the mage will be unable to learn any spells or perform any enchantments while writing the manuscript. To write this manuscript takes one day per spell.

No other mage can make use of this manuscript, since it is individualized by blood and ashes.

9.12 NPC SPELL LEARNING TABLE

A mage spends three months a year learning spells.
His days of spell learning per MKL are:

MKL 1-3 . . . . . .270 days per MKL
MKL 4-15 . . . . . .225 days per MKL
MKL 16-21 . . . . . .190 days per MKL
MKL 22 . . . . . 90 days per year over 80

The chart below indicates the number of days a mage must take at a given MKL to learn a spell of a given Basic Magic Resistance. The Spell Level is also indicated; if the spell's BMR is within learning range but the spell level is beyond easy learning range, add 4 + spell level days to the time needed to learn the spell.

So a MKL 2 Mage would take 21 days to learn Detect Magic (BMR 1, level 1), 44 days to learn Detect Enemies (BMR 2, level 2), but (4+3+44) = 51 days to learn Summon Lesser Goblin (BMR 2, level 3).

Start the NPC Mage at MKL 1 and choose spells for him until he reaches the MKL immediately below his present one. Then roll D100 to determine what percent of his present MKL he has advanced to, multiply that percentage times the learning days available at his present MKL, and thus determine how many days he has available for spell learning at his present MKL before the PCs encounter him.

MKL	Spell Level	Basic Magic Resistance of Spell 0	1	2	3	4	5	6	7	8	9	10	11
1	1	5	38	–	–	–	–	–	–	–	–	–	–
2	1	5	21	44	–	–	–	–	–	–	–	–	–
3	2	5	15	26	45	–	–	–	–	–	–	–	–
4	2	5	12	20	36	–	–	–	–	–	–	–	–
5	3	5	11	18	26	41	–	–	–	–	–	–	–
6	3	5	9	14	20	34	41	–	–	–	–	–	–
7	4	5	8	12	17	23	37	42	–	–	–	–	–
8	4	5	8	12	17	23	30	41	–	–	–	–	–
9	5	5	8	12	17	23	30	41	–	–	–	–	–
10	5	5	7	10	14	19	25	39	–	–	–	–	–
11	6	5	7	9	14	19	25	32	–	–	–	–	–
12	6	5	6	9	13	18	24	31	–	–	–	–	–
13	7	5	6	8	13	18	24	31	39	–	–	–	–
14	7	5	6	7	11	15	20	26	33	–	–	–	–
15	8	5	6	7	8	10	13	17	22	28	–	–	–
16	8	5	6	7	8	9	10	12	15	19	36	41	42
17	9	5	6	7	8	9	10	12	15	19	36	41	42
18	9	5	6	7	8	9	10	11	12	14	17	33	36
19	10	5	6	7	8	9	10	11	12	14	17	21	36
20	10	5	6	7	8	9	10	11	12	13	14	16	31
21	11	5	6	7	8	9	10	11	12	13	14	15	16
22	11	5	6	7	8	9	10	11	12	13	14	15	16

9.13 PREVIOUS EXPERIENCE SPELL LEARNING

Players who wish to start mages out as having spent several years learning spells before they became adventurers may do so by using the NPC spell learning chart at the rate of 90 days a year of previous experience. Assume D6 years of previous experience.

9.14 EASY MAGIC SYSTEM

Players who wish to avoid the complexity of the spell learning system may do so by using the NPC spell learning chart instead.

9.15 SECRET MAGICAL SCHOOLS

A number of secret schools of Magicians exist; these are analogous to the secret schools of Masters of Martial Arts and Masters of Fine Arts. These secret magic schools allow Mages the opportunity of exchanging spells among themselves to supplement those known to their masters.

Rank in a Secret Magical School is confined to Mages of MKL 3+.

MKL 3-8: Novice. . . . . may study one new spell per year
MKL 9-15: Scholar. . . . . may study D3 new spells per year
MKL 16-20: Master . . . . . may study D6 new spells per year
MKL 21+: Sage. . . . . may study D10 new spells per year

For the rare Magician who eventually attains a higher MKL than his Master ever rose to, it is these societies which become the principal source of new spells.

There are three basic types of Secret Magical Schools.
1. A School devoted to a particular subtype of magic: Weaponsmithing, Shamanism, etc.
2. A School devoted to the Summoner spells (see 10.21).
3. A School devoted to particular subtypes of Basic Magic (see 13.01-.06). Usually each such school will be devoted to 2D3 different subtypes of Basic Magic.

No single Magic School has a monopoly on any of these sets of spells. Some Schools are affiliated with particular Buddhist Temples or Shinto Shrines. Some are affiliated with particular clans. Others are tied up with particular social classes or occupations. Some are restricted to fighters, some to non-fighters; some to men, some to women. The GM is urged to let his imagination run wild. No College or Guild of Magicians exists to coordinate these Magic Schools.

Only someone to whom one is bound with ties of loyalty (a Master, a close relative, a Clan Lord, a friend whose life one has saved) will be willing to tell you he is a member of such a Secret Magic School, let alone be willing to sponsor you if influenced.

9.16 CHANCE OF A MAGE TO BELONG TO A SECRET MAGIC SCHOOL

The chance that the Mage's Master or any other NPC Mage belongs to a secret school is as follows:

Primitive 0%
Dancer 70%
Shaman. 45%
Medium 95%
Herbalist 20%
Diviner 10%
Weaponsmith 20%
Jewelsmith. 95%
Weaver Mage. 20%
Enchanter 30%
Illusionist 40%
Summoner. 15%
Origami Mage 40%
Painter Mage. 50%
Carver Mage 50%
Poet. 30%
Calligrapher 30%
I Ching Master. 30%

If the standards of the Master's school (as determined by the GM) would permit the apprentice mage to enter as a Novice, then the Master may disclose his membership in the school to his apprentice and allow himself to be influenced to sponsor his apprentice to the School when his apprentice reaches MKL 3.

If a PC Mage wishes to join a school to which his Master is not known to belong, he must attempt to find one of the School's Scholars, Masters or Sages and influence the older Mage to sponsor him as a School member.

A Mage may join one Secret Magic School for each 4 MKL he has attained.

9.17 LEARNING SPELLS FROM A SECRET MAGIC SCHOOL

The School's Sages send out spells to Magicians once a year at New Year's.

A Mage may request a certain spell he has heard of with a chance of (1%xMKL)+(1%xCHA) of receiving it to learn. Otherwise he will get a random spell that he has not yet learned. The player should go through the appropriate spell list, rolling a D6 at each unlearned spell. The spell at which a 6 is rolled is the one that the School has sent the Mage.

9.18 THE MAGE'S HOUSEHOLD

A Mage does not employ non-Mage servants, but uses his students to get all necessary work done. A Wandering Mage has 20% chance of 1 student, whose Concentration will be D6x5% that of the Master. A settled Mage has 80% chance of D3+1 students, with Concentration as above.

10 SUBTYPES OF MAGICIANS

10.01 PRIMITIVE MAGES

Unlike all other Magic Users, the Primitive Mage has a natural affinity for Magic and casts some spells naturally. A Primitive Mage will initially possess the following spells as Learned Spells.

Outcast
Read Magic Writing
Hold Small Animal
Sleight of Hand
Hold Large Animal

Artisan
Measure Distance
Sleight of Hand
Read Non-Magic Writing
Detect Coins

Cleric
Detect Alignment
Hold Small Animal
Read Non-Magic Writing
Detect Possession

Merchant
Read Magic Writing
Measure Distance
Read Non-Magic Writing
Detect Coins

Peasant
Detect Herb
Detect Storm
Hold Small Animal
Hold Large Animal

Samurai/Noble
Detect Master of Some Art
Measure Distance
Hold Large Animal
Detect Ambush
Circle of Loyalty

All Primitive Mages also possess Circle of Protection and Detect Observation as Learned Spells. All acquire Charm Person at CHA or BVC 15+.

Each time a Primitive Mage earns 10,000 EP (one Concentration point), he may choose to attempt to learn one spell at or below his Spell Level (9.07) from any category of spells, including Ancient Lord, Summoner Spells, Illusionist Spells, and Basic Magic. He cannot learn Herbalist Spells or the Trances of the Dancer, Shaman or Medium.

A check is made on the table below to see if the Mage's attempt was successful. If so, he acquired the spell as a Learned Spell; if he fails, he acquires no spell at all. He cannot enhance his chance of succeeding.

MKL of	Spell Level										
Mage	1	2	3	4	5	6	7	8	9	10	11
1-2	25%										
3-4	25%	15%									
5-6	35%	25%	15%								
7-8	45%	35%	25%	15%							
9-10	60%	45%	35%	25%	15%						
11-12	75%	60%	45%	35%	25%	15%					
13-14	85%	75%	60%	45%	35%	25%	15%				
15-16	90%	85%	75%	60%	45%	35%	25%	15%			
17	95%	90%	85%	70%	55%	40%	30%	20%	15%		
18	95%	90%	90%	75%	65%	45%	35%	25%	20%		
19	95%	90%	90%	80%	75%	55%	45%	35%	25%	15%	
20	95%	95%	95%	95%	85%	65%	55%	45%	35%	25%	
21	95%	95%	95%	95%	90%	75%	65%	55%	45%	35%	25%
22	95%	95%	95%	95%	95%	85%	75%	65%	55%	45%	35%

Primitive Mages cannot enchant materials themselves, but can use devices enchanted by others.

10.02 BAKEMONO PRIMITIVE MAGES

All Bakemono who qualify as Mages (INT 14+) are Primitive Mages. They possess certain innate magical talents. They can also learn spells from scrolls. Otherwise they may attempt to acquire one new spell every 50,000 EP (5 Concentration points) as per the table above.

All Bakemono Mages know Astral Form. In addition they have:
5% x INT chance of the inborn ability to cast Entrancement.
5% x WIS chance of the inborn ability to Recognize Motivation as a Cleric; 10% FP cost. (see 24.13 No. 9)
1% x CON chance of the inborn ability to Eat Vitality. This magical attack drains 1 HP/Bakemono's LVL/attack. Attack range is physical contact; frequently as per Fist. HP eaten are FP unless critical hit is scored or FP have all been consumed. The Bakemono gains 1 FP restored per 5 HP eaten. Treat victim's chance to save as vs. a 6th Circle spell of Command. 5% FP/attempt lost.

Each Bakemono Mage has a number of spells of Basic Magic which he knows initially as Learned Spells. The total levels plus BMRs of these spells must equal or be below the Bakemono's CON. Range, volumes handled and duration are determined as usual by PMF. These spells are originally cast by chanting and gesturing at 20% FP loss each. However, the Bakemono may eventually enchant his eyes as Complex Magic Devices and place spells in them. Such enchantment is done by anointing the eyes with a salve made from the gems, plants, essences, and liquids of the sign appropriate and its two neighboring signs PLUS the gem of the sign opposite--as determined by the Bakemono's own divination of the stars.

A Bakemono may also design and enchant other magic devices, including a Focus in the form of a weapon.

On his death, a Bakemono's magic eyes become transformed to Treasure Eyes with BMR E, retaining all the spells the Bakemono put into them and capable of being used by other Mages as an Alien Device (see 11.16).

10.03 THE DANCER MAGE

The Dancer is part of the animistic roots of Shinto. At some time in his first two experience levels, he will leave the settled countryside/town and retreat into the depths of the forest or to a mountain or a deserted island. There he will meditate, while dancing earnestly, until he becomes entranced and receives a vision. (Chance of a vision is 3%/day of meditation, cumulative, + WIS. A Dancer with WIS 15 would have an 18% chance of a vision on the first day, a 78% chance on the 21st day, a 100% chance on the 29th day.)

Badgers and other Hengeyokai and Bakemono may find it amusing to send the Dancer false visions. These are not authentic and do not confer any special magic powers, though the trickster may give the mage the illusion that he possesses such powers if he remains within range.

The Dancer's vision will be of a Kami (see 23.02). Seeing a Kami will not disturb a pious Buddhist, since all Kami were accepted as servants or avatars of the various Buddhas and Buddhist Spirits.

Roll D100 to determine Kami seen or let GM decide which would be appropriate.

01. . . . . .Amaterasu, the Sun Goddess and Imperial Ancestress
02. . . . . .Jimmu Tenno (First Emperor, son of Amaterasu)
03. .The Kami of Izumo (Ruler of Astral Japan, Amaterasu's brother)
04. . . . . Hachiman (Kami of War, Protector of Japan)
05. . . . . .Inari (Kami of Grains and Food)
06-10. . . . . .one of the Seven Kami of Good Luck
11. . . . . .Kompira (Kami of Seafarers)
12. . . . . .Koshin (Kami of Travelers by Roads)
13. . . . . .Gekkawo (Kami of Marriage)
14-19. . . . . Kami of a Fine Art
20-24. . . . . Kami of a Martial Art
24. . . . . Kami of Wind
26. . . . . Kami of Soil
27. . . . . .Kami of Rain
28. . . . . Kami of Fire
29. . . . . .Kami of Mt. Fuji
30-90. . . . . Kami of the locality (level 3 spirit)
91-00. . . . . .Shoryo (the Mage's Ancestors)

Note that the Kami contacted may thereafter send a lesser spokesman to deal with the Mage. See 41.03 for the likeliness of interesting a Kami to put in a personal appearance.

The Patron Kami will teach the Mage
a. seven first level Detection spells
b. three second level Detection spells
c. one third level Detection spell
as Learned Spells.

The Kami will also
a. reveal the sign of the Mage's Focus
b. teach him Trance 1-10 as natural abilities
c. teach him Hold Small Animal as a natural ability.

In later attempts to contact the Spirits, the Dancer will dance and chant and enter into a trance in D6+1 turns. A Circle of Protection will appear around him, and he will see a vision of his Kami Master or one of the Kami's spokesmen. He will never be able to summon a spirit of higher power than his Kami Master. The powers of the Spirit summoned are limited by the depth of the trance.

Trance Level	Vision's Spirit Level	Highest Level Spells Castable	Trance Duration
1	2—	1	3 turns
2	2—	2	7 turns
3	2—	3	12 turns
4	3—	4	15 turns
5	3—	5	23 turns
6	4—	6	27 turns
7	4—	7	31 turns
8	4—	8	35 turns
9	5—	9	39 turns
10	5—	10	45 turns

Casting the Trance costs the Mage normal FP for a Learned Spell (plus additional FP if the Trance is over his Spell Level) **plus** 1 FP per turn the trance lasts beyond his Spell Duration as determined by PMF (9.04). Thus a MKL 3 Dancer with PMF 6 would cast Trance 1 at 10% FP loss, Trance 2 at 10% FP loss, but Trance 3 at 20% FP + 3 FP loss. A Dancer in a Trance cannot move more than 2' per segment.

The Kami or his spokesman will cast Circle of Protection plus one additional spell for the Dancer who summoned him. An additional number of spells may be cast depending on the depth of the Trance and the Dancer's MKL.

No. of Spells = Dancer's MKL + 1 — Trance Level.

Thus our MKL 3 Mage may have three spells (maximum of 1st level) cast by a level 2 Spirit; two spells (maximum of 2nd level) cast by a level 2 Spirit; one spell (maximum 3rd level) cast by a level 2 Spirit; one spell (maximum 4th level) cast by a level 3 Spirit; etc.

A Dancer's trance may be extended beyond its normal duration by 2 FP/turn additional. Such an extension, however, creates a chance of 10%+1%/extra turn that the Mage will be possessed by the Kami or Spokesman for D20 days and will lose 1 CON point per day. Such a possessed mage always chooses the Shinto Path when he dies; after death he becomes a Zuijin (see 41.08) of the Kami that was his Master.

Learning Spells from Visions: if a Kami/Spokesman throws a spell while the Dancer is in a trance, the Mage may learn it; success chance is:

3%/MKL + 2%/trance level + 3%/Spirit level

Throwing a spell learned in this way has 5% chance of bringing on an immediate Trance (roll D10 for level) and evoking the Kami once again.

The Dancer may also learn spells from other Dancers who have learned them from the same Kami.

The Dancer Mage's FOCUS is a musical instrument, usually a drum. He may enchant other musical instruments as well.

10.04 SHAMAN

Like the Dancer, the Shaman's tradition goes back to the animistic roots of Shinto. He also must leave the settled world of men and go to the wilderness to meditate until given a vision by the Kami (see 10.03 for details).

Though not technically a cleric, the Shaman still has several quasi-religious abilities and may exercise them in addition to any spells he may learn. These abilities may be thrown as Miracles by Prayer and Intervention from the Patron Kami (see 24.12+) or as Learned Spells at 10% FP loss. They can be placed in magic devices like regular spells or miracles.

They are acquired without study as listed below:

MKL 1 . . . . . Purify (see 24.13 No. 1)
MKL 2 . . . . . .Remove Curse (see 24.13 No. 3)
MKL 3 . . . . . Detect Transformed Hengeyokai as Cleric (see 24.06)
MKL 4 . . . . . .Talk to Animals (see 13.08/LVL 4)
MKL 6 . . . . . Propitiate Spirits as Shinto Cleric (see 24.08)
MKL 7 . . . . . Command Plants (see 13.11/LVL 4)
MKL 10 . . .may learn Determine Spirit's path--and if pious Buddhist may learn Determine Location of Reincarnated Spirit (see 24.10)
MKL 16 . . .may learn Age Reincarnated Spirit's Body and if pious Buddhist may learn Restore Experience (see 24.10)

The Shaman does not acquire the ability to enter into the various trances from his Kami Master; he must learn each Trance as a standard spell. The Vision that he sees in his Trance may teach him spells, but not cast any for him. In addition, he may also learn spells from a normal human Master.

The Shaman takes D6+1 turns to enter into a trance. While in it, he is surrounded by a Circle of Protection. Being in a Trance enhances his ability to learn and cast spells, to target spells, and to enchant materials--and the intensity of this enhancement increases with the depth of the Trance.

Trance Level	BMR	Duration	Danger Point	Learning/Targetint Bonus	Enchanting Bonus	HP Loss	
1	1	7	D6	+10%	—	5%	FP
2	2	9	2D6	+10%	-½ BMR	5%	FP
3	3	12	3D6	+10%	-½ BMR	10%	FP
4	4	15	3D6	+15%	-1 BMR	20%	FP
5	5	18	4D6	+15%	-1 BMR	30%	FP
6	6	21	4D6	+20%	-2 BMR	40%	FP
7	7	24	5D6	+20%	-2 BMR	50%	FP
8	8	27	6D6	+20%	-2 BMR	60%	FP
9	9	30	6D6	+25%	-3 BMR	75%	FP
10	10	36	7D6	+25%	-3 BMR	100%	FP

+10% FP loss occurs for throwing a Trance whose level is over the mage's casting level.

Duration: the Trance's duration in turns.

Danger Point: if the randomly determined danger point is exceeded by the duration of the trance, one additional FP is lost for each turn more the Trance lasts. The Trance's duration is fixed and cannot be altered. If FP are lost in excess of the Mage's total FP, damage is assessed against the BP.

Enchanting Bonus: -½ BMR = the spell of enchantment does an additional 50% of a BMR level. -1 BMR = the spell of enchantment does an additional BMR level.

A Shaman in a Trance may not move more than 2' per segment.

The Shaman may enchant magic devices, including a Focus made with the 22 Correspondances plus 7 Flowers: a mirror for a woman, a sword for a man. The sign of the Focus is revealed to the Shaman by the Kami in his first vision.

10.05 MEDIUM

The Medium is a Mage who is sensitive to the spirits of the dead or the wandering spirits of the Living (see 39.00+). He may make contact with human spirits--or with other spirits which have possessed humans. He knows Trance I as a Learned Spell and may learn the other Trances as standard spells.

Trance Level	BMR	Turns Duration	CHANCE OF CONTACTING SPIRIT Basic Chance +	Per MKL +	Per Spirit's Charisma
1	0	7	5%	1%	1%
2	1	9	7%	2%	1%
3	2	12	10%	2%	2%
4	4	15	15%	3%	2%
5	5	18	20%	3%	3%
6	7	21	25%	4%	3%
7	9	24	33%	4%	4%

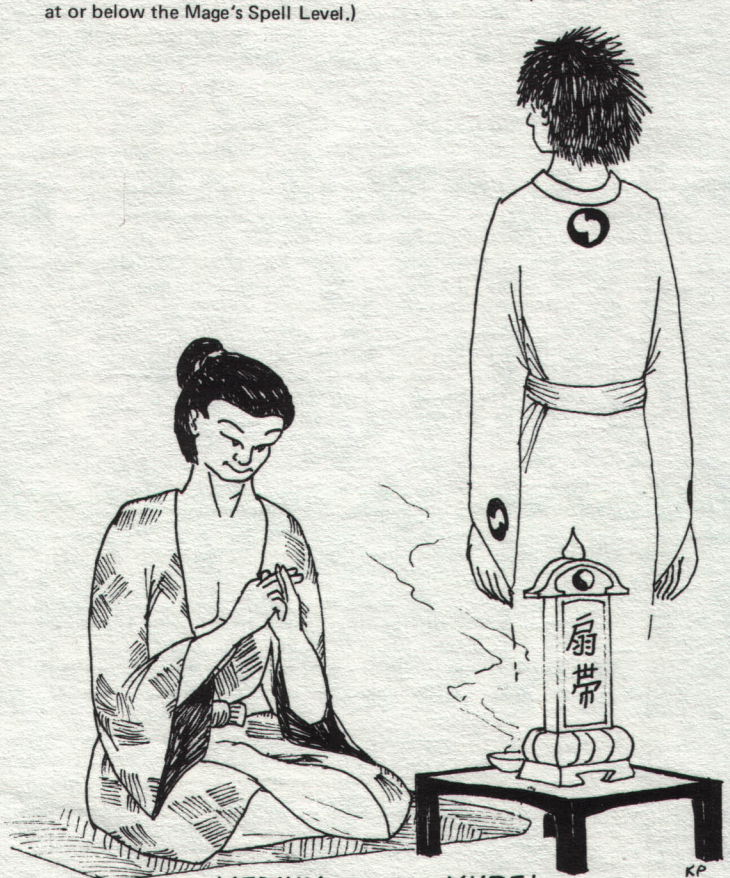
The Medium takes D6+1 turns to enter the Trance. Check for Contacting the Spirit each D6 turns for as long as the Trance endures. Only one Spirit is contacted in a Trance, unless a Kami, Demon or other Possessing Spirit deliberately attacks the Medium on the Astral Plane (see 21.02).

When the Medium contacts the Spirit, he becomes possessed by it. This possession lasts until the end of the Trance. During possession, the Medium acquires the powers (PMF, MKL, LVL) and knowledge (spells, fine arts and martial arts) of the Spirit.

The Medium may prolong the Trance beyond its normal duration 1 turn per CON point with a loss of 1 FP per extra turn. In any case, once the Possessing Spirit has left the Medium will be stunned for one turn for each five LVLs he is below the Possessing Spirit.

The Medium's Basic Chance per Trance Level is his chance to remember one ability exercised by a possessing Spirit after the Trance has ended. Such abilities are:

a. one magic spell at or below the Mage's Spell Level.
b. one Martial or Fine Art (DD at or below the Mage's Spell Level).
c. one clerical miracle--if the Medium is a pious practitioner of the appropriate religion. (Miracles must be learned in order; No. must be at or below the Mage's Spell Level.)



MEDIUM WITH YUREI
© COPYRIGHT 1980 KP

Since only one ability may be remembered per possession, if the Spirit exercises several abilities, roll D100 for each; the Medium will remember the ability that scored the highest.

In addition to contacting restless spirits and vengeful spirits, the Medium may also attempt to contact his own Ancestral Dead (dead over 33 years) out in the wilderness or in a quiet spot cherished by the dead Ancestors. Success chance is:

1%/days meditated
+ HALF Basic Chance as per Trance level
+ 25% if Medium has the ihai, the ancestral memorial tablet. (It is a point of Filial Duty to return this to the family home.)

An unsuccessful attempt to contact the ancestors has a 10% chance of attracting a Lesser Demon, who may attack on the Astral Plane while the trance lasts.

Determine the Ancestral Master's characteristics (see 1.04-.14; 1.18-.20) with the following exceptions:
Gender: 80% same as Medium's
AL: 10% same as Medium's
Social Class: 90% same as Medium's; otherwise see 2.01-.14.
LVL: roll D6: 1 = 2D6; 2 = 3D6; 3 = 4D6; 5 = 3D10; 6 = 6D6.
Determine PCF: see 1.20; 5.18.
Determine Specialized Weapons/Martial Arts: see 31.04.
Determine Fine Arts: see 31.04.
Chance of being a Mage (if INT permits): 10% + 1%xMedium's CHA.
Determine Mage Subtype/MKL/Spells known: see 9.01-.12.
Determine Miracles Known: see 31.05.

The Ancestor will reveal the sign of the Medium's Focus (a mirror). He is the only Ancestor the Medium may contact (except for Restless or Vengeful spirits). The Medium may summon his Ancestral Master with 100% chance of being possessed once a month at Trance 1, once a month at Trance 2, once a month at Trance 3, etc.

The Medium may enchant magic devices. He cannot learn spells except from Possessing Spirits. (His Ancestral Master will teach him Trance 2-7.)

10.06 THE HERBALIST

The Herbalist is a specialist in Enchanting Materials. He is usually an Isha by profession or avocation--and the usual requirements for becoming an Isha are waived in his case. Only a man lost to honor would attack an Herbalist save in self-defense or in defense of the innocent, for he is a figure of great prestige in the community. See section 22 for Medical Matters.

During his first two MKLs, the Herbalist will learn:
a. the Flowers and Leaves . . . . . 13 in all
b. the Trees: woods, barks and roots. . . . . 13 in all
c. the Herbs and other Organics . . . . . 39 in all
d. the Skins and Feathers . . . . . 33 in all
e. the Bones and Internal Organs . . . . . 33 in all
f. the Bloods and other Liquids. . . . . 55 in all
g. the Gems and other Minerals. . . . . 14 in all
h. the Metals . . . . . 20 in all

Until he has finished learning all of these, he cannot advance to MKL 3. He learns these materials at the rate of:
INT 11-14 . . . . . 20/ month
INT 15-19 . . . . . 30/month
INT 20+ 40/month

At the end of each month spent learning materials, the Herbalist will write and illustrate a book about the materials he has just learned. This takes 10+D20 days. He is then free either to commence another course or study or to occupy his time doing something else.

Once he has learned a material and written it up, he is then able to reduce its BMR by 40%+(2%xMKL) per successful enchantment cast.

He can only learn Basic Magic, Summoner Spells and the specialized Herbalist spells from his master or from other mages. But he can also analyze and duplicate the spells he finds in powders, potions, salves, incense, etc., as follows:

Accurate Analysis: 2% x MKL - plus
3%xINT chance if he knows spell's basic nature (Detection, Command, etc.)
1%xINT chance if he does not know spell's nature.

If powder, etc. is not accurately analyzed, there is a 5% chance of a backfire (see 11.09). Otherwise, the Mage will only find that he has not accurately duplicated the spell in the mixture he created.

If spell is not accurately duplicated:
01-50 . . . . mixture is magically inactive. 50% chance materials are no longer BMR 0 100% but have reverted to BMR 0 0%
51-75 . . . . spell of same type (Basic Magic: of same element) but lesser level, 1st level spell minimum
76-90 . . . . . random spell of same level or less; see 13.00+.
91-99 . . . . . magic poison
00 . . . . . Ancient Lore spell

Before making salves, perfumes, etc., the Herbalist must first learn and master each of the Ten Processes. Until he has mastered a process, his chance of successfully completing it is 3%xDEX and it will take him 30-DEX days. Once he has completed the process successfully, it will be mastered and he can do it routinely with 60% + (2%xDEX) chance of success.

The Herbalist may throw spells directly by gesture rather than putting them into salves, perfumes, etc. but at a 25% FP loss. He does not enchant a Focus, but he may enchant simple and complex magic devices. If a Cleric, he may incorporate a Miracle into an herbal mixture at half his standard chances of success at that date. He may do so once a month on a holy day of his religion. (Use three additional materials per Miracle number over one.)

The Ten Processes
1. **Clarify Fat** (minimum weight and BMR as per animal taken from). After mastered takes one day. A Mage can process a maximum of 10 lb per CON point.
2. **Clarify Oil** (minimum weight and BMR as per vegetable taken from). After mastered takes one day. A Mage can process a maximum of 10 lb per CON point.
3. **Powder** roots, bark, wood, stones or metal. After mastered can do 1/2 lb x STR per day.
4. **Powder** gems, shells, etc. After mastered can do 10 carats x DEX per day.
5. **Dry** and **powder** flowers, leaves and other organics. After mastered, takes one week. A Mage can process a maximum of 1 lb per CON point.
6. **Dry** bloods and other liquids. After mastered takes one week. A Mage can process a maximum of 1 lb per CON point.
7. **Dry** and **powder** organs, skins and feathers. After mastered takes two weeks. A Mage can process a maximum of 5 lbs per CON point.
8. **Dry** and **powder** bones. After mastered can do 1/2 lb x STR per day.
9. **Form Paste** of powders, press into solids and dry. After mastered, takes one day. Can make 5 pills per DEX point per day.
10. **Add** powders to oil for Perfume
to fat for salve/incense
to water for potion.
After mastered, takes one day. Can make 5 doses per DEX point per day.

All ingredients used by an Herbalist for his preparations must be either powdered or clarified--except for water.

The Herbalist prepares compounds which have their effect upon being swallowed, absorbed through the skin or inhaled--depending upon type of preparation. Each herbal compound requires 15 enchanted substances, of which at least 5 must be appropriate to the nature of the spell and at least 5 must be appropriate to the nature of the preparation (salve, perfume, potion, etc.).

In addition, three more enchanted substances must be added for each level of spell over level one, and one of these three must be appropriate to the spell to be contained.

Each herbal compound's preparation yields 10+D10 doses, each of which will affect one person (in the case of a salve, potion or pill) or an area determined by the Mage's PMF (in the case of an incense or perfume).

Doses of different herbal compounds may be combined. The resultant mixture will have the effects of both the original spells.

10.07 HERBALIST SPELLS

Level 1/BMR 1
Cure Backache/Sore Feet: see Medical Matters 22.04.
Detect Herb: see 13.07, level 1.
Detect Corrupt Food: detects spoiled or naturally poisoned food.
Treat Common Cold for D6 hours: see Medical Matters 22.04.
Treat Fatigue: doubles standard regeneration of FP non-cumulative; lasts D3+1 hours.

Level 2/BMR 2

Cure Food Poisoning: cures poisoning caused by spoiled food, not by poisoned food.
Detect Natural Poisons: see 13.07, level 2.
Purify Corrupt Water: affects D10 flagons of water.
Relieve Pain: see Medical Matters 22.04.
Sleepiness: see 13.09, level 1.
Treat Burns: see Medical Matters 22.04.
Waken: see 13.09, level 1.

Level 3/BMR 3

Create Natural Poison Potion/Salve/Pill: at least one material must be from the animal/plant that is the natural poison's source. See 17.05.
Detect Magic Poisons: like Detect Natural Poisons but detects magically created poisons.
Cure Laryngitis for one hour: see 22.04.
Prepare Antidote for a Natural Poison: must have one material from the animal/plant that is the natural poison's source. See Medical Matters 22.04.
Treat Pneumonia: see Medical Matters 22.04.
Treat Wounds: doubles standard regeneration of BP non-cumulative. Lasts one day.

Level 4/BMR 4

Create Magical Poison Potion/Salve/Pill: see 17.05 but double time/cost.
Create Natural Poison Incense/Perfume: see 17.05 but double time/cost
Detect Enchanted Materials: see 13.07, level 1.
Prepare Antidote for a Magical Poison: must contain at least three ingredients in common with the Magical Poison being treated.
Treat Leprosy: see Medical Matters 22.04.
Treat Beriberi: see Medical Matters 22.04.

Level 5/BMR 5

Beautiful Voice Potion: +D6 to BVC temporarily; if taken daily for a month gives 50% chance of +D2 to BVC permanently.
Beauty Salve: as Beautiful Voice Potion but affects APP.
Create Magical Poison Incense/Perfume: see 17.05 but 5xtime/cost.
Detect Hengeyokai as Cleric: see 24.06.
Exorcism of the Possessed as Cleric: see 24.07.
Treat Grievous Wounds: like Treat Wounds but if taken daily for D6x 10 days has 5%xMKL chance of curing paralysis as well.

Level 6/BMR 6

Blindness Salve: 80% causes blindness for D20 hours; 20% causes blindness for D20 days. If taken daily for a month becomes permanent.
Cause Corrupt Food & Water: affects D10 lbs. food, D10 flagons water.
Love: see 13.09, level 6.
Fear: see 10.21, level 2.
Summon Hengeyokai of Tree: see 10.21, level 1.
Treat Smallpox for one day: see Medical Matters 22.04.

Level 7/BMR 7

Blindness Potion: affects as salve above.
Cause Smallpox: see 22.04.
Cause Weakness: -1 blow, -2 WDF, -20'/turn movement, half standard Carrying Capacity.
Cure Blindness caused by Magic.
Cure Weakness
Treat Typhus Fever: see Medical Matters 22.04.

Level 8/BMR 8

Cause Plant to flower out of season: affects 1 plant.
Cure Deafness
Cure Lameness (including legs crippled by broken bone healing while unset)
Grow Hair on the Bald
Illusion of Growth: see 13.10/level 3.
Illusion of Smallness: see DIMINISH; 13.10/level 3.

Level 9/BMR 9

Cause Regrowth of Missing Digits: success chance 10%xMKL.
Cause Regrowth of Missing Teeth: success chance 10%xMKL
Rejoin Cut Off Limb: success chance 5%xMKL -25% per hour after limb severed.
Treat Tetanus for D6 hours: see Medical Matters 22.04.

10.08 DIVINER

The Diviner specializes in predicting the future, learning the past and influencing the present by means of divination. He may enchant magic devices, but does not enchant a Focus. He has READ MAGIC WRITING and READ NON-MAGIC WRITING naturally as Learned Spells. He cannot learn any other spells but those of Detection, Transportation and Communication--and Divination.

He may hold an object and enter into a Trance to find information about it and its past. It takes D6+1 turns for him to enter the Trance, which lasts D6+1 turns and costs him 10% FP. While in a Trance, he may cast other spells on the object that has entranced him. He must target the object with these spells. If he is using spells to trace or locate a previous owner of the object, he must target him too. Range considerations do not apply to spells of divination, but the Diviner is -1% to target per mile the targeted person/object is beyond his normal range.

Detect Magic: level 1/BMR 1.
Detect Curse: level 2/BMR 2: Chance of success if 1%xWIS plus 3%xMKL.
Detect Type of Magic or of Curse: level 3/BMR 3: roll D100

01-70 . . . .Detect Basic Type
71-90 . . . . . Above plus level/intensity of effect
91-00 . . . . All details of spell at additional cost of 2D6 FP. But if spell/curse was created by a Mage of greater INT and spell/curse is of a highly complex nature, 50% chance of Forgetfulness, 10% chance of the Unanswerable Riddle

Trace Previous Owner: Level 3/BMR 0. Success chance is 5%/MKL/month previous owner possessed it.

01-20 . . . . . .Detect owner's gender
21-60 . . . . . .Detect above and social class
61-90 . . . . . Detect above and appearance (can describe face and clothing presently worn)
91-99 . . . . . Detect above and experience level/influence/MKL
00 . . . .Detect above and present whereabouts as per Locate Previous Owner at D10% extra FP

This spell may be used to trace multiple previous owners if the object has been owned by several people within the last MKLx Months. It will pick up one owner per 5 MKL of Diviner. If used to trace fewer owners than actually existed, it will pick them up in order of longest possessor of object.

Locate Previous Owner: level 3/BMR 4. Success chance is 5%/MKL/month owned PLUS 1%/FP expended. This spell must be targeted.

01-40 . . . . . .Detect Direction
41-70 . . . . . Detect above plus distance
71-90 . . . . . .Detect above plus name of place
91-99 . . . . Detect above plus current appearance (face and clothes)
00 . . . . . .Detect above plus current activities.

May be used to trace multiple owners as Trace Previous Owner.

If a Diviner's detection fails, no further divinations may be done on the object involved save by a Diviner of higher MKL than the one who failed.

10.09 USE OF THE I CHING RODS FOR FORECASTING/INFORMATION

The Diviner will also enchant six I Ching Rods, each with a Yin (broken line) on one side and a Yang (unbroken line) on the other side. The 6 rods are treated as 1 pound for enchantment purposes. They are made out of wood.

He may throw the six rods and get two trigrams composing one hexagram of six lines, each line having a 50% chance of being yin, a 50% chance of being yang. Check once for signification of upper trigram (top three lines) and once for signification of lower trigram.

01-13	⚊ ⚊ ⚊	SKY	+	Yang, Yang, Yang
14-25	⚋ ⚊ ⚊	LAKE	0	Yin, Yang, Yang
26-37	⚊ ⚋ ⚊	FIRE	0	Yang, Yin, Yang

38-50	— — — — ———	THUNDER	0	Yin, Yin, Yang
51-62	——— ——— — —	WIND	0	Yang, Yang, Yin
63-75	— — ——— — —	PIT	—	Yin, Yang, Yin
76-88	——— — — — —	MOUNTAIN	—	Yang, Yin, Yin
89-00	— — — — — —	EARTH	+	Yin, Yin, Yin

5% FP to get answer to a Yes/No question.
5% FP to Forecast Omens for a Future Event (forecast applies to length of time determined by Diviner's PMF).

Chance of Accuracy: 20% + 2%/MKL + 2%xWIS (GM checks, not Diviner's player.)

Answer	Given	
2 -s	FIRM NEGATIVE	-5% on all throws in forecast
-&0	NEGATIVE	-3% on all throws in forecast
+&-	UNCERTAINTY	standard throws in forecast
0&0	UNCERTAINTY	standard throws in forecast
+&0	AFFIRMATIVE	+3% on all throws in forecast
2 +s	FIRM AFFIRMATIVE	+5% on all throws in forecast

Thus suppose that 11% and 36% are thrown for the Diviner's Answer: SKY above FIRE; + and 0. The answer to the question is affirmative. Or if the question concerned the fortune to be anticipated of a venture, the prediction if accurate would result in +3% on all throws in the time period forecast in regard to the event forecast. But was the prediction accurate? Assuming the Diviner is MKL 10 and WIS 15, the chance of accuracy is 20%+20%+30% = 70%. The GM will check and note the data down for his own purposes.

10.10 USE OF THE I CHING RODS FOR SPELLCASTING

The Diviner may also use the I Ching Rods to cast Spells of Basic Matter (see 13.01+). He casts the rods and obtains a hexagram composed of an upper and lower trigram, studies it for most of a turn and casts the spell obtained in the last segment of the turn.

Abbreviations
A: Accelerate
B: Bind
D: Dismiss
E: Erect
H: Hurl
M: Materialize
S: Spread

Trigram	Effect Above	Effect Below
SKY	A, D, H and/or M	Wind or Rain
LAKE	D, M and/or S	Water or Rain
FIRE	B, D and/or M	Fire, Flame, Light
THUNDER	A, H and/or M	Astral Smoke, Astral Fire or Astral Fog
WIND	A, H and/or M	Wind or Breeze
PIT	M Poison Version of Fog, Water, Smoke or Wind; otherwise Backfires.	Ice or Fog or Smoke
MOUNTAIN	E and/or M	Dense or Soft Rock
EARTH	B, D, M and/or S	Sand or Dirt

Thus MOUNTAIN above PIT would enable the Mage to Materialize and Erect Ice, Fog or Smoke. But PIT above MOUNTAIN would result in a Backfire (see 11.09) since there is no Poison version of Sand or Dirt.

These spells are cast at +3 PMF and cost 10% FP. If the Diviner opts not to throw the spell divined, he loses half the standard FP.

Once he has enchanted the I Ching Rods, the Diviner may also Write and Enchant the 64 Hexagrams of the I Ching (see 10.33) as magic scrolls and consult the I Ching itself. He does this at 20% FP per hexagram cast (10% FP if hexagram not used). He throws spells thus obtained at +3 PMF.

10.11 READING THE STARS

In order to read the stars accurately, the Diviner requires 7+(D100/MKL) days. A quick reading may be done in one day, but has an accuracy chance of 25%+(1%xWIS)+(1%xMKL). (The GM should not disclose to the players whether the reading was accurate until after the events influenced by the reading have taken place. If the reading is inaccurate, the GM should privately determine the true reading.)

Study of the stars enables the Diviner to
a. Forecast Omens for the Future Event; roll D 0

1	FIRM NEGATIVE	-5% on all throws in forecast
2-4	NEGATIVE	-3% on all throws in forecast
5-6	UNCERTAINTY	standard throws in forecast
7-9	POSITIVE	+3% on all throws in forecast
0	FIRM POSITIVE	+5% on all throws in forecast

b. Predict Weather (see 26.05+).
c. Forecast whether a marriage, business partnership, etc. will be successful by seeing if the people's horoscopes are compatible. (GM determination or as above.)

10.12 DIVINERS CASTING HOROSCOPES

The Diviner may also cast the Horoscope for a person, organization or work of art. This is done with the same accuracy as other readings of the stars.

Determination of Aspect
1-2 Well-aspected
3-8 Neutrally-aspected
9-0 Poorly-aspected

Determination of Sign: roll 2D6

1st Die	2nd Die	Sign	1st Die	2nd Die	Sign
1-3	1	Bull	4-6	1	Sheep
1-3	2	Tiger	4-6	2	Monkey
1-3	3	Hare	4-6	3	Bird
1-3	4	Dragon	4-6	4	Dog
1-3	5	Snake	4-6	5	Boar
1-3	6	Horse	4-6	6	Rat

The combination of Sign and Aspect in a Horoscope affects not only how well a character will learn from his experience (EP BONUS or MINUS) in a particular profession, but also affects the power and scope of his magic ability (see PMF).

E:	Sign is Excellent for this profession	
	Well aspected stars:	+25
	Neutrally-aspected stars:	+10
	Poorly-aspected stars:	+5
G:	Sign is Good for this profession	
	Well-aspected stars:	+15
	Neutrally-aspected stars:	+10
	Poorly-aspected stars:	+5
A:	Sign is Average for this profession	
	Well-aspected stars:	+5
	Neutrally-aspected stars:	+0
	Poorly-aspected stars:	-5

Sign	Fighter	Mage	Cleric	Thief	Govt	Merchant	Worker	Other
Bull	G	A	A	A	A	A	G	A
Tiger	E	A	A	G	A	A	A	A
Hare	A	A	A	A	G	A	A	E
Dragon	A	E	A	A	G	A	A	A
Snake	A	G	E	A	A	A	A	A
Horse	A	A	A	A	A	G	E	A
Sheep	A	A	A	A	A	E	G	A
Monkey	A	A	A	E	A	A	A	G
Bird	A	G	G	A	A	A	A	A
Dog	A	A	A	A	E	G	A	A
Boar	G	A	A	A	A	A	A	G
Rat	A	A	G	G	A	A	A	A

The Diviner may also determine the Sign and Aspect of a Magic device. He may also determine a suitable month (by 2D6 as above) and day of month on which to begin an undertaking; determine day of the month by 10x(D3-1)+D10.

10.13 ARTIFICER

The Artificer Mage fashions magical devices usable by the general public, not just by the maker. There are three kinds of Artificers:

Weaponsmith: maker of magic weapons and armor. All male Fox Hengeyokai and all male Samurai/Noble Artificers fall into this category.

Jewelsmith: maker of magic amulets and other jewelry.

Weaver Mage: maker of magic belts, cloaks and other cloth devices. All Peasant Artificers fall into this category and all female Artificers may opt for it.

Characters whose Artificer type is not predetermined by species, gender or social class have it determined by characteristics:

Weaponsmith . . . . . greater STR than INT or WIS
Jewelsmith. . . . . greater WIS than INT or STR
Weaver Mage. . . . . greater INT than STR or WIS

If there is a tie for highest characteristic, the player may opt as to which one to consider higher.

Unlike other Mages who only enchant one type of material per 5 MKL at a time, the Artificer may enchant one type of material per MKL at a time. Thus a MKL 5 Artificer could enchant flowers, liquids, gems, metals and bones together.

Items produced by an Artificer Mage are better made than those produced by ordinary people and sell for ten times the standard price on account of the excellent craftsmanship.

10.14 WEAPONSMITH

At MKL 3+, a Weaponsmith will be accepted as a Samurai and allowed to carry the Two Swords. He is then also a Trained Fighter if not so before.

WEAPONSMITH

1. Weaponsmiths enchant 3 lbs of materials per MKL. (A Fox Hengeyokai Weaponsmith enchants 9 lbs per MKL.) A Weaponsmith enchanting Iron or Steel decreases the material's BMR by one level per successful spell of enchantment--and at BMR 0 by 50% per success.

2. Weaponsmiths create magic weapons with order of enchantment possible rising as they advance in magical proficiency. (See 7.10 for properties of magic weapons.)

MKL 2 . . . . . .+1 minor weapons; -1 armor/helmet
MKL 3 . . . . . +2 minor weapons; +1 major weapons
MKL 4 . . . . . +3 minor weapons; +2 major weapons
MKL 5 . . . . . -2 armor/helmet
MKL 6 . . . . . .-3 armor/helmet; +3 major weapons
MKL 7 . . . . . .+4 minor weapons
MKL 8 . . . . . .+4 major weapons
MKL 9 . . . . . -4 armor/helmet
MKL 10 . . . . . .+5 minor weapons
MKL 11 . . . . . .+5 major weapons
MKL 12 . . . . . .+6 minor weapons
MKL 13 . . . . . +6 major weapons; +7 minor weapons
MKL 14 Ego Swords with INT, WIS, AL. Order of enchantment depends on Mage's MKL and years of work on the sword
MKL 15 . . . . . .+7 major weapons
MKL 17 . . . . . .-5 armor/helmets; +8 minor weapons
MKL 19 . . . . . .+8 major weapons

Major Weapons: Tachi, Katana, Kodachi, Yari, Longbow, Naginata, Bo, Tetsubo, Jo.
Minor Weapons: All others.

The Ego Sword

If made properly, the Ego Sword has the INT, WIS and AL of the Weaponsmith who forged it. The Weaponsmith may place D6 Detections he knows in an Ego Sword. He will need one extra dose of WATERS OF MIGHT per week worked on the sword per level of spell placed in the sword.

An Ego Sword is possessive of its wielder and seeks to determine his life. Its prime goal should be determined by the GM in accordance with its AL, WIS and INT. If annoyed by its wielder, it will behave as a -D3 weapon.

If the Weaponsmith failed to cast a Circle of Protection around the forge while making an Ego Sword or a Demon penetrated the Circle, then the Ego Sword may be possessed by a Demon. In this case it will take on the Demon's INT, WIS and AL and the demon will put D6 spells he knows into it if it has been prepared with spell capacity. The Demon possesses the Sword as a Critical Hit bite on the Astral Plane; see 21.22.

Ego Swords with INT and WIS 18+ have Understand Mechanism. They may also say up to D6 words once a day. Swords with Detections but without speech ability communicate their results to their wielders empathically. Also see 7.10.

3. Weaponsmiths can only learn spells of Detection and Basic If a spell is thrown directly rather than put into a weapon or armor, it costs 25% FP.

4. The Weaponsmith must enchant
   a. WATERS OF MIGHT: (recipe makes 100 +D100 doses)
      1 Unit of Fireflies enchanted
      1 Unit of Dragonflies enchanted
      1 Unit of Bees or Wasps enchanted
      7 Flowers enchanted
      7 Bloods enchanted
      7 Waters enchanted
   b. TEMPER: must be used once a week when making magic metal weapons/armor/helmets.
      7 Skins and 7 Herbs enchanted: makes 50 doses. Add one dose to a dose of Waters of Might to create one dose of Temper.
   c. LACQUER: must be used once a week when making magic leather/wood weapons/armor.
      7 Fish Bones and 7 Bird Bones enchanted: creates 50 doses. Add one dose to a dose of Waters of Might to create one dose of Lacquer.

5. The Weaponsmith must enchant a number of tools.
   a. THE MAGIC HAMMER: used for making steel weapons and armor. Made from the Seven Correspondances of the sign of the Focus. Allows the Mage to work three times as fast as an ordinary armorer.

b. THE MAGIC KNIFE: used for making wood and leather weapons and armor. Made with the Seven Correspondances of the sign of the Focus. Allows the Mage to work three times as fast as an ordinary armorer.
c. THE FORGE: made of 500 lbs of brick and 50 lbs of Iron. It triples the amount of metal the Mage can enchant at a time.
d. THE ANVIL: made from 50 lbs of Iron melted together with the 22 Correspondances of the sign of the Focus. Without the Anvil making a magic weapon or Armor of metal takes **ten times** the standard amount of time.

6. Working Weapons and Armor
a. The Weaponsmith must enchant the metal/leather/wood to BMR 0 100%. (See 8.06 and 8.07 for weight of materials needed.)
b. The Weaponsmith then works on the materials to form the weapon/armor/helmet. (See 8.06 and 8.07 for usual armorer's time needed.)
c. The Weaponsmith then proceeds to work up the object's order of enchantment from 0 to that desired. Each 10 days he must apply Temper or Lacquer. He need spend only one day in ten working on a magic item; he must work on only one magic weapon or piece of armor or helmet at a time.
d. Time needed per Order of Enchantment:

+1	20 days
+2	40 days
+3	80 days
+4	4 months
+5	6 months
+6	1 year
+7 or higher	3 years

7. Testing the Sword
Swords of +3 or higher are tested on a tree branch and on a corpse. Roll D6 per Mage's MKL-5 and subtract two from the total for the sword's performance.

Roll	Performance of Sword
0	Sword cuts into but not through corpse and branch. A CLUMSY SWORD. Order of enchantment is reduced by 2. (A +3 blade becomes +1, etc.)
01-04	Sword cuts through corpse and branch but not cleanly. AN AWKWARD SWORD. Order of enchantment is reduced by 1.
05-58	The sword cuts cleanly through corpse and branch. A STANDARD SWORD.
59-70	The sword cuts through corpse and branch without disturbing the corpse's limbs or the tree's other branches. A DEXTEROUS SWORD.
71-82	The sword cuts off the corpse's head and cuts off the branch at a twig-node. AN AESTHETIC SWORD.
83-88	The sword cuts off the corpse's head but somehow avoids cutting off the branch. A PROTECTIVE SWORD.
89-94	The sword draws flowing blood when it cuts the corpse, sap when it cuts the branch. A **Possible Bane Sword.** May be converted into a Bane Sword with one year more tempering with 3D6 items appropriate to the specific Bane added to the temper for the year--all fully enchanted.
95-00	The sword somehow avoids cutting either corpse or branch. There is a chance of 5%xMage's WIS that this is a **Wise Sword**; Sword's AL is D20 or Mage's, whichever is nearest 1. Otherwise Sword is AWKWARD.

AESTHETIC SWORD: allows wielder to know any Fine Art Weaponsmith has learned.
BANE SWORD: 20% chance that a critical hit on a particular creature or species will result in instant death. Also see 7.10.
DEXTEROUS SWORD: allows wielder the DEX skill of a Thief of the same level and DEX.
PROTECTIVE SWORD: acts as the Circle of Protection of a MKL 20 Mage.
WISE SWORD: WIS 20. Wielder saves as WIS 20 vs. Spells of Command. Sword will only attack wielder's true enemies, only allow him to commit seppuku when his cause is truly lost. Has Recognize Motivation as Cleric; see 24.14/No. 9.

A Weaponsmith only enchants weapons, armor, and the tools of his trade. A Weaponsmith who has learned a Martial Art does +10% per spell of enchantment when working on material that will become the weapon he has learned.

An Apprentice Weaponsmith may borrow his Master's tools once a week for his own purposes. His Master will give him one dose of Temper or Lacquer per pound of materials the Apprentice enchants for the shop.

10.15 JEWELSMITH

A Jewelsmith can make exact appraisals of gems, jewelry and coins. He need pay only half market value for precious metals and gems--and has triple the standard chance of finding a buyer for such items. He decreases the BMR of materials by one level per successful spell of enchantment--and at BMR 0 by 50% per success. He can only enchant 1 lb of material per 3 MKL.

Cutting Gems
Precious Stones: chance of success is
50% + (1%xDEX) + (2%xMKL)
Semiprecious Stones: chance of success is
70% + (1%xDEX) + (2%xMKL)

The Jewelsmith makes such items as Buddhist rosaries, pendants, hair ornaments, combs, inlaid screens, mirrors of polished bronze, jeweled sword scabbards, jeweled quivers, jeweled musical instruments, jeweled boxes for scrolls or paintings, jeweled ink cases, etc.

The Jewelsmith may learn only 5 spells per MKL. If he casts a spell directly, it costs 25% FP. He can enchant spells into fully enchanted jewelry. An unset gem will hold one first level spell per minimum quantity on a non-permanent basis. A gem washed with six liquids will act as a simple magic device. A gem washed with six liquids and set in a piece of jewelry containing 14 other materials acts as a complex magic device.

The Jewelsmith's Focus will be a piece of jewelry.

In addition at MKL 7, the Jewelsmith may make a MIRROR OF JEWELS. This is made of a half pound of bronze which must be polished for thirteen nights of the full moon. Its back must be set with 15 different gems and metals. All materials used in the Mirror must be enchanted, and it must be washed with 15 liquids fully enchanted. After one year minus MKL weeks, the Mirror will begin to glow faintly in the dark. If this mirror is set up outdoors and reflects the light of the full moon of the 15th night of the month, it will produce D6 one carat pearls--each fully enchanted and capable of holding one spell level. These gems may be combined to hold spells greater than one level.

The Jewelsmith may use these pearls to contain spells put into them by others. Otherwise he can only cast spells he has learned himself.

10.16 WEAVER MAGE

The Weaver has the skills of a dyer, weaver and embroiderer. He makes normal items out of cotton and silk, but enchanted items only of silk.

The Weaver may cast spells directly at a loss of 20% FP +D10% FP. He may embroider Learned Spells onto furoshiki (scarves) or other cloth items with fully enchanted silk thread. (Silk Thread is BMR 2, .01 lb per Unit of 250", costs 5 Mon, and is 100% buyable at a Clothiers.) He needs 250" per level of spell contained; after the spell is discharged, the thread reverts to its original BMR. The thread may be converted to a Simple or Complex Magic Device (see 11.10-.12) with embroidered objects functioning accordingly by adding a dye made of 6 or 14 enchanted materials.

The Weaver embroiders DEX inches per hour at 5+ (CON/4) hours per day. He may enchant a NEEDLE made of the Seven Correspondances of the Focus sign with which he may embroider at triple speed.

The Weaver's Focus is his Loom, made out of 7 different woods and the 22 Correspondances--all fully enchanted. On it the Weaver may weave 250" of silk thread a day into cloth. He may weave magic cloth only one day in 10. Each day's thread woven is dyed as a Complex Magic Device.

On his Loom the Weaver Mage may weave the following magic devices:

1. **Belts of Protection Against Weapons:**

MKL	As Armor	Thread Needed	Time Needed
2	-1	500"	20 days
4	-2	1000"	40 days
6	-3	2000"	80 days
9	-4	3000"	120 days
13	-5	6000"	180 days
19	-6	12,000"	360 days

2. **Belts of Protection Against Spells**
250" of thread per total levels of spells protected against. Acts as an amulet against one or more spells the Weaver has Learned. Such a Belt must be successfully targeted (as vs. the Weaver's Relative LVL + 10,000 EP per 50 years of existence) before targeting its wearer. If the Belt is successfully targeted, it is inactivated against that spell for D20 turns.

3. **Astral Cloaks,** which allow a material plane creature to change to Astral Form at will (and become invisible on the material plane). Woven out of 1000" of magic cloth (and placed as the lining of a normal cloak) by a Weaver Mage who has learned Astral Form (see 13.08/LVL 2). Must be washed the night of the new moon (the 1st of the month) in a solution of one unit of enchanted powdered Silver and one unit of enchanted Melted Snow Water; otherwise will not work that month.

4. **Kimono of Beauty:** woven by a MKL 9+ Weaver Mage and placed as the lining of a normal kimono. This Kimono requires 2500" of thread.

10.17 ENCHANTER

The Enchanter performs his magic through verse, song and music. All his magic effects are created through sound, and if he produces no sound, he can do no Magic.

An Enchanter can master the Fine Arts of Singing, Playing an Instrument and Reciting Poetry regardless of the minimum requirements (but those below them will learn three times slower than standard). An Enchanter who has learned the Fine Art of Singing will target at +10%.

An Enchanter will write each of the spells he has learned on a Magic Scroll, which he will bind into his Magic Book. These Scrolls will be incomprehensible to anyone who has not mastered the Enchanter's instrument **and** made his Read Well roll. (This includes fellow Enchanters who are not the Mage's pupils and were not pupils of the Mage's Master.) Only one attempt to read such a Scroll may be made per person.

Many Enchanters become wandering Singers or Poets or Story Tellers. They attempt and are usually allowed to pay for their meals and lodging with a song rather than with cash.

An Enchanter's FOCUS is a musical instrument fashioned by enchanting the 22 Correspondances. An Enchanter may also create other magic musical instruments, musical Scrolls and Books--but no other magic items.

An Enchanter may enhance spells by Meditation at half the normal rate of enhancement on a day of traveling and/or mixing with other people, provided he does not target a spell nor engage in physical combat.

10.18 THE ILLUSIONIST

The Illusionist is a master of sleight of hand, who has the DEX Skill of a Thief of the same level. He may become a street entertainer, doing feats of popular "magic" and juggling. He practices his magic by gesture rather than by speech, and his Focus is a wand made with the 22 Correspondances.

He cannot learn true Basic Magic, but may learn Illusory Basic Magic Spells, which affect animate beings only. He learns these spells as -1 level, -2 BMR compared to the standard Basic Magic spells (with 0 as the minimum level and BMR). The effects of Illusory Basic Magic are:

--half standard duration (one turn minimum)

--if victim saves vs. Illusion, no damage; if victim does not save, half standard damage. (Save costs only 1 FP.) Save as Circle One Illusion, unless the Illusionist has mastered the Shadow or Phantom Basic Magic Subtype (see 13.10/LVL 6 and 7); then the save must be vs. the 6th or 7th Circle of Illusion.)

10.19 CERTAIN ILLUSION SPELLS ARE SPECIFIC TO THE ILLUSIONIST

Circle 1/BMR 1
BLUR OTHER'S IMAGE (as Blur Image but castable on others).
CREATE BLURRY BEING: can't move or speak, only convincing enough to need being saved against when seen in fog or at night. Dissolves if touched.
ILLUSORY OBJECT: one object up to 5' cube in size. Dissolves if touched.
ILLUSORY BEAUTY/UGLINESS: creates illusion of APP 1 or 20 when cast on a person.

Circle 2/BMR 2
DIFFERENT FACE: cast on a person creates a different face which moves appropriately when the person talks.
ILLUSORY BUILDING: size of building limited by PMF Range.
ILLUSORY FIGURE: can gesture and move but not speak. Dissolves if touched.

Circle 3/BMR 3
SHADOW OBJECT: like Illusory Object but only dissolves if person who touches also saves vs. Illusion.
SHADOW BUILDING: like Illusory Building but only dissolves if person who touches also saves vs. Illusion.
ILLUSORY AGING: gives both person it is cast on and viewers the illusion that he has aged to 80 or so years old. Only dissolves if person is touched by someone who has saved vs. Illusion; if the person himself saves, his own touch will dissolve the Illusion.

Circle 4/BMR 4
ILLUSORY ASTRAL FORM: Mage must know See Astral Plane. He may project any Illusion he has learned onto the Astral Plane by throwing this spell at the same time--with a cost of 50% more FP than throwing both spells separately.
SHADOW WEAPON: if person being hit does not save, does half damage; if does save, does 10% standard damage.

Circle 5/BMR 5
ILLUSORY CROWD: D6 people per number of volumes creatable by Mage as per PMF. Can move, speak, etc. Dissolve if touched.
PHANTOM WEAPON: if person being hit does not save, does full damage; if does save, does 20% standard damage.

Hengeyokai Illusionists are +10% to learn Illusion spells. All Hengeyokai except for Male Foxes are Illusionists.

10.20 SUMMONERS

The Summoner is deeply involved with the world of Spirits and the Spirit Powers. His spells are cast by gesture and chanting, and he must have the use of both his voice and his hands to cast a spell. His Focus may be a wand, ring or book of spells made with the 22 Correspondances--or he may choose to enchant a hand, washing it in a liquid made of the 22 Correspondances which are magically absorbed into the hand, thus rendering the hand permanently magical (like a Bakemono Enchanted Eye) and leaving him powerless if it is removed to cast any but first level spells.

Summoners may learn all the standard spells except for Spells of Illusion.

Summoners are affected only 10% of the time by Fear and similar spells. They are affected only 20% of the time by Illusions. // A Summoner may be recruited as a useful subordinate by a Demon or Kami. Such a Summoner is under the Spirit's influence but has the option of trying to work secretly against his master. // A Summoner's Focus is made with the 22 Correspondances **plus** seven eyes.

Summoners may be any Alignment but are typically Evil. AL 1-2, if rolling this subtype, may choose to reroll for mage subtype; AL 3-7 may choose to roll again within the Major Mode for a new subtype. AL 8-14 who choose to use Summoner abilities have a 4% (20-WIS) +AL chance of having +D3 to AL. Evil Summoners are +1 to CHA.

10.21 SUMMONERS HAVE MANY SPECIAL SPELLS

for affecting non-humans. Other mages may learn them with some difficulty.
CHA 14+. . . . . +1 level/+1 BMR higher than standard
CHA 8-13 . . . . . +2 levels/+2 BMR higher than standard
CHA 7- . . . . . +3 levels/+3 BMR higher than standard

Abbreviations used in the following spells

S = Summon: the ability to call to the Summoner the indicated beings if they are present within ten times normal PMF range. These spells also give the caster the ability to turn the being by keeping it at a safe distance away and to detect the being if it is present within the normal PMF range--if targeting is successful.

C = Charm: the ability to Charm a being. The caster's chance of being convincingly friendly is a maximum of 50% (5%/MKL; +20% if CHA or BVC is 19+), enhancable to a maximum of 95% by
- offerings to the being — at 1% per 20 Bu of value
- sacrifices of sentiments to evil beings — at 1% per BP of victim
- HP expenditure by the caster at 5% per BP expended, 1% per FP expended
- services done for the being in past — at 1%/MKL/day of service; usable once only per being
- 5% for Religious Services (plus 1%/LVL if cleric)

These spells also give the caster the ability to Dismiss the being and have it go away if targeting is successful--even if the Charm itself fails.

B = Become (transforms self as Hengeyokai transformation; see 38.04).

P = Project an emotion as an area spell of Command.

T = Talk to a being. May ask up to three questions, which need not be answered truthfully, but being will not attack while talking. Being is automatically Dismissed when spell ends. Spell duration as per PMF.

Summoner spells must be targeted; Victims save as against Commands of the same level. Unlike Commands, the level is not increased if the Mage knows a higher level Summoner spell or spell of Command.

Level one

S Hengeyokai . . . . . BMR 0
T Hengeyokai . . . . . BMR 1
S Yurei . . . . . BMR 0
T Yurei . . . . . BMR 1

Level two

C Hengeyokai . . . . . BMR 3
C Yurei . . . . . BMR 3
S Gaki . . . . . BMR 1
T Gaki . . . . . BMR 2
P Fear . . . . . BMR 2

Level three

S Lesser Goblin . . . . . BMR 2
T Lesser Goblin . . . . . BMR 3
C Gaki . . . . . BMR 4
B Duplicate of known Human . . . . . BMR 3

Level four

S Lesser Demon (spirit level 1-3) . . . . . BMR 0
T Lesser Demon . . . . . BMR 4
C Lesser Goblin . . . . . BMR 5
S Greater Goblin . . . . . BMR 3
S Orochi/Kojin . . . . . BMR 4
B Lesser Goblin . . . . . BMR 6
T Greater Goblin . . . . . BMR 4
T Orochi/Kojin . . . . . BMR 4
P Paralysis . . . . . BMR 4

Level five

C Lesser Demon . . . . . BMR 6
S Greater Demon (spirit level 4-5) . . . . . BMR 0
B Orochi/Kojin . . . . . BMR 7
B Greater Goblin . . . . . BMR 7
C Orochi/Kojin . . . . . BMR 8
S Baku . . . . . BMR 0
T Greater Demon . . . . . BMR 5
C Greater Goblin . . . . . BMR 6
B Lesser Demon (roll D3 for LVL) . . . . . BMR 7

Level six

C Greater Demon . . . . . BMR 9
B Greater Demon (roll D2+3 for LVL) . . . . . BMR 9

Level seven

P Terror . . . . . BMR 7

Level eleven

C Illusion Monsters . . . . . BMR 10

These spells will allow the caster to affect:
Hengeyokai of the same LVL or less.
Lesser Goblins of the same LVL or less.
Greater Goblins, Orochi and Kojin of half the LVL or less.
Yurei of the same LVL or less. (This includes Fune Yurei, Ikiryo and Goryo; but Yurei get +D20% to save percentage.)

FEAR: causes all living beings within 20' of the Summoner to check morale. Characters of 5th+ LVL or intelligent creatures with 50+ HP or unintelligent creatures with 70+ HP are unaffected. Lasts D6 turns.
PANIC: causes all living beings within 50' of the Summoner to check morale at -10%. Characters of 9th+ LVL or intelligent creatures with 75+ HP are unaffected.
TERROR: causes all living beings within 100' of the Summoner to flee in complete terror--or to check morale if 9th+ LVL or if intelligent creatures with 75+ HP.

10.22 THE NUMBER OF BEINGS OF EACH TYPE SIMULTANEOUSLY AFFECTABLE BY THE SUMMONER IS:

	MKL 1+	3+	5+	7+	9+	11+	13+	16+	19+	21	22
Hengeyokai	1	3	5	7	9	11	13	15	17	19	25
Yurei	1	5	10	15	20	25	30	35	40	45	50
Gaki	—	1	2	3	4	5	6	7	8	9	10
Lesser Goblins	—	—	1	5	10	15	20	25	30	35	40
Greater Goblins	—	—	—	1	3	5	7	9	11	13	15
Orochi/Kojin	—	—	—	1	2	3	4	5	6	7	8
Baku	—	—	—	—	1	1	1	1	1	1	1
Lesser Demon	—	—	—	1	1	1	2	2	3	3	4
Greater Demons	—	—	—	—	—	1	1	1	1	1	1

Clerics can affect these beings to Banish or Propitiate them (Dismissal) at No. Miracles = MKL; PMF (and range) = 2xNo. Miracles.

Buddhist Clerics Banish Spirits; Shinto Clerics Propitiate them. A 3rd LVL Cleric with only one Miracle at 5' range could try to Banish/Propitiate 1 Hengeyokai of 3- LVL or 1 Yurei of 3- LVL, while an experienced 9th LVL Cleric with 13 Miracles at 195' range could try to Banish/Propitiate 13 Hengeyokai of LVL 9- or 30 Yurei of LVL 9-.

The Cleric's affect on these beings must be targeted. The Spirits/Bakemono may save as vs. a 6th Circle Spell of Command with 1%x AL added to the chance possible to save. Thus a WIS 8 Kappa of AL 19 would have not a 15% chance of saving but a 34% chance of saving.

Clerics may enhance their chances of targeting Banishment or Propitiations as follows:
- HP expenditure at 5%/BP expended, 1% per FP expended.
- 1% per day of prayer and meditation on this task.
- 5% for Clerical Rites (plus 1% per LVL)
- 5% for the Blessing of the head of the Cleric's hierarchy.
- appropriate amount for Holy charms, relics, etc.
- (Shinto only): offerings to the being at 1% per 20 Bu of value.

Mage Clerics may choose between magical and clerical means of affecting Spirits/Bakemono.

10.23 DEMON SUMMONING

This operation is neither automatic nor especially safe, since the Demon must be summoned before the Mage casts the Charm. The Mage may use a Circle of Protection, but the coming demon carries a Circle of Evil capable of nullifying some of the C/P's effects. No circle of confinement for the summoned spirit was used in Japanese magic.

Option: a delay is possible on summoning a demon.
1-4 . . . . . demon appears immediately
5-7 . . . . . demon appears one turn later
8-9 . . . . . demon appears D3 turns later
0 . . . . . demon appears D20 turns later

Option: the summoning spell need not be totally effective in terms of level of demon summoned. Roll D100 to see what appears; mage may expend FP at 1FP per +1% to enhance roll.

01-05 . . . . . nothing happens
06-10 . . . . . lesser spirit appears: roll D10
1 . . . . . Hengeyokai
2-6 . . . . . Yurei
7-0 . . . . . Gaki (roll D6)
1 . . . . . Fragrance
2 . . . . . Music
3 . . . . . Heat
4 . . . . . Corpse
5 . . . . . Sex
6 . . . . . Blood
11-95 . . . . . Spirit summoned appears
96-00 . . . . . Greater spirit appears: roll D10
1-7 . . . . . more powerful Demon
8-9 . . . . . more powerful Kami
0 . . . . . more powerful Buddhist Spirit

For description of Demons, see 34.

10.24 SYMBOLISTS

Unlike the Illusionist who works Illusions by cunning of mind and strength of will, the Symbolist casts Illusions by creating and animating an artifact. His ability is intricately tied up with the Fine Arts, and he learns Fine Arts three times easier than normal.

There are three kinds of Symbolists:
ORIGAMI SYMBOLIST: folds Japanese origami paper (made from mulberry tree bark) into figures and fans.
PAINTER SYMBOLIST: paints scenes with ink on silk.
CARVER SYMBOLIST: carves wood or ivory.

To determine what type of Symbolist the character is:
ORIGAMI . . . . . INT greater than STR or WIS
PAINTER . . . . . WIS greater than INT or STR
CARVER . . . . . STR greater than WIS or INT

Normal artistic productions of a Symbolist sell at 10 times the standard price of a piece of artwork.

All Symbolists know ANIMATE CREATION as a 1st level Learned Spell. With this spell, a Symbolist may animate his creation (origami, painting or carving) so it becomes for a while what it represents: a person, monster, tree, etc. The duration of ANIMATE CREATION is 3 turns minimum; afterwards the animated object becomes partially disenchanted and is only BMR 0 0-99% (D100)--and must be re-enchanted before being used again. Such Animated Creations may be given by other spells the capacity to move swiftly and carry burdens, but cannot fight unless created by means of SHADOW or PHANTOM spells. They move silently and cannot utter a sound.

All Symbolists use POWDER OF ILLUSION to achieve special effects. This magic powder is compounded from:
.1 lb powdered gold
.1 lb powdered silver
50 carats powdered gem(s)
2 Flowers
2 Bloods
2 other Plants
This recipe makes 10 +D10 doses of powder.

All Symbolists may learn SEE ASTRAL PLANE. SHADOW and PHANTOM Animated Figures may be created on the Astral Plane if the Symbolist has cast See Astral Plane.

The typical Symbolist carries a number of prepared origami figures, paintings or carvings in a pouch, some carefully wrapped in silk to preserve the Powder of Illusion sprinkled on them. When he wishes to enter magical combat, he removes (and if need be unwraps) a figure and casts Animate Creation. If the figure is a Phantom or Shadow, the animation triggers the illusion into effect. Otherwise the figure moves slowly about unless the Mage casts Run, Fly or Swim on it.

10.25 ORIGAMI SYMBOLIST: paper folder

This mage uses mulberry tree paper, thicker and denser than usual writing paper (BMR 2; 1 Mon per sheet; a sheet weighs .1 lb for enchanting purposes; 90% available at an Art Supplies shop).

His Focus is a Book bound with the 22 Correspondances in which he writes each figure of Origami he has once folded and animated as a magic scroll (1st level). Using his Focus enables him to fold paper at triple normal speed into any figure appearing in his Focus.

The Origami Mage can only fold 1 sheet of paper per DEX point per turn. He cannot reuse sheets of paper in a different figure. He must use one sheet per 10 lbs of the being he is creating. Thus to create an 8' tall, 880 lb Oni, he would require 88 sheets, while to create a Magic Bird capable of flying away with the mage into the sky would require only 10 sheets of paper.

The Mage uses fully enchanted origami paper. He may make paper animals, fish, birds, people, demons, goblins, trees, or other useful items such as a building or a statue. After the shape has been folded, the Mage may then cast ANIMATE CREATION on it. He may cast this on one figure, consuming 10% FP per 50 sheets affected, or as an area spell affecting a radius of one quarter his range and consuming 50% FP.

He may animate only one figure per CHA point at a given time. The animated figures move at a slow walk/flight (10'/segment, ½ air zone per segment ascended/descended) and can carry only a sheet of paper. They will obey up to three commands of up to 10 words each given them by their creator after their animation.

The Origami Mage may learn the following spells:
RUN: level 1/BMR 1; gives the Animated Figure an unencumbered CC of 20 lbs per sheet and a speed of 30'/segment. D6 hours duration.
FLY: level 2/BMR 2; gives the Animated Figure an unencumbered CC of 15 lbs per sheet and a speed of 50'/segment. Flies as a Swooper. Maximum Ascent/Descent: 5 air zones; Climb Rate: 1:1; Maximum Turn: 180 degrees. Lasts D3 hours.
FOLD SHADOW ORIGAMI: level 3/BMR 3, Circle 3 Illusion. Figures folded by this spell once animated do half damage if believed, 10% damage if disbelieved. Any breeze blows them away, any spark burns them up, any successful weapon attack bashes them.
FOLD PHANTOM ORIGAMI: level 5/BMR 5, Circle 5 Illusion. Figures folded by this spell require 1 dose of POWDER OF ILLUSION per 10 sheets before being Animated. (Otherwise they behave as Shadow Origami.) Phantom Origami Figures do full damage if believed, 20% damage if disbelieved; they take twice normal damage from fire and are twice as easy as normal to bash.

The Origami Mage may also enchant Paper Fans made out of 5 sheets of Origami Paper; in these he may place standard spells he has learned. Additional materials will allow these fans to function as simple or complex magic devices. Only one type of spell or subtype of Basic Magic may be contained in a given fan. An Astral spell requires 5 doses of Powder of Illusion be incorporated into the fan.

The Origami Mage may learn Origami, Basic Magic--and one Illusion and one non-Illusion spell per MKL. If he casts a standard (non-Symbolist) spell without putting it into a fan, it will consume 20% FP + D20% FP.

10.26 PAINTER SYMBOLIST

The Painter paints pictures on fully enchanted silk cloth. His Focus is a brush made by enchanting 7 Woods and 21 Skins/Feathers; this brush allows him to paint at triple speed. He makes his own inks by powdering the ingredients and forming them into a paste. He paints with an ink cake, a brush and water. He must master the processes used in making inks like the Herbalist (see 10.06).

SYMBOLIST PAINTER

© COPYRIGHT 1980 KP

The Painter's Ink is made out of powdered bones and tree ashes. He must master the process of powdering bones and forming a paste of powders as the Herbalist (see 10.06). 1 unit bone and 1 unit tree ash makes an ink cake of 25 doses of ink. The Painter needs an ink cake made of fully enchanted materials, a brush and water to paint.

The Painter may learn the spells listed below, plus 5 additional spells per MKL. He may learn any Basic Magic Spell, whether his Master knows it or not, since he need merely paint the effects of the Basic Magic in question. He may create Paintings of animals, fish, birds, people, demons, goblins or such useful objects as lanterns or houses. Animation is the same as for Origami Figures.

For each painting he needs .1 lb silk plus 1 dose of ink per 25 lbs of creature painted–or 10 doses of ink per level of spell embodied in painting. Standard FP loss is 50% per painting. Standard painting speed depends on DEX.

DEX 1-9 . . . . . 1 dose of ink per 4 segments
DEX 10-14. . . . . 1 dose of ink per 3 segments
DEX 15-18. . . . . 1 dose of ink per 2 segments
DEX 19+. . . . . .1 dose of ink per segment

No painting may take longer than one turn to paint. The Mage's speed and FP loss are affected by the length of his meditation on the subject of the painting.

Meditation	FP loss	Doses per Segment
1 turn	40%	+1
5 turns	30%	+2
30 turns	25%	+3
1/4 day	20%	+4
1 day	15%	+5
10 days	10%	+10
1 month	5%	+20

Paintings embodying spells affecting the Astral Plane require an additional dose of Powder of Illusion per 10 doses of ink.

Basic Magic spells affecting the same subtype (e.g. Fog, Breeze) may be embodied in the same painting but require .1 lb silk per spell plus 10 doses of ink times total levels of spells.

The Painter casts spells of Detection by meditating for a turn and then painting a picture (symbolic or literal) of the thing detected if the targeting is successful.

A Non-Symbolist spell cast by means of a painting consumes 5% FP. Cast directly it consumes 20% +D20% FP.

The Painter Mage may learn the following spells:
RUN: level 1/BMR 1; gives the Animated Figure a normal carrying capacity and running speed; lasts D6 hours.
FLY: level 2/BMR 2; gives the Animated Figure of a flying creature normal flying ability for D3 hours.
SWIM: level 3/BMR 3; gives the Animated Figure of a swimming creature normal carrying capacity and swimming speed of 50'/segment. Gives any air-breathing creature riding on figure's back the capacity to breathe water. D3 hours duration.
PAINT SHADOW PAINTINGS: level 3/BMR 3; Circle 3 Illusion. Requires 1 dose POWDER OF ILLUSION per 5 doses of ink. Such figures do half damage if believed, 10% damage if disbelieved. They take double damage from fire, are three times as easy as normal to bash, and take bashes from any Wind as from a Heavy Weapon.
PAINT PHANTOM PAINTINGS: level 5/BMR 5; Circle 5 Illusion. Requires 1 dose POWDER OF ILLUSION per dose of ink. Such figures do full damage if believed, 20% damage if disbelieved. They take 50% additional damage from fire and are +20% to be bashed.

10.27 CARVER SYMBOLIST

The Carver carves miniatures out of one unit of wood or ivory, using the best wood and paying five times the standard wood price. His Focus is a Carving Knife made by enchanting the 22 Correspondances. With it he can triple his carving speed.

To create animatable carvings, the Carver uses fully enchanted wood or ivory.

Carving Time = 10 turns per Creature's HP
Carver's (DEX + MKL)

Thus a MKL 4 Carver with 16 DEX can carve a Superior 10th LVL Oni (46 BP + 27 FP = 73 HP) in 730/20 = 36½ turns (1 hours 13 minutes).

Under hurried conditions, the Carver may whittle hastily.

Whittling Time = 1 turn per Creature's BP
Carver's (DEX + MKL)
Success Chance: 50% + 1% (DEX + MKL)

An unsuccessfully whittled Figure cannot be animated. (GM checks success of whittling when Carver casts Animation.) The Painter above could whittle the same Oni in 46/20 = 2.3 turns (28 segments).

Success in whittling is enhanced 5% per turn of meditation on the figure to be carved for a maximum of 25% enhancement.

Having carved the figure, the Carver then casts ANIMATE CREATION, either at one figure (at 10% FP loss per 25 BP of creature) or as an area spell affecting a radius of one quarter his range and consuming 50% FP. The Animated Figures can move slowly (10'/segment) but cannot carry more than 1 lb per BP.

The Carver may learn the following spells:
RUN: Level 1/BMR 1; gives the Animated Figure a normal carrying capacity and a normal running speed; lasts D6 hours.
FLY: Level 2/BMR 2; gives the Animated Figure of a flying creature normal flying ability for D3 hours.
SWIM: Level 3/BMR 3; gives the Animated Figure of a swimming creature normal carrying capacity and swimming speed of 50'/segment. Gives any air-breathing creature riding on the Figure's back the capacity to breathe water. Lasts 4+D6 hours.
CARVE SHADOWS: Level 3/BMR 3; Circle 3 of Illusion. Such figures must be dusted with one dose of Powder of Illusion per 5 BP. They do ½ damage if believed, 10% damage if disbelieved, but are twice as easily bashable as normal and receive double damage from fire spells.
CARVE PHANTOMS: Level 5/BMR 5; Circle 5 of Illusion. Such figures must be dusted with one dose of Powder of Illusion per 2 BP. They do full damage if believed, 20% damage if disbelieved, but are +10% more easily bashed and received 50% additional fire damage.

Aside from these spells, the Carver may learn only 5 spells per MKL. He casts these spells at 20% + D20% FP.

10.28 POET

The Poet performs all his magic by means of haiku, three line verses with five syllables in the first line, seven in the second, and five in the third. Once the Poet has learned the Fine Art of Creating Poetry, he targets spells at +10%.

1. The Poet's Focus is a Writing Brush enchanted with the 22 Correspondences.

2. He embodies each spell he learns in a haiku (taking 25-INT days to write the poem). Eventually he will write each of these haiku as a magic scroll, using the same ink recipe as the Calligrapher (10.29) and similarly getting a magical device scroll haiku with a recharge rate of D6+1 charges a day. He will need one dose of ink per syllable of a Haiku, 17 in all. He may bind these scrolls into a Book ornamented with the 22 Correspondances which will act as a second Focus.

3. He may also write complex haiku which combine the effect of up to three compatible spells he has learned. (GM must rule on compatibility.) Such complex haiku take three times as long to write and require two doses of ink per syllable. They also take twice as many Fatigue Points to cast, whether recited or read from a scroll or Focus Book.

The Poet, the Enchanter and the Calligrapher all get along well because of their common love for the language as written, spoken and sung.

10.29 THE CALLIGRAPHER

The Calligrapher performs his Magic by writing an ideograph symbolic of the effect he wishes to create. He writes in loose script, producing a complex of beautiful, wavy lines readable only by those of INT 16+ or fellow Calligraphers.

If this Mage draws an ideograph on an object, it will discharge the spell placed in it when a specific triggering event occurs: e.g. a creature passes over it, a man dressed in red touches it, etc. The triggering action can be detected within a range determined by the Mage's PMF. The triggering action must be specifically described in no more than one word per (Mage's WIS+INT).

CALLIGRAPHER
© COPYRIGHT 1980 KP

This type of Magic has the advantage that the Mage may leave the spell behind him. Once he is out of its range, he cannot be touched by its Backlash. The ideograph he leaves behind will target according to his MKL. An ideograph written on a wall or other non-movable object which remains undisturbed for at least six months is treated as being on Home Ground (see 14.04) and targets as Superior if its writer's LVL was within 5 LVLs of the target. The GM must know the LVL, PMF and MKL of the writer of any calligraphic magic.

The Calligrapher's INK is prepared by enchanting
- 14 flowers
- 7 tree barks
- 13 liquids
- 1 powdered gem
- 7 powdered metals
- 7 organics

This makes 100+D100 doses. Using this ink makes any ideograph drawn a magic device capable of holding any level spell with a recharge rate of D6+1 charges per day.

The Calligrapher's Focus is a Magic Brush prepared by enchanting 7 woods and the hairs of 21 different creatures. Using the Brush enables the Calligrapher to write magic ideographs at three times normal speed.

Instead of using a brush and magic ink, a Calligrapher may draw an ideograph in the air with his finger. The ideograph will appear glowing in the air when the strokes are completed--and then discharge the spell at the cost of 20% FP (40% for a spell over normal casting level). Ideographs may similarly be drawn with the finger on the surface of water, earth or fire.

Japanese ideographs each have a definite number of strokes, and the Calligrapher must take his time if he wishes to draw the ideograph perfectly. He can only draw DEX/2 strokes per segment and be sure of perfection. Otherwise there is a 20% +1%/extra stroke drawn chance of a Backfire.

Calligraphers' research chance is enhancible (in addition to the standard enhancements by
- 1%/20 Bu/LVL given to Tenjin, Kami of Calligraphy
- 1%/10 days learning Calligraphy as a Fine Art under a Master of the Art.

Once a Calligrapher has learned several ideographs, he may choose under moments of inspiration and/or stress to combine the symbols to produce non-standard spells. The GM should then determine the level of the resultant spell, treat it as an Unlearned Spell, and thus determine the Calligrapher's chance of success with it. Each time the mage successfully throws an improvised spell of this nature, there is a chance of INT x 1% that he may remember the spell well enough to later research and master it. Any failure to target such a spell, whether in practice or in combat, results in an immediate Backfire.

The Calligrapher may learn Ancient Lore spells as if they were 3 levels and 3 BMRs higher without finding the standard texts of such spells in scrolls; instead, he is able to infer them from the lore of the ancient ideographs.

10.30 STANDARD SPELLS CALLIGRAPHERS MAY LEARN

It is recommended that any Calligrapher wanting to learn other spells get a book on Japanese ideographs and choose appropriate ones to symbolize the spells--and be able to draw the ideographs at GM request.

Basic Magic requires two symbols: one for type of operation and one for type of element. Both must be fully drawn before the spell-casting is complete.

Type of Effect

No. strokes	Sound	Meaning	No. strokes	Sound	Meaning
10	CHI	Materialize	5	SHUTSU	Hurl
5	FU	Bind	6	SATSU	Accelerate
5	GE	Dismiss	5	RITSU	Erect
5	HIRO	Spread			

Type of Element

No. strokes	Sound	Meaning	No. strokes	Sound	Meaning
3	DO	Dirt	5	SEKI	Dense Rock
9	SHA	Sand	5	HYOO	Ice
4	SUI	Water	8	U	Rain
19	MU	Fog	8	EN	Fire
13	KEBU	Smoke	6	KOU	Light
8	DOKU	Poison	9	KAZE	Wind

DETECTIONS require two elements:

7	KEN	SEE	**plus one of the following:**		
No. strokes	**Sound**	**Meaning**	**No. strokes**	**Sound**	**Meaning**
4	MARU	Coin	16	KIBUTSU	Enchanted Material
13	OSORE	Fear	10	YA	Habitation
14	TOMO	Friend	14	USO	Lie
9	KUSA	Herb	12	SEKI	Tracks
12	RAN	Storm	8	MYOU	Command
13	ON	Distance	15	TEKI	Enemies
13	MEI	Illusion	5	GYOKU	Gems
11	AKU	Evil	5	ME	Observation
8	DOKU	Poison	12	DOU	the Path
22	INJA	Hidden Being	15	REI	Human Spirit
11	JUTSU	Spellcasting	22	IMBUTSU	Hidden Object
COMMUNICATION/MOVEMENT					
11	YAKU	Read Magic	13	TOKU	Read Non-Magic
11	ISSHO	Secret Writing	24	ONDOU	Teleport
10	KYO	Levitate	9	JUU	Carrying Capacity
6	DEN	Symbolic Link	32	ONDOUJO	Teleportal
COMMANDS require two elements					
8	MYOU	Command	**plus one of the following**		
13	NERU	Sleepiness	15	MI	Charm Person
12	CHI	Slow	12	KAKU	Waken
13	SEI	Truth-speak	12	SHOU	Override
13	ZI	Love	14	KON	Demoralize
15	BOU	Rage	14	ZOU	Hate
8	CHUU	Loyalty	12	FUGU	Paralysis
			10	HI	Fatigue
ILLUSIONS require two elements					
13	MEI	Illusion	**plus one of the following**		
11	KON	Blend in Place	14	JOU	Silence
12	GEN	Diminish	9	MAYOU	Unfamiliar Landscape
16	BOU	Grow	9	SHIN	Trustworthiness
6	E	Hypnotic Picture	14	ZOU	Illus. Image
			9	HEN	Shapechange
SUMMONER SPELLS require two elements					
5	SHOU	Summon	15	MI	Charm
		plus one of the following			
11	HENNIN	Hengeyokai	15	REI	Yurei
7	OBAKE	Greater Goblin	7	KOBAKE	Lesser Goblin
6	DA	Project	24	KOMA	Lesser Demon
			24	OMA	Greater Demon
			12	FUGU	Paralysis
ANCIENT LORE					
6	JI	Hear	9	NE	Noise
11	GOU	Strength	20	KENSEI	Truesight
12	KAKU	Remember			

10.31 I CHING MASTER

This mage is a specialist in the use of the mystic book of the Chinese philosophers, using it with greater purpose and understanding than the Diviner can ever hope to attain to. He may also learn standard spells of Detection, Communication and Movement, Illusion and Command, and Ancient Lore. However, all his Basic Magic is cast through the I Ching.

The beginning I Ching Master first learns the eight trigrams of the I Ching each in 10 - (INT-16) days. (See 10.09 for trigrams.) He will then enchant three coins of metal–engraving an ideograph on one side of each coin and leaving the other side blank; these are his first tools for consultations. (See 10.32 for details.) Each coin is a minimum quantity in weight for enchantment purposes. They should all be of the same metal.

Once he has completed the above steps, the Mage may consult the I Ching for answers to Yes/No questions or for forecasting just as the Diviner does, but with no FP loss. If the trigrams obtained have moving lines, he will use all possible permutations in deciding his answer to a question. (See 10.09 for details.)

The I Ching Master may also use the coins to create a hexagram for casting Basic Magic like the Diviner (see 10.10). He must use both hexagrams thus obtained or neither if there is a moving line; they must be used in the order given, but not necessarily at the same target. This technique takes 10% FP; it is cast at +3 PMF.

Before he can become MKL 5, the I Ching Master must learn the hexagrams of the I Ching at 10 - (INT-16) days per hexagram. After he has learned all the hexagrams, he may consult the I Ching itself (10.33) and cast the particular hexagram(s) generated at 10% FP (5% if hexagram(s) not used); spells are cast at +7 PMF.

Since the I Ching is a book of great wisdom, once the Mage has learned its 64 hexagrams, there is a 50% chance he will become +1 to WIS and -1 to AL. (This may not reduce him to below AL 1.) The Diviner regards the I Ching as a tool rather than as a vital and mystic personality, so learning the hexagrams does not have this effect on him.

The I Ching Master's Focus is a book of the 64 hexagrams each written as a magic scroll and bound with the 22 Correspondances enchanted. Once he has a Focus, he may cast the generated hexagrams at +10 PMF and at 5% FP loss (3% loss if not used).

When the I Ching Master reaches MKL 16, he may select a trigram at random (10.09, use percentage column at the left) and meditate for one turn on any hexagram with that trigram as its upper or lower member. After one turn he will be able to project the effect of the chosen hexagram at his standard PMF. This use takes 20% FP with a Focus, 50% FP otherwise.

10.32 THE I CHING is composed of 64 hexagrams, each made up of an upper trigram and a lower trigram. It may be consulted by throwing divining rods with a Yin (— —) on one side and a Yang (———) on the other, but this does not reveal its full potential. It is more properly consulted by throwing three coins, which are inscribed on one side and blank on the other. (In either case, the first line attained is the bottom line, next the second from the bottom, etc.)

In throwing Coins for the I Ching lines (the method used by the I Ching Master) four types of lines are possible, not just two:

BBB	3 Blanks	MOVING YANG (changes to Yin to form second hexagram)
SSS	3 Symbols	MOVING YIN (changes to Yang to form second hexagram)
BBS	2 Blanks & 1 Symbol	STATIC YANG
SSB	1 Blank & 2 Symbols	STATIC YIN

Thus if an I Ching Master throws BBB, SSS, BBS, SSB, BBS, BBS, he will get

BBS	Static Yang		Static Yang	
BBS	Static Yang	WIND	Static Yang	WIND
SSB	Static Yin	changing to	Static Yin	
BBS	Static Yang		Static Yang	
SSS	Moving Yin	FIRE	Yang	WIND
BBB	Moving Yang		Yin	
	No. 61		No. 57	

Or check on the table below for each trigram:

1	Sky
2	Thunder
3	Pit
4	Mountain
5	Earth
6	Wind
7	Fire
8	Lake
9	1 Moving line (Roll D6: 1-2 top line, 3-4 middle; 5-6 bottom); Roll again for trigram.
0	2 Moving lines (Roll D6: for static line: 1-2 top line, 3-4 middle; 5-6 bottom); Roll again for trigram.

Disregard results for 4+ moving lines.

To determine hexagram obtained, identify the upper and lower trigrams (10.09); then check the chart given below.

Yang, Yang, Yang. . . . . Sky
Yang, Yin, Yin . . . . . Mountain
Yin, Yang, Yin . . . . . Pit
Yin, Yang, Yang . . . . . Thunder
Yin, Yin, Yin . . . . . Earth
Yin, Yang, Yang. . . . . Lake
Yang, Yin, Yang. . . . . Fire
Yang, Yang, Yin. . . . . Wind

Lower Trigram	Upper Trigram: Sky	Thunder	Pit	Mountain	Earth	Wind	Fire	Lake
Sky	1	34	5	26	11	9	14	43
Thunder	25	51	3	27	24	42	21	17
Pit	6	40	29	4	7	59	64	47
Mountain	33	62	39	52	15	53	56	31
Earth	12	16	8	23	2	20	35	45
Wind	44	32	48	18	46	57	50	28
Fire	13	55	63	22	36	37	30	49
Lake	10	54	60	41	19	61	38	58

Note that as usual, for the I Ching to be used to cast spells on an unwilling subject, the mage must first target.

10.33 THE I CHING

It should be remembered that this section is a heavily distorting summary, including little of the significance of each hexagram even in a FRP context--and none of the significance of the various moving lines. GMs may wish to prepare their own key to the I Ching.

Abbreviations used:

WIS	seek advice of a Wise Man
*	50%-1%xAL of caster chance there will be no FP loss for this consultation
+	+5% on all rolls--as a general prediction without using the detailed reading
/	standard rolls–as a general prediction
—	-5% on all rolls--as a general prediction

1. THE CREATIVE PRINCIPLE + *
   may cast COMMAND WEATHER
2. THE PASSIVE PRINCIPLE + *
   may cast WORDS OF GUARD against any spell and still move at normal speed.
3. DIFFICULTY / *
   may cast MATERIALIZE, HURL, SPREAD, and/or ERECT FIRE or ASTRAL FIRE.
4. IMMATURITY /
   may cast DETECT ANIMALS/ENEMIES/EVIL/OBSERVATION/ASTRAL OBSERVATION. 50% chance may not consult 1 Ching again for D20 turns.
5. CALCULATED INACTION / *
   may cast any LEVITATE spell.
6. CONFLICT — WIS
   +5% on all throws
7. THE ARMY / *
   +5% morale/save percentage
8. UNITY /
   +10% morale/save percentage; may consult once more this turn.
9. THE LESSER NOURISHER /
   may cast any FOG spell (including ASTRAL FOG)
10. TREADING /
    may cast HOLD LARGE ANIMAL
11. PEACE /
    +5% on all throws
12. STAGNATION —
    -5% on all throws
13. FRIENDS /
    May cast PROJECT THOUGHTS or READ VERBAL THOUGHTS on those within D3 AL points.
14. GREAT POSSESSIONS +
    May learn one Fine Art **or** locate clue to Treasure worth at least 25 Oban within ten days travel **or** cast MATERIALIZE/HURL FIRE or ASTRAL FIRE.
15. MODESTY /
    Vow to tithe income for D6 months to Shrine or Temple for +5% on all throws. (If vow is broken, for D10 months thereafter, character will be -5% on all throws).
16. REPOSE /
    +5% on morale/saving throws
17. FOLLOWING + *
    +5% on all throws
18. DECAY +
    +5% on all throws **or** may cast all WIND spells.
19. APPROACH / *
    +5% on all throws this turn; -5% on all throws thereafter for duration (as determined by PMF)
20. LOOKING DOWN /
    may cast any DETECTION.
21. GNAWING /
    +10% in dealing with government **or** may cast MATERIALIZE, SPREAD, ERECT LIGHT.
22. ELEGANCE /
    Master ART of difficulty D6 or apply D6x100 skill points to any Art currently being learned.
23. PEELING OFF —
    Friends' magic weapons hit as non-magic weapons for duration of effect when within range.
24. RETURN /
    may cast TELEPORT to retreat to safe place.
25. INTEGRITY + *
    +10% to all attacks on Bad opponents.
26. THE GREAT NOURISHER / *
    +10% to CHA for all social interactions.
27. NOURISHMENT /
    may cast DETECT ALIGNMENT or DETECT MOTIVATION.
28. EXCESS /
    +10% to attack dice; -10% additional FP - to all within range.
29. THE ABYSS —
    EARTHQUAKE occurs in area centered on I Ching Master.
30. FLAMING BEAUTY / *
    may cast all ASTRAL FIRE or LIGHT or FIRE spells.
31. ATTRACTION /
    may cast CHARM PERSON (but with mutual effect) **or** as No. 13 with 10% chance of Mutual Charm Person as above.

32. THE LONG ENDURING / *
    +1 FP per LVL regenerated.
33. YIELDING /
    may cast FIND THE PATH.
34. THE POWER OF THE GREAT +
    may attack at +1%/LVL up to 10th LVL.
35. PROGRESS +
    Use influence or Gain Favor successfully within duration.
36. DARKENING OF THE LIGHT – *
    -(10%+D10%) on all throws: may cast DISMISS LIGHT and then BIND or ERECT it.
37. THE FAMILY /
    Men +5% on all attack rolls; Women -5% save percentage to Commands.
38. THE ESTRANGED /
    Influence ineffective for one week AND Commands target at -10%.
39. TROUBLE – * WIS
    Enemies target/hit +5%.
40. RELEASE /
    may cast TELEPORT for return to safe place; -5% on all throws next turn if don't teleport away.
41. LOSS +
    -50% remaining FP or -D6 HP, whichever is the larger number. Hit as if vs. AC 0, target as vs. weaker opponent.
42. GAIN /
    May buy at half price and sell at double price.
43. RESOLUTION /
    may cast DETECT TRUTH and TRUTHSPEAK. No attacks (magic or physical) possible for caster during duration of these spells.
44. CONTACT /
    Women +5% on all throws; Men -5% on all throws.
45. GATHERING TOGETHER / *
    Tithe as per No. 15 and may cast DETECT ENEMIES or DETECT ALIGNMENT.
46. ASCENDING + WIS
    Tithe as per No. 15 and may cast WORDS OF GUARD vs. any spell and/or CIRCLE OF PROTECTION and still move at normal speed.
47. ADVERSITY – *
    WEAKNESS on area centered on caster. Targeting of Commands and Illusions -10%.
48. A WELL –
    Range is 1/4 standard (taking increased PMF into account). All WATER spells -5% to target.
49. REVOLUTION +
    +10% to Outcast/Exile/Ronin AND -10% to targeting with WATER or FIRE.
50. SACRIFICIAL VESSEL +
    If tithe as per No. 15, may use all Detections including Ancient Lore for duration of spell.
51. THUNDER /
    May evoke Kami as Dancer, but with chance of successful evocation going up per turn rather than per day.
52. DESISTING /
    may cast SEE ASTRAL PLANE or ASTRAL FORM or SILENCE.
53. GRADUAL PROGRESS / *
    +5% to target/hit/save percentage for rest of duration if do so successfully this turn.
54. THE MARRIAGABLE MAIDEN /
    -5% on all throws.
55. ABUNDANCE /
    +10% morale. May cast all LIGHT spells in daytime or all FIRE spells at night.
56. THE TRAVELLER /
    No FP loss for movement at maximum speed; may generate FP when travelling as if were resting.
57. WILLING SUBMISSION / WIS
    Treat CHA of caster as -D10 in social interactions or when casting Command spells. May cast all WIND spells.
58. JOY / *
    +20% to morale; 10%+(1%/MKL) a Critical Hit inflicted on a friend wasn't Critical after all . . . if friend is still alive.
59. SCATTERING / *
    +5% to Devout Layman/Cleric on all throws.
60. RESTRAINT /
    +5% morale. May throw Circle of Protection and Words of Guard against any spell and move at normal rate.
61. INWARD CONFIDENCE / *
    may cast TRUSTWORTHINESS. +5% to save percentage with no FP loss for saving vs. spells of Command and Illusion.
62. THE SMALL GET BY / *
    +10% to LVL 1-5 on all throws; -5% to all mages with BVC as Second Requisite.
63. AFTER COMPLETION / *
    +5% for D3 turns; -5% thereafter - on all throws.
64. BEFORE COMPLETION –
    -10% to Hengeyokai on all throws; -5% to others on all throws.

11 LEARNING SPELLS & ENCHANTING

11.01 BASIC MAGIC RESISTANCE

A Mage learns a spell by bringing its Basic Magic Resistance down to 0 100%. He creates Magic Devices out of materials whose Basic Magic Resistance has been brought down to 0 100%.

All things including knowledge have a basic inertia and resist the control of the intelligent mind. This can be quantified as their BMR (Basic Magic Resistance). BMR 0 means there is very little resistance to the Mage's domination; BMR 10 means there is a great deal of resistance. Each BMR is quantified in terms of percent. BMR 0 100% is thoroughly mastered with absolutely no resistance left. BMR 0 0% still has some degree of resistance.

All spells are given with not only a level but a BMR assigned to them. The spell level reflects the spell's power of effect on the world; the spell's BMR reflects the degree of difficulty the Mage will have in mastering it - and the degree of resistance of the creatures or objects affected by it.

All materials are given with not only a Unit of weight (see 12.01) but a BMR assigned to them. The Magic Unit of weight reflects the relative commonness or rareness of the material. The BMR reflects the material's intensity of symbolism; the more potently symbolic a material, the lower its BMR.

11.02 REDUCING BMR

The following table is used when a Mage attempts to reduce the BMR of a spell or material. The percentages under each BMR level indicate the basic probability of successfully reducing the BMR. This probability may be enhanced; see 11.08.

The Success Bonus is added to the basic probability of casting the spell each time the spell is reduced one BMR. It is not added to the basic probability of enchanting materials until BMR 0 is reached.

Success at Basic Probability of 5% or lower results in the lowering of BMR, but not in adding a Success Bonus. Failure at Basic Probability of 5% or lower brings an automatic Backfire (see 11.09). Thus if a MKL3 Mage has enhanced a 6th level spell to 99%, but unluckily 00% is rolled, the Mage fails to lower the spell: not only does it go to BMR 7 but there is an automatic backfire.

MKL: see 9.05, 9.06.

MKL	Spell Level	Basic Magic Resistance Level 0	1	2	3	4	5	6	7	8	9	10	Success Bonus
1	1	25	25	20	15	10	5	0	-5	-10	-15	-20	+5%
2	1	30	25	20	15	10	5	5	0	-5	-10	-15	+10%
3	2	30	25	20	15	10	5	5	5	0	-5	-10	+10%
4	2	35	30	25	20	15	10	5	5	5	0	-5	+10%
5	3	35	30	25	20	15	10	10	5	5	0	-5	+10%
6	3	40	35	30	25	20	15	10	5	5	5	0	+10%
7	4	40	35	30	25	20	15	10	5	5	5	5	+10%
8	4	45	40	35	30	25	20	15	10	5	5	5	+15%
9	5	45	40	35	30	25	20	15	10	10	5	5	+15%
10	5	50	45	40	35	30	25	20	15	10	5	5	+15%
11	6	50	45	40	35	30	25	20	15	10	10	5	+15%
12	6	55	50	45	40	35	30	25	20	15	10	5	+15%
13	7	55	50	45	40	35	30	25	20	15	10	10	+15%
14	7	60	55	50	45	40	35	30	25	20	15	10	+15%
15	8	60	55	50	45	40	35	30	25	20	15	10	+15%
16	8	65	60	55	50	45	40	35	30	25	20	15	+15%
17	9	65	60	55	50	45	40	35	30	25	20	15	+15%
18	9	70	65	60	55	50	45	40	35	30	25	20	+15%
19	10	70	65	60	55	50	45	40	35	30	25	20	+20%
20	10	75	70	65	60	55	50	45	40	35	30	25	+20%
21	11	80	75	70	65	60	55	50	45	40	35	30	+20%
22	11	85	80	75	70	65	60	55	50	45	40	35	+25%

11.03 STUDYING A NEW SPELL

If a spell is at or below the Mage's Spell Level (see 9.07), the Mage will spend 3 days studying it. (This is not Meditation, but an initial analysis of the new spell.) At the end of that time, he may attempt to cast the spell in order to reduce its BMR or he may decide to spend some time first meditating on the spell in order to enhance it.

If the new spell is above the Mage's Spell Level, the Mage will spend (spell level +7) days studying the spell. (Thus a MKL 3 mage studying a 3rd level spell would spend an initial 10 days of study, 11 for a 4th level spell, etc.)

Under no circumstances may a Magic User learn a spell above his RESEARCH LIMIT (see 1.10).

11.04 LEARNING A NEW SPELL

A new spell is learned by casting it. Success lowers the BMR by one; failure increases it by one. The casting may be for practice (in which case the spell's effect is potential, not actual and the Mage does not need its usual target) or for real (in a battle). In either case only one spell, the first of the day, will reduce BMR, but each failure will increase BMR.

Success: If a Mage successfully casts a new spell, its BMR will be -1 level per success until BMR 0 is reached. Now the spell has no Magic Resistance and even failure will not raise its BMR. Meanwhile, each time the Mage has succeeded, his success bonus was added to the basic probability of casting the spell at its lowered BMR. At BMR 0, each success permanently increases the basic probability by the success bonus. When the Mage has attained 100% chance of casting the spell at BMR 0, he has learned the spell; until then it is an Unlearned Spell.

Example of Success:
Fudeko, a Poet of MKL 1, is learning DETECT FEAR, 1st level/BMR 1. After her Master gives her the spell, she studies it for 3 days. Then she attempts to cast it with a 25% chance of success. She is lucky and succeeds in doing so, reducing it to BMR 0. (Now its BMR cannot be increased by failure, for its Magic Resistance is gone.)

The next day, Fudeko attempts to throw Detect Fear as often as her CON of 12 will allow her. She has 4 FP, and throwing an Unlearned Spell at or below Spell Level will consume 20% FP each casting (see 11.05). She can regenerate 4 FP per hour of rest, and she has two hours a day to herself when her Master does not make demands on her, so she can throw the spell 5 times a day, with a beginning Success Chance of 25+5 (Success Bonus) = 30%.

That first day, none of her attempts succeed. The second day two succeed, bringing her permanent chance of success to 40%. The third day, she seems to have gotten the hang of it and all five attempts succeed, bringing the probability to 65%. And by the sixth day, she has completely mastered the spell. Now she will always be able to cast it without having to hesitate to Remember it (see 1.10).

Failure: If a Mage attempts to cast an unlearned spell and fails, its BMR will increase by one level per failure until BMR 10 is reached. Failure to cast the spell at BMR 10 will permanently eliminate it from the Mage's ability to learn. Note that a success chance of 5% or below indicates that a failure will be accompanied by a Backfire as well (see 11.09).

11.05 ENERGY LOSS ON CASTING SPELLS

A Mage is not capable of unlimited spellcasting. Casting a spell costs him percentages of his FP, so that his relative energy loss remains constant, no matter how high his Experience Level.

Spells Cast Directly (for most Mage Types)
Unlearned Spell . . . . . -20% FP + -20% more if over Spell Level
Learned Spell . . . . . -10% FP + -10% more if over Spell Level

Spells cast through Device
Own Device (including Scroll, Book or Focus) . .-5% FP + -5% more if over Spell Level
Someone Else's Device . . . . . see 11.16

11.06 ENCHANTING MATERIALS

This is a long and difficult process even for the experienced Mage, let alone the beginner. And it is the experienced Mage who can get the most use out of Magic Devices, which he will make out of the materials he enchants. Since casting spells consumes a fixed percentage of the Fatigue Pounts, but even the Mage with the mightiest Constitution regenerates only 8 FP per hour of rest, it is the experienced Mage who is most apt to become fatigued by spellcasting and appreciate the lessened fatigue of using a Magic Device.

A Mage may cast one spell of Enchantment per day at 20% FP loss.

He may enchant up to 1 lb of material per MKL (except for Artificers).

He may enchant only one type of material per 5 MKL. (The types of Materials are: Metals, Gems, Trees, Flowers, Liquids, Bloods, Perfumes, Skins, Bones/Organs, and Organics.)

Thus Jirosuke, an Herbalist of MKL 13 would be able to enchant up to 3 different kinds of materials of the same BMR at a time with a total weight of up to 13 lbs, while Fudeko with MKL 1 would be able to enchant only one kind of material with a total weight of 1 pound.

11.07 THE PROCESS OF ENCHANTMENT

Failure of an attempt to enchant does not increase the material's BMR by one, nor does success reduce the BMR by one. The process is less hazardous but far slower and more involved.

If an attempt to enchant a material fails, the BMR is not affected. However, if the Basic Probability of success was 5% or lower, there is an automatic backfire.

During the first BMR enchanted, each successful enchantment cast upon the object increases the level of enchantment present by: **Success Bonus + 1%xMKL.** When the total enchantment present equals 100%, the BMR is reduced to the next lowest level, and the object is termed Partially Enchanted.

Each successful enchantment cast on a Partially Enchanted Material increases the level of enchantment present by: **Success Bonus + 1%xMKL + Astrological Bonus** (see 10.12).

Not until BMR has been reduced to 0 is the Success Bonus added to the basic probability of enchanting. When the material is BMR 0 100%, it is fully enchanted. (See 12.07-.26 for the BMRs of most materials used by Mages.)

Thus if Fudeko wants to enchant some Cherrywood for her Pen (which will one day become her Focus), she will buy one pound of Cherrywood for 1 Bu and set about fully enchanting the BMR 2 material.

Her Success Bonus as a MKL 1 Poet is 5%, so she will do 6% of enchantment per success when working on the first BMR (BMR 2). That means she will need 17 successes with a basic probability of 20%. 20 days later, she has had three successes for BMR 2 18% cherrywood; 20 more days bring the cherrywood to BMR 2 30%; 20 more days to BMR 2 54%; 20 more days to BMR 2 84%; six more days to BMR 2 96%; and one more day to BMR 1 2%. It has taken Fudeko 87 days to reduce the Cherrywood to one BMR lower than normal.

Meanwhile if Jirosuke also needed some enchanted Cherrywood, as MKL 13 he would have a success bonus of 15% + 1% per level, so he would do 28% enchantment per success. His basic probability of enchanting a BMR 2 substance is 45%. In three days he gets the Cherrywood to BMR 2 56%; in five more days to BMR 2 84%; in five more days after much cursing of his luck this month to BMR 1 12%. Even with bad luck, it has only taken him 13 days to reduce the Cherrywood to one BMR lower than normal.

Now Fudeko and Jirosuke set to work, each on her or his own piece of Cherrywood. Fudeko's astrological sign is the Dragon, well-aspected, giving her an Astrological Bonus of 25%. Jirosuke's sign is the Horse, poorly-aspected, giving him an Astrological Bonus of -5%. Thus Fudeko now does 5%+1%+15% = 31% per successful enchantment. Meanwhile Jirosuke's enchantment rate may be raised but not lowered by his stars, so he still does 28% per successful enchantment. Fudeko's chance is now 25%, Jirosuke's 50%. In five days, Fudeko's cherrywood is successfully enchanted twice, bringing it to BMR 1 74%. Meanwhile Jirosuke has successfully enchanted his wood four times, bringing it to BMR 0 24% with a new success chance of 70% (55% + 15% Success Bonus). The next day Fudeko is successful again, bringing her wood to BMR 0 5% with a new success chance of 30% (25% + 5% Success Bonus).

Enchanting on their BMR 0 materials, both mages are successful. Fudeko's cherrywood is now BMR 0 36% with a success chance of 35%. Jirosuke's is BMR 0 52% with a success chance of 85%. Three days later Jirosuke's wood is fully enchanted, but it takes Fudeko seven days more to fully enchant her cherrywood.

In all, it has taken Jirosuke 21 days to enchant the cherrywood, and Fudeko has taken 103 days. Depending on how much Jirosuke charges for his cherrywood (and he can also enchant 13 times as much as Fudeko) it might be reasonable for Fudeko to buy some enchanted wood from him. But this Cherrywood is to go into her Focus. And at least half the materials in a Mage's Focus must be enchanted by the Mage himself. Fudeko is, however, thinking of buying some enchanted oak wood from Jirosuke; that's BMR 7.

11.08 ENHANCEMENTS

Magic Users often have a low basic probability of casting a spell or enchantment successfully or of targeting a spell during conflict (see 14.). However, there are some things they can do to enhance their basic probability.

When learning a spell or enchanting a material, there is no limit to the per cent of enhancement of success. When targeting a spell, there is a limit of 25% enhancement.

1. ASCETIC MEDITATION: adds 1% enhancement per MKL per day meditated. Meditation is possible only when a Mage is in surroundings of complete quiet and peace and on an ascetic vegetarian diet. If the Mage's meditation is disturbed by such mundane matters as having to go shopping or receiving a message, there is a 50% chance all accumulated enhancement from meditation will be lost. If he is disturbed by being attacked, there is a 95% chance all enhancement benefit is lost.

After CON days of Ascetic Meditation, the Mage will stop regenerating FP. After 20+D10 more days, he will stop regenerating BP and FP and will lose 10% FP per day thereafter. A more substantial and nourishing diet plus a rest of 10 days is required to get back in good shape. These bad effects do not apply to Ascetic Clerics or Hermits who are used to it. It does apply to all Fighter Clerics.

A Meditating Mage may not cast spells of enchantment. He may only cast spells to help his Meditation (such as Trance). He may not study other spells; he may not write scrolls or assemble magic devices. He must concentrate on meditating.

KP

MAGICIAN IN MEDITATION

© COPYRIGHT 1980 KP

2. RELIGIOUS SERVICES: attending the local Shrine or Temple on religious occasions gives +5% enhancement. One cannot Meditate on such a day, but it will not run any risk of disturbing the results of previous Meditation. Each religious service attended during the period of enhancement adds +5%.

3. BLESSING bestowed by the Head Cleric of a Shrine or Temple: +5% enhancement. Most pious worshippers who support the particular Shrine or Temple with their money and attendance usually receive this on request. Non-devout mages or those away from their home territories must influence the Head Cleric to obtain his blessing. Only applicable once per BMR to enchanting material or learning spell; once per spell to Targeting (see 24.03).

4. FATIGUE POINT EXPENDITURE: +1%/FP expended.

5. USE OF A FOCUS: +10% to success in targeting a Learned Spell. No bonus for enchanting or learning spells.

6. USE OF A SCROLL OR BOOK OR OTHER MAGIC DEVICE: +10% in targeting spells contained. In addition, if the Magic Device was created by another Mage, it will target at the maker's Relative Level, not that of the Mage using it (see 11.16). If the Device is thereby Superior to the Mage using it, he cannot enhance its targeting until he has learned the spell contained in it.

Example

After her Master the Poet taught her a little about enchanting, Fudeko the MKL 1 Poet decided to learn another 1st level/BMR 1 spell, DETECT ENCHANTED MATERIAL. Her Success Chance is still 25%, but she now decides to spend an additional month meditating on the spell except on the 1st, 15th and 28th days when as a pious Shinto worshipper she goes to attend services at the local Inari Shrine. There she begs the Blessing of the Head Priest. She also decides that since it will only take 20% of her 4 FP (.8 FP) to cast the

spell, she will expend the other 3 FP for additional enhancement.

Meditation: 27 days at MKL 1:	+27%
Religious Services: 3 at 5%	+15%
Blessing	+15%
Fatigue Point expenditure	+3%
Total Enhancement	**60%**

Fudeko's Success Chance is now 85%. However, learning this spell is very important to her, and she decides she should be certain of doing so. She continues to meditate for eleven more days (except for services at the shrine) and only then will try casting the spell for the first time. Her chances are now enhanced by an additional 10 days of meditation (10%) plus one more day of religious services (5%), and are now at 100%.

She successfully lowers the spell's resistance to BMR 0 and in seven more days fully learns it at BMR 0 100%. Then feeling she has earned some rest and recreation, she goes for a walk in the city and after some shrewd bargaining succeeds in purchasing some Katsura wood, which is BMR 2.

Enhancing her enchantment with Fatigue Point expenditures and thrice-monthly visits to the Shrine (not to mention getting a Blessing from the Head Priest every time she sets out on a BMR) in the first 30 days she achieves four successes, raising the Katsura wood to BMR 2 24%. The next 30 days sees five successes, making the wood BMR 2 54%. Four successes in the next month bring the wood to BMR 2 78%. By this time she'd had the Cherrywood already enchanted to BMR 1. Clearly, thinks the unlucky Fudeko, enhancement is easier to combine with learning spells at 100% of a BMR per success than enchanting materials at 6% BMR per success.

11.09 BACKFIRES

A Backfire may occur under the following conditions:

1. Non-Combat
   a. A mage attempting to cast an unlearned spell of Basic Probability 5% or below fails to cast it successfully.
   b. A mage attempting to enchant a material of Basic Probability 5% or below fails to enchant it.
2. Combat: a mage attempting to cast a spell on an unwilling recipient fails targeting and checking the Failed Targeting Section 14.05 reveals that the spell Backfired.

Results of Backfire

1. Loss of additional FP only

Spell Level of Unlearned Spell	Chance only Extra FP Lost	Percentage Extra FP Lost
below Mage's Spell Level	50%	-50% FP
at Mage's Spell Level	45%	-60% FP
above Mage's Spell Level	30%	-75% FP

Spell Level of Learned Spell/BMR of Material	Chance Only Extra FP Lost	Percentage Extra FP Lost
below Mage's Spell Level	85%	-15% FP
at Mage's Spell Level	80%	-25% FP
above Mage's Spell Level	65%	-40% FP

2. Loss of additional FP as above plus REBOUND roll D100 for effects on Mage.

01-20 . . . . . .as Command of Sleepiness - no save - D20 turns
21-40 . . . . . as Command of Entrancement - no save - D20 turns
41-60 . . . . . .as Command of Uncertainty - no save - D20 turns
61-75 . . . . . .as Command of Strike Senseless - no save - D20 turns
76-90 . . . . . .as Command of Paralysis - no save - D20 turns
91-95 . . . . . .as Command of Forgetfulness - no save - D20 turns
96-97 . . . . . .as Command of Amnesia - no save - D20 turns
98-99 . . . . . -D3x10% BP
00 . . . . . -D6x10% BP

11.10 SPELL STORING

Spells may be stored in two general types of devices. AUXILIARY DEVICES are used by the Mage to aid his spellcasting. Spells in them are thrown at the mage's will and require expenditure of FP (see 11.05). Such spells target as per the Mage's Mode and current MKL and PMF and affect an area determined by his PMF. REFLEXIVE DEVICES cast spells automatically when triggered by a specified stimulus at zero FP expenditure. They target, etc. as Magical Devices with the MKL and PMF of the Mage who cast the spell into the device. (One type of Reflexive Device, the Amulet, has a Relative Level affected by its age; see 11.14.) The Reflexive Device does **not** have an area affect. Attack spells only affect a being in physical contact with the device; protective spells (in an amulet) only affect spells or attacks aimed at the device's wearer.

It takes one unit of a fully enchanted material to contain one level of spell. Thus it takes 20 carats of ruby at BMR 0 100% or 10 lbs of sand at BMR 0 100% to contain a 1st level spell. Such storage is strictly temporary, and once the spell is discharged, the substance(s) will revert to the original BMR and must be re-enchanted to contain another spell.

11.11 SPELL STORING IN A SIMPLE MAGIC DEVICE

To contain a spell for repeated use, the Mage must create a magic device in the form of a wand, pen, fan, weapon, etc. A Simple Magic Device requires at least seven different materials at BMR 0 100%, four of which must be appropriate to the form of the device (e.g. metals for a sword).

Seven materials will hold one first level spell. One more different material must be added per additional level of spell. If multiple spells are to be cast into the same device, one additional material x (total spell levels -1) is needed PLUS 3 additional materials.

Thus a device holding one 2nd level spell requires 8 different materials; a device holding two 2nd level spells needs 7+3+3 = 13 materials. A device with a 2nd and a 5th level spell requires 7+6+3 materials.

Each spell stored in a Simple Magic Device has D10 charges (uses of the spell). When all a spell's charges have been used up, the Mage may cast the same spell or another spell of the same level or lower back into the Device. If all the spells stored in a Simple Magic Device have all their charges used up, the device is still at BMR 0 100% and new spells may be cast into it and stored in it.

Creating a Simple Magic Device is more complicated than just enchanting all its materials. The enchanted materials must be brought together for a Final Meditation by the Mage for D20+1 days (as Ascetic Meditation, see 11.08). At the end of the final meditation most of the materials will have all but a small amount of the unit disintegrate. Then the Mage must have the materials assembled into the form he wants with the usual time taken a craftsman needs to make a wand, a pen, a fan, a weapon, etc. The disintegration at the end of the Final Meditation explains how the mage can make a fan out of bamboo (1 lb unit) adding to it a total of 2.3 lbs more for silk, cherry wood, ink, orchid perfume, salt and sake--and yet come up with a fan weighing a few ounces, not 3.3 lbs.

11.12 SPELL STORING IN A COMPLEX MAGIC DEVICE

A Complex Magic Device requires 15 different materials, seven of which must be appropriate to the form of the device; all must be at BMR 0 100%. Such a device has D100 charges and contains one spell per MKL of the maker. The Mage may store additional spells by adding:

a. 3 additional materials per extra spell -- OR
b. one material with a natural BMR of 0 or No. per extra spell.

Over half of the materials must have been fully enchanted by the Mage who is to use the Device, and at least one spell of enchantment should have been cast on each of the ingredients. (The Mage may get a material which is BMR 0 100% either naturally or because another Mage has enchanted it, but he may not use it in a complex magic device until he has successfully enchanted it once.)

The device may be made recharging at 3 charges per day by choosing materials so that all the seven correspondances favorable to the sign of the device are included (see 11.22).

Constructing a Complex Magic Device is a serious affair, and the Mage will consult a Diviner or I Ching Master for guidance. In turn the Diviner/I Ching Master will consult the I Ching trigrams and the stars.

1. Each device will have a date of the month associated with it. Enchanting each substance must begin on that day. The final meditation on the totality of enchanted materials must begin on that day. (The Diviner/I Ching Master may either determine the date randomly or consult with the GM.)
2. Each device will have a sign. If the Mage has not yet made his Focus, the sign of the first Complex Device will also be the sign of the Focus. (The Diviner/I Ching Master may either determine the sign randomly (see 10.12) or consult with the GM, taking into account the Mage's subtype, birth sign, and the type of item that the magic device will appear as.)
3. Each device will be the object of a consultation of the I Ching to see how easy it will be to make.

FIRM NEGATIVE: enchantment of each material must begin on the month and the hour of its sign. (The day had twelve hours of 120 minutes each, starting with the Hour of the Bull (2 AM) and ending with the Hour of the Ram (Midnight).) The final meditation will take 30 days, with a chance of 100% - (5%xMKL) that any disturbance will cause disruption.
NEGATIVE: enchantment of each material must begin at the hour of its sign. Final Meditation will take 30 days; with a chance of 100% - (5%xMKL) that any disturbance will cause disruption.
NEUTRAL: enchantment of each material must begin at the hour of its sign. Final meditation takes 3D6+5 days, with a chance of 90% - (5%xMKL) that any disturbance will cause disruption.
POSITIVE: enchantment of all gems and metals must begin on the hour of the device sign. Final meditation will take 3D6+3 days, with a chance of 85% - (5%xMKL) that any disturbance will cause disruption.
FIRM POSITIVE: enchantment of all metals will take place on the hour of the device sign. Final meditation will take D20+1 days, with a chance of 75% - (5%xMKL) that any disturbance will cause disruption.

DISRUPTION: If the final meditation is disrupted, there is a chance equal to the chance of disruption that the materials of the device are now at BMR 0 0% and must all be re-enchanted–at one type of material per 5 MKL being enchantable at a time.

[Option: the Mage's Astrological Bonus may be taken as his luck and subtracted from the throw to see if the device materials have become disenchanted.]

11.13 MAGICAL FOCUS

The Focus is made up of the 22 Correspondances: (see 11.22)
a. the Seven Correspondances of the Focus Sign
b. the Seven Correspondances of the preceding sign
c. the Seven Correspondances of the following sign
d. the Gem of the Opposite Sign (the one six signs away).

The Focus has 10xD10 charges with a recharge rate of 7 charges a day. (The recharge rate may be boosted by use of three additional Gems per additional recharge, giving a maximum of 15 recharges a day and a maximum number of charges of 100.)

All the spells a Mage knows can be cast through a Focus (at reduced Fatigue Point cost, see 11.05). One spell per MKL may be placed in the Focus and cast without any FP cost. One charge is used up per spell cast.

Before beginning the enchantment of materials for his Focus, the Mage will consult a Diviner or I Ching Master to determine the Focus sign, date of the month and ease of manufacture. The same rules will then apply as per Complex Magical Devices in terms of when to begin enchantment, final meditation, how long final meditation will take and what chance of disruption there is.

At least half the materials in a Mage's Focus must be fully enchanted by the Mage.

11.14 MAGICAL AMULETS

There are many different kinds of Magical Amulets which may protect the wearer against magic spells.

1. Some contain a spell of protection.
   a. Words of Guard against a specific spell or spells.
   b. Circle of Protection.
   c. Circle of Loyalty.
2. Some contain a spell which will increase the wearer's chances against spells of Illusion and Command.
   a. Detect Illusion
   b. Detect Command
   c. Truesight
3. Some act as Commands against a specific spell or spells to allow the wearer increased chance to save if the spell they contain is correctly targeted--and if the wearer fails to save vs. the Amulet spell.
   a. Override Individual Illusion
   b. Override General Illusion
   c. Override Command
4. Some contain a Command which will counteract a specific other Command if successfully targeted and if the wearer fails to save vs. the Amulet Spell.
   a. Waken
   b. Remember

All of these amulets may be created by Mages knowing the correct spells as Enchanted Substances, Simple Magic Devices or Complex Magic Devices with the usual number of charges. (Words of Guard, Detect Illusion, and Detect Command are counted as being the same level as the highest level spell the Amulet is devised to protect against in terms of the number of materials needed. Overrides will protect against the highest Circle of Illusion or Command that the Mage who makes the Amulet has ever saved against--and are counted as being of that level in terms of the number of materials needed.)

If the Mage makes the Amulet out of the 22 Correspondances of the Device Sign and otherwise treats its construction as like that of the Focus, then the Amulet must be separately targeted and must fail its save vs. Illusions and Commands before targeting on the wearer begins. An Amulet which is successfully targeted (and fails to save vs. Command or Illusion) is deactivated for D20 turns.

When targeting the Amulet, its Experience Level begins as that of the Mage who made it when it was finished. In addition, a Complex or Focus Amulet acquires additional experience. A Complex Amulet goes up 10,000 EP per 50 years of existence; a Focus Amulet goes up 10,000 per 5 years of existence.

An ordinary Focus may also be used as an Amulet. However, if a spell penetrates its defenses, there is a 50% chance of a Backfire.

11.15 LESSER MAGIC DEVICES

appropriately constructed and enchanted at the appropriate times may be incorporated into Greater Magic Devices. Thus a beginning Mage who knows the sign of his Focus may enchant seven materials eventually to be used in his Focus and make of them a Simple Magic Device. Later he may incorporate this into a Complex Magic Device and finally into the Focus itself.

11.16 USING AN ALIEN MAGIC DEVICE

Casting an Unlearned Spell: -20% FP + -20% more if over Spell Level
Casting a Learned Spell: -10% FP + -10% more if over Spell Level

A Mage may learn to use an Alien Magic Device as if his own (see 11.05) if he has found out and learned all the spells in it and analyzed its composition.

Finding the nature of a spell in an alien magic device
If the spell is known by the Mage . . . . . 5%xINT chance
If a spell of that type (e.g. Command, Fog) is known by the Mage . . . . . 2%xINT chance
Otherwise . . . . . 1%xINT chance
Learning the composition of an alien magic device
Artificer . . . . . 5%xINT chance
Otherwise . . . . . 3%xINT chance

A Non-Magic User may learn to cast a spell found in a Magic Device. If INT 11+, he has 5%xINT chance per attempt to cast the spell--if he knows its nature (1%xINT chance). Spells above his casting level carry a 10% +(10%xLVL) chance of causing unconsciousness for D20 turns if successfully cast.

Spells in an Alien Magic Device are cast at the MKL and PMF of the Mage who enchanted it, if they are higher than the MKL and PMF of the caster.

11.17 REMOVING A SPELL FROM AN ALIEN MAGIC DEVICE

Defusing an Attack Spell left to protect the Device:
The Mage attempts to learn the nature of the Attack as if learning a spell of the same BMR and LVL. He then attempts to Dispel it. If successful, there is 5%xINT chance that he will have learned the Attack Spell by defusing it.

Dispelling a Spell in an Alien Device can be done only by a Mage who knows the spell; his chance of success is 50% minus 5% per MKL he is below the MKL of the Mage who made the Device. This chance of success is enhancable like targeting with a maximum of 25% enhancement.

Failure in an attempt to Dispel a Magic Spell in a Device results in an immediate Backfire.

A Mage who has not learned the spell he wishes to remove from a Device may attempt to DISRUPT it. His chance of success is 20% + or – 5% per MKL he is above or below the Mage who made the Device. Failure results in immediate Backfire.

11.18 DESTROYING A MAGIC DEVICE

Magic Devices are bound together by numerous spells of enchantment and are not easily broken. It can be done by:
a. destructive Basic Magic: requiring one volume-turn per element of the device to affect the device. (Thus a five volume Beam of Fire would require 5 turns to destroy a Focus; if the Focus were removed from the targeted area before the 5th turn, it would not be affected.)
b. Burning the device in a normal fire (as a one volume fire in terms of length of burning required) and scattering its ashes.
c. Breaking or smashing the device by having it fall from a great height or be trampled by a heavy beast. (Impact required is 10 pts per element of the device.)

Failure to destroy a Magic Device results in immediate backfire of **all** spells therein.

When a Magic Device is destroyed, there is a 5%/spell level chance that each spell in it will Backfire with a 90% chance of a Rebound.

11.19 STANDARDLY KNOWN MAGIC POTIONS

WATERS OF MIGHT: see Weaponsmith, 10.14, for recipe. If Drunk, as Strength (Ancient Lore spell, 4th level, section 13.11). If rubbed on feet, may run without tiring. Effects last D6 hours.

POWDER OF ILLUSION: see Symbolists, section 10.24, for recipe. 1 dose per 25 lbs of object dusted will bring the object onto the astral plane.

CALLIGRAPHER'S INK: see section 10.29 for recipe. Will give a normal mage's scroll the capacity and rechargability of a Device of Power.

WATERS OF JADE: 500 carats of jade, 10 flagons of dew, and 5 pounds of rice. Will dispel the result of an Evil Miracle, an Illusion or a Command when drunk - at one dose per level of spell or number of miracle. Recipe produces 10+D100 doses.

11.20 SYMBOLISM OF MATERIALS

Mages will do well to bear in mind that Japanese symbolism is not the same as Western. Below is a brief list of some of the more divergent symbols:

butterfly . . . . . .marriage
camelia . . . . . .execution
cat . . . . . hard-heartedness, the geisha
cherry . . . . . self-sacrifice
cicada. . . . . .reincarnation
duck . . . . . .conjugal love
fern . . . . . many children
hollyhock . . . . . .loyal retainer
incense . . . . . enlightenment
lily . . . . . .gracefulness
lotus . . . . . death, nirvana
mirror . . . . . .pure-mindedness
northeast . . . . . demons
peach . . . . . .marriage
plum . . . . . .wifely devotion
red . . . . . happiness, child
rose . . . . . .danger
toad. . . . . .mosquito killer
violets . . . . . wrestling
white . . . . . .mourning
willow . . . . . .gentleness, ghosts

Longevity is symbolized by the turtle, pinetree, stork, etc.

11.21 MAGIC SCROLLS (AND BOOKS)

Magic scrolls are written on a skin or parchment or length of silk which has been enchanted fully.

They are written with a brush made from the hair and bone of any wild creature--enchanted fully.

They are written with an ink prepared from seven ingredients--enchanted fully. This ink is enough to write one first level spell. Treat as a Simple Magic Device (11.10) for adding materials to write higher level spells. With a few exceptions, only one spell may be written on a Scroll.

> Basic Magic spells affecting the same subtype (e.g. Heat, Fog, Sand) may all be written on the same scroll. Treat as a Simple Magic Device with multiple spells in figuring out how many extra ingredients to add to the ink.

Writing a spell takes one day per spell level. The Scroll contains D6+1 charges. If the ink is prepared with the Correspondances of the Device sign, it will have 1 recharge per day. Inks can be increased in recharge capacity by the addition of ground gems: 3 minimum quantities per extra recharge.

To read the Scroll (or a Book of Scrolls), the Mage must be able to speak the spell correctly. If the Mage has written the Scroll, this is automatic. Otherwise, the reading Mage must make his Remember Spell roll, unless he has the spell himself as a Learned Spell. In any case he must make his Read Scroll roll.

It takes a minimum of one segment to read a scroll or a page in a book.

Note that special Scrolls/Books are written by the following Mage subtypes and have special properties:

a. Unusable by other Mages: Herbalist list of materials, Diviner or I Ching Master copy of the I Ching.
b. Hard to read by other Mages: Enchanter Music.
c. Having D6+1 recharges per day: Poets and Calligraphers.

11.22 CORRESPONDANCE TO THE SIGNS

Sign	Gem	Plant	Incense	Mineral	Liquid/Blood	Feather/Skin	Bone
Bull	Chrysoprase	Rice	Plum Blossom	Copper	Brandy	Cow	Cow
Tiger	Jasper	Cherry	Poppy	Cinnabar	Sea Water	Tiger	Tiger
Hare	Moonstone	Moss	Pine	Lodestone	Dewdrops	Cricket	Rabbit
Dragon	Jade	Gentian	Sandalwood	Lava	Rain Water	Firefly	Eagle
Snake	Pearl	Azalea	Rose	Mercury	Snake	Snake	Snake
Horse	Carnelian	Seaweed	Azalea	Steel	Hot Spring	Deer	Deer
Sheep	Tortoiseshell	Bamboo	Mint	Gold	Camphor Oil	Antelope	Antelope
Monkey	Cowrie Shells	Narcissus	Ginger	Brass	Monkey	Monkey	Monkey
Bird	Turquoise	Chrysanthemum	Orange Blossom	Silver	Snow Water	Butterfly	Hawk
Dog	Mussel Shells	Dandelion	Hollyhock	Bronze	Eagle	Wolf	Wolf
Boar	Agate	Pine	Clove	Rock	Boar	Boar	Boar
Rat	Jet	Burdock	Camellia	Sulphur	Vinegar	Dolphin	Rat

See 12.10-12.16 for BMRs, availability, and minimum quantities of these materials.

Substitutions may be made for Animal substances as detailed below:
1. Body parts from similar but more dangerous beasts are acceptable 10% + Astrological Bonus amount of the time. The check to see if the substitute body parts are acceptable must be made after they have been fully enchanted. Thus Whale skin might be substituted for Dolphin skin.
2. Body parts from similar Legendary animals are acceptable 70% + Astrological Bonus. The check must be made after the body parts have been fully enchanted. Thus Temba blood might be substituted for Eagle blood.
3. Body parts from sentient creatures (human or non-human) may be substituted for similar non-sentient creatures and will often be so used by those of AL 19 or 20. Thus Saru bone might be substituted for Monkey bone. Acceptability is 100%.

11.23 NPC MAGIC DEVICE CREATION CHART

Mage's Starting Level	DAYS NEEDED Simple Device (into)	Complex Device (into)	FOCUS
1	630	—	—
2	390	880	—
3	360	750	—
4	290	665	—
5	270	590	—
6	220	460	1020
7	210	430	900
8	147	320	790
9	130	265	715
10	120	250	650
11	115	240	635
12	100	210	500
13	95	180	475
14	90	175	365
15	85	170	360
16	80	155	315
17	75	145	300
18	70	135	280
19	55	110	250
20	50	100	190
21	45	90	155
22	40	80	150

See 9.12 for analogous chart for spell learning.
MKL 1-3 . . . . . .540 days for enchanting per MKL
MKL 4-15 . . . . . .450 days for enchanting per MKL
MKL 16-21 . . . . . 380 days of enchanting per MKL
MKL 22 . . . . . 180 days of enchanting per year over 80

To use the above chart, assume that Fudeko starting as a MKL 1 Calligrapher would complete a Simple Device by MKL 2, leaving (630-540 = 90; 540-90 = 450) 450 days of enchanting at MKL 2 to proceed with the creating of a Focus. She would complete a Complex Device by MKL 3, leaving (450 + 540 = 990 - 880 = 110) 110 days free to work on other matters. She could start turning the Complex Device in its turn into a Focus at MKL 6, and finish at MKL 9.

Meanwhile Jirosuke at MKL 13 has lost his Focus. He creates a Complex Device in (95+180) 275 days, leaving (450-275) 175 days free to start work on making a new Focus. By MKL 14 he has completed the Focus.

12 BUYING & SELLING MAGIC MATERIALS

12.01 MAGIC UNITS OF MATERIAL
Each material which a Magic User enchants for use in a magic device has a specified minimum quantity for magic purposes. Thus Gold's Unit is .1 lb. Less than .1 lb of Gold is magically useless and .18 lbs of gold is for magical purposes equivalent to .1 pounds.

12.02 COMMONNESS OF MATERIALS
Each material has a percentage specifying its normal chance of being found or bought. This figure +10% represents the seller's chance of being able to sell the material on a given day.
Common Materials . . . . . 80%-100% available
Less Common Materials . . . . . .20%-79% available
Rare Materials . . . . . .01%-19% available

12.03 FINDING MATERIALS
Characters may wander into the countryside in search of a given material. They may also run across certain materials while in the course of an expedition against bakemono or another occasion. The chance of obtaining useful materials in this way is:
Common Materials: 50% . . . . . .D6 units
Less Common Materials: 70%. . . . . .2D3 units
Rare Materials: 100% . . . . . .6 units

12.04 BUYING MATERIALS
The Magic User (or his agents) may make only one attempt per month to purchase a given material. He may visit up to 10 shops on a given shopping day. At each shop, roll percentile dice to determine if the material wanted is available. If it is, the shop will be able to sell the following amounts:
Common Materials . . . . . .3D6 units
Less Common Materials . . . . . .D6 units
Rare Materials . . . . . 1 unit

12.05 SHOPS
Each material may be gotten at one or more types of location. HEIRLOOM indicates an item that has been valued in a family for over a century (see 6.03).

FIND indicates that the material is not routinely available at any shop but must be found by the Mage who wants it. The GM is advised to set the value of such materials in accordance with the law of supply and demand.

Below are listed the abbreviations for various sorts of shops together with the frequency of their appearance. The GM may wish to vary the number of shops found in a particular community. In a town near the sea there might be more than the usual number of Seafood Shops.

Abbreviation		Index	Abbreviation		Index
AR	Art Supplies	.2	ME	Meat Store (Eta-run)	.1
BL	Blacksmith	5	PE	Perfumer	.2
CL	Clothier	2	RE	Religious Shrine/ Temple	10
FL	Florist	.5	SE	Seafood Shop	3
GR	Grocery	10	WB	Woodworker/ Builder	5
HA	Herbalist/ Apothecary	1	WP	Weaponsmith	.1
JE	Jeweler	.1			
LE	Leatherworker (Eta-run)	1			

Community Size

Village 1
Small Town 5
City 1
Clan Capitol 10
Shogunate or Imperial Capitol 50

To determine number of shops of a given type in a community, multiply index of Shop type times Community Size. Thus there is one grocery in a village and 100 in a clan capitol. If the number of shops is less than 1, roll percentile dice to determine if such a shop is present in the community. There is 50% chance of a Florist in a City.

Some materials are marked FIND. See 12.03.

12.06 TYPES OF MATERIALS

There are ten general types of materials: Metals, Gems, Trees, Flowers, Liquids, Perfumes, Bloods, Skins, Bones/Organs and Organics.

12.07 USING THE MATERIALS LIST

BMR = Basic Magic Resistance (see 11.01).
Unit = Minimum Magical Quantity. Specified in pounds or fractions of pounds.

12.08 METALS (AND OTHER MINERALS)

BMR	Material	Unit	Source	Cost	Frequency
5	Brass	.5	BL, JE	1 Bu	99%
7	Bricks	10	WB	1 Bu	99%
4	Bronze	.5	BL, JE	1 Bu	99%
1	Cinnebar	.05	HA	10 Mon	30%
7	Clay, Soil, Sand	10	Find	Find	Find
5	Coal	10	GR	1 Bu	99%
4	Copper	.4	BL, JE	2 Bu	99%
2	Fuji Lava	.2	Mt. Fuji	Find	Find
2	Gold	.1	JE	250 Bu	99%
2	Heirloom Bronze Bell or Mirror	.5	Find	Find	Find
3	Heirloom Street Weapon	3	Find	Find	Find
6	Iron	3	BL, WP	10 Bu	99%
5	Lava or rock	2	WB	5 Mon	25%
9	Lead	10	AR	10 Bu	99%
0	Lodestone	.1	HA	250 Bu	50%
0	Mercury	.1	HA	25 Bu	10%
3	Silver	.3	JE	30 Bu	99%
5	Steel	3	BL, WP	15 Bu	99%
2	Sulphur	.1	HA	1 Mon	65%
6	OTHER METALS	10	BL	5 Bu	40%

Other Metals includes: zinc, tin, and pig iron.

12.09 GEMS

Unlike other materials, units for gems are specified in carats. A carat is .001 pound. The weight of a given gem is D20 carats for precious gems (worth 10+Bu per carat) and 5xD10 carats for semiprecious gems.

BMR	Material	Unit	Source	Cost/ carat	Frequency
2	Amber	200	JE,HA	10 Mon	30%
2	Amethyst, Cut	20	JE	50 Bu	5%
4	Amethyst, Uncut	40	Find	Find	Find
1	Coral	50	JE,HA	1 Bu	35%
4	Crystal	40	JE	10 Bu	60%
2	Emerald, Cut	20	JE	20 Bu	5%
4	Emerald, Uncut	40	Find	Find	Find
2	Jade, Cut	20	JE,HA	25 Bu	20%
4	Jade, Uncut	40	Find	Find	Find
4	Jet	100	JE	2 Mon	25%
2	Lapis Lazuli	25	JE	10 Bu	60%
4	Nacre	100	JE	4 Mon	50%
3	Pearl	30	JE	15 Bu	50%
2	Ruby, Cut	20	JE	20 Bu	5%
4	Ruby, Uncut	40	Find	Find	Find
2	Sapphire, Cut	20	JE	50 Bu	5%
4	Sapphire, Uncut	40	Find	Find	Find
6	Semiprecious Stones	50	JE	5 Bu	80%
6	Shells, Polished	100	JE	3 Mon	40%
4	Tortoise shell	100	JE	3 Mon	50%

Semiprecious stones include satin spar, turquoise, jasper, carnelian, agate, chrysoprase and moonstone. Shells include mussel and cowrie shells.

12.10 TREES

Barks, Roots and Woods are findable in a forest or orchard.
Woods are purchasable from a woodworker.
Leaves and flowers are purchasable during season at a Florist or findable.
Fruit and nuts are purchasable during season at a grocery or findable.
Fruit, flowers, fall leaves and nuts cost 10 times as much as a tree's wood per unit. When fresh they are -1 BMR and -10% as available. Dried flowers, fall leaves, Fruit and nuts are available the year round but are the same BMR as a tree's wood. Dried fruits weigh half as much per unit as fresh ones; dried flowers and leaves 1/20th as much. Katsura and Sandalwood are purchasable at the Perfumer's, not at the Woodworker's.

BMR	Material	Unit	Cost	Frequency
4	Almond	1	1 Mon	75%
4	Bamboo	1	1 Mon	50%
6	Birch	1	1 Mon	99%
2	Cherry (no fruit borne)	1	1 Bu	40%
4	Citrus (Orange, Lemon, etc.)	1	1 Mon	70%
3	Ginko	1	1 Mon	65%
3	Hazel	1	1 Mon	65%
2	Katsura (Cinnamon)	.05	1 Bu	40%
1	Plum	1	1 Bu	40%
1	Sasaki (Sacred Shinto Tree)	.5	Find	Find
3	Sandalwood	.05	3 Mon	40%
4	Sugi (Japanese redwood)	1	5 Mon	50%
6	Willow	1	1 Mon	99%
7	Other Trees	1	1 Mon	85%

Other trees include: pine, oak, paulownia, ash, elm, beech, fir, birch, camphor tree, mulberry, apricot, tangerine, quince, pomegranite, peach, pear, apple, persimmon, nectarine, camellia, and maple.

12.11 FLOWERS

Purchasable from a Florist or findable. Tree flowers are as indicated in 12.10. Units are specified in blooms with one bloom equalling .05 pounds, 20 blooms to a pound.

BMR	Material	Blooms/Unit	Cost	Frequency
7	Buttercups	60	1 Bu	70%
3	Chrysanthemum	30	1 Bu	65%
7	Dandelion	80	1 Bu	70%
7	Fall Leaves	80	1 Bu	70%
2	Hollyhocks	80	1 Bu	50%
6	Lily	80	1 Bu	70%
0	Lotus	10	21 Bu	40%
5	Narcissus	40	1 Bu	25%
0	Orchid	10	14 Bu	20%
3	Peony (King of Flowers)	30	2 Bu	75%
3	Poppy	30	1 Bu	60%
2	Rose	10	1 Bu	50%
4	Water Lily	10	1 Bu	40%
7	Other Flowers	80	1 Bu	70%

Other Flowers include: Zinnia, Iris, Forget-me-not, Honeysuckle, Convulvulus, Azalea, Daffodil, Camellia, Mimosa, Wisteria, Hyacinth, Tiger Lily, Gentian, Anemone and Patrinea.

12.12 SEASONS FOR TREES AND FLOWERS

1st month . . . . . .Plum
3rd month . . . . . Cherry Blossoms (no fruit borne)
4th month . . . . . .Peony, Azalea, Wisteria, Other Flowers
5th month . . . . . .Iris, Other Flowers
6th month . . . . . Convolvulus, Other Flowers
7th month . . . . . .Lotus, Water Lily, Azalea, Other Flowers
8th month . . . . . Other Flowers
9th month . . . . . Other Flowers
10th month . . . . . Chrysanthemums, Fall Leaves

12.13 LIQUIDS

BMR	Material	Unit	Source	Cost	Frequency
6	Broth (Clear Fish Soup)	.5	Inn	1 Mon	99%
3	Brandy, Plum	.5	Inn,GR	15 Mon	70%
4	Brandy, Sweet Potato	.5	Inn,GR	5 Mon	30%
6	Camphor Oil	.05	HA	1 Bu	70%
6	Cooking Oil	.5	GR	5 Mon	99%
3	Dewdrops gathered by full moon	.05	Find	Find	Find
	Fruit Juices	see 12.10			
7	Lantern Oil	.5	GR	1 Bu	99%
3	Sake	.5	GR,Inn	5 Mon	99%
2	Sake, Fine Quality	.5	GR,Inn	10 Mon	60%
4	Saliva	.05	Find	Find	Find
6	Soy Sauce	.5	GR	1 Mon	99%
4	Tea	1	Inn,GR	5 Mon	40%
3	Tears (sincerely shed)	.05	Find	Find	Find
6	Vinegar	.5	GR	5 Mon	99%
2	Water from Hot Spring	.5	Find	Find	Find
6	Water, Rain	.5	Find	Find	Find
7	Water, River or Lake	.5	Find	Find	Find
3	Water, from melted Snow	.5	Find	Find	Find
1	Water, from melted Fuji Snow	.5	Find	Find	Find
7	Water, Sea	.5	Find	Find	Find

12.14 INCENSE AND PERFUME MATERIALS

These may be purchased directly from a Perfumer or the raw materials may be bought and brought to a perfumer who is commissioned to turn them into an essence. The chance of finding that a Perfumer has an essence made up is:

For Flower. . . . . same as frequency of flower
For Other Material . . . . . half frequency of material

The cost is the cost of the essence's raw material plus D3 times 3 Bu (the average employee's hourly hire).

12.15 BLOODS, SKINS AND BONES/ORGANS

Skins of domestic animals may be bought from an Eta Leather Worker. Feathers, Bones, Organs and Blood of domestic animals may be bought from an Eta Meat Store.

Skins, Feathers, Bones, Organs and Blood of wild animals may be bought from an apothecary. One may also commission a hunter to kill such an animal.

Skins, Bones, Organs and Blood of sea animals may be bought from a Seafood Shop.

Skins, Feathers, Bones, Organs and Blood of rare animals and monsters may be bought from an apothecary.

Bone: one bone = 1 pound for enchanting purposes.
Skin: a one foot square of skin = 1 pound for enchanting purposes.
Eyes, tongue, heart and other internal organs: half as available as standard for animal, -1 BMR (with minimum of 0 BMR); unit weights .05 pound; price is 10 times standard price for animal.

Thus a Wild Monkey bone would be 10% available and cost 5 Bu and have a BMR of 3, while the eye of a Wild Monkey would be 5% available, cost 50 Bu and have a BMR of 2.

Animal Bloods are usable as liquids for magic devices.

BMR	Animal	Unit	Cost	Frequency
E	Demon or other Spirit Being	.1	Find	Find
E	Dragon	.1	Find	Find
0	Greater Goblin	.5	Find	Find
0	Hengeyokai	.5	Find	Find
0	Saint (Cleric LVL 6+, AL 1)	.5	Find	Find
1	Dragonfly or Firefly	.1	50 Bu	60%
1	Giant Centipede	1	Find	Find
1	Human	1	Find	Find
1	Lesser Goblin	1	Find	
1	Orochi	1	Find	Find
1	Temba	1	Find	Find
2	Bat, Frog or Toad	1	5 Mon	25%
2	Cricket or Cicada	.1	30 Bu	60%
2	Deer	1	1 Bu	25%
2	Lion or Tiger	1	10 Bu	5%
2	Snake	1	5 Bu	30%
2	Songbird	1	5 Bu	30%
2	Wild Boar	1	25 Bu	25%
2	Wolf	1	5 Mon	25%
3	Butterfly or Moth	.1	50 Bu	60%
3	Duck	1	5 Bu	5%
3	Eagle, Falcon or Hawk	1	25 Bu	20%
3	Monkey or other Ape	1	5 Bu	10%
3	Octopus, Squid, Jellyfish	1	1 Mon	10%
3	Other Bakemono	1	30 Bu	5%
4	Other Insects and Bugs	.1	25 Bu	70%
4	Other Wild Animal	1	4 Mon	15%
4	Other Wild Bird	1	5 Bu	40%
4	Sea Reptile/Animal	1	2 Bu	25%
5	Domestic Animal	1	Find	Find
5	Other Domestic Bird	1	1 Mon	99%
5	Reptile/Shellfish	1	1 Mon	50%

Types of Fish: carp, cod, eel, herring, mullet, salmon, sardine, seabream, shark, starfish, swordfish, trout, tuna, yellowtail.
Types of Shellfish: oysters, clams, mussels.
Types of Sea Animal: dolphin, porpoise, whale.
Types of Sea Reptile: turtle, large snake.
Types of Domestic Animals: dog, cat, horse, cow, goat.
Types of Wild Animals: antelope, bear, otter, rabbit, mole, mouse, rat.
Other insects: spider, praying mantis.
Other birds: quail, pheasant, sparrow, owl, crane, heron, cormorant, crow.

12.16 ORGANICS, HERBS AND SPICES

BMR	Material	Unit	Source	Cost	Frequency
3	Aloes	.05	HA	5 Mon	40%
1	Ambergris	.05	PE	10 Bu	5%
	Ashes (as Tree Wood)	.05	Find	Find	Find
2	Balsalm	.05	HA	8 Mon	50%
9	Briars, thistles, thorns, and poison ivy	5	Find	Find	Find
4	Burdock	.1	HA	2 Mon	85%
	Charcoal (as Tree -1 BMR, double cost)				
3	Chili Pepper	.05	GR	10 Mon	70%
6	Clove	.05	GR	5 Mon	40%
8	Clover, grass, reeds	4	Find	Find	Find

BMR	Material	Unit	Source	Cost	Frequency
2	Cotton Cloth, Thread	1	CL	1 Bu	80%
2	Duckweed	.1	Find	Find	Find
	Eggshell (BMR as bird's)	.05	Find	Find	Find
2	Ginger	.05	GR	1 Bu	40%
E	Ginseng	.01	HA	125 Bu	30%
5	Glue	.1	AR	1 Mon	99%
7	Grains and Tubers	10	GR	5 Mon	99%
5	Greens (3rd-9th month)	1	GR	5 Mon	99%
0	Hashish	.001	HA	40 Bu	30%
7	Hemp Cloth	4	CL	1 Bu	90%
5	Ink	.1	AR	1 Mon	99%
	Isinglass (as Fish -1 BMR, double cost, half frequency)				
3	Ivy and Other Vines	.05	Find	Find	Find
5	Lye	.05	LE	5 Mon	50%
1	Madder	.05	AR,HA	10 Mon	40%
5	Mint	.05	GR,HA	1 Mon	60%
5	Moss, ferns	.1	FL	1 Mon	85%
1	Moxa (mugwort)	.05	HA	20 Mon	40%
5	Mushrooms	.1	GR	1 Mon	75%
3	Nutmeg	.05	GR	10 Mon	80%
5	Orris	.1	HA,FL	3 Mon	40%
4	Paper (100 sheets)	.5	AR	7 Mon	99%
3	Parchment (1 sheet)	.05	AR	5 Bu	99%
3	Pepper	.05	GR	5 Mon	75%
4	Radish	.1	GR	5 Mon	80%
3	Resin	.05	PE	1 Bu	20%
6	Rice	5	GR	20 Bu	99%
4	Salt (sea)	.1	GR	1 Mon	90%
4	Seaweed	.1	GR	5 Mon	80%
1	Silk Cloth	.1	CL	1 Bu	40%
2	Sugar	1	GR	8 Mon	60%
1	Tea Leaves	.05	GR	5 Mon	40%
6	Vegetables and Legumes	1	GR	5 Mon	99%
3	Wasabi (green horseradish)	.05	GR	10 Mon	80%
5	Water colors	.1	AR	5 Mon	90%
3	Wax	1	AR	10 Mon	80%
2	Wild Mustard	.05	GR	1 Mon	80%
4	Yeasts	.05	GR	1 Mon	60%
7	Other Organics	.1	Find	2 Bu	50%

12.17 PRICES FOR ENCHANTED ITEMS

The average enchanter of materials is MKL 5 with an astrological bonus of 5%. He enchants 5 pounds at a time--and so, except for costly or rare materials, the cost of enchantment is proportioned to the number of Units in 5 pounds. (Materials of BMR 7+ have their higher BMRs enchanted by Mages of circa MKL 10 who charge considerably more since they are independent Masters, not employees.)

Amount Paid By Mage Shopkeeper for Enchanting to BMR 0 100%

Original BMR	Paid	Original BMR	Paid
0	100 Bu	6	1075 Bu
1	185 Bu	7	1515 Bu
2	285 Bu	8	2175 Bu
3	410 Bu	9	3515 Bu
4	575 Bu	10	4855 Bu
5	825 Bu		

For partially enchanted materials, subtract the current BMR cost from the original cost. Thus Rain Water (originally BMR 6) at BMR 3 would be 1075-410 = 665 Bu to enchant or 66 Bu 13 Mon per Lead (originally BMR 9) at BMR 6 would be 3515-1075 = 1440 Bu to enchant or 2880 Bu per Unit.

The typical amount **charged** by a Mage Shopkeeper for already enchanted materials is considerably higher--reflecting the shop's upkeep plus the Mage's need for a profit. Thus a shop will charge 50%+(D10x 5%) over the rates above (55-100% more). Availability of enchanted materials in shops should be cautiously determined by the GM.

Relatively Common Enchanted Items

1. **Herbalist Compounds -- per dose**

Spell LVL	Cost	Spell LVL	Cost	Spell LVL	Cost
1	25 Bu	5	95 Bu	9	250 Bu
2	35 Bu	6	125 Bu	10	300 Bu
3	50 Bu	7	160 Bu	11	500 Bu
4	70 Bu	8	200 Bu		

2. **Weaponsmith Creations (K = 1000)**

Order of Enchantment	Magic Weapon	Ego Weapon	Armor	Helmet
1	3.5K Bu	7K Bu	7.5K Bu	3.5K Bu
2	5K Bu	10K Bu	10K Bu	5K Bu
3	8K Bu	17K Bu	15K Bu	7.5K Bu
4	13K Bu	30K Bu	20K Bu	13K Bu
5	25K Bu	45K Bu	30K Bu	25K Bu
6	60K Bu	100K Bu	—	—
7	200K Bu	300K Bu	—	—
8	250K Bu	350K Bu	—	—

3. **Weaver Mage Belts of Protection Against Weapons**
as armor -1: 10,000 Bu + 5000 Bu per additional order of enchantment.

4. **Amulets Vs Spells**

Vs LVL	Cost	Vs LVL	Cost	Vs LVL	Cost
1	2000 Bu	5	25K Bu	9	26K Bu
2	4000 Bu	6	16K Bu	10	35K Bu
3	7000 Bu	7	19K Bu	11	35K Bu
4	10K Bu	8	22K Bu		

13 MAGIC SPELLS

(This index does not include spells which are duplicates of Medical Treatments (see 22.04), the highly specialized Symbolist Spells, nor spells which are duplicates of Clerical Miracles or Abilities (see 24.02+).

Abbreviation	Full Name of Spell Type	See
ANC	Ancient Lore	13.11
BAK	Bakemono Primitive Mage Spells	10.02
BAS	Basic Magic Effect	13.02
B—E	Basic Magic Earth	13.03
B—F	Basic Magic Fire	13.05
BWA	Basic Magic Water	13.04
BWI	Basic Magic Wind	13.06
COM	Command Spells	13.09
DAN	Dancer Spells	10.03
DET	Detection Spells	13.07
DIV	Diviner Spells	10.08-.11
HER	Herbalist Spells	10.07
I—I	Illusionist Illusion Spells	10.19
ILL	Illusion Spells	13.10
M&C	Movement & Communication Spells	13.08
MED	Medium Spells	10.05
PRO	Protection Spells	13.12
SHA	Shaman Spells	10.04
SUM	Summoner Spells	10.21

Spell Name	Type	LVL	Spell Name	Type	LVL
Accelerate	BAS	--	Become Orochi/ Kojin	SUM	5
Amnesia	COM	9	Betray	COM	11
Astral Fire	B—F	--	Bind	BAS	--
Astral Fog	BWA	--	Bind Tongue	COM	4
Astral Form	M&C	2	Blast	COM	9
Astral Smoke	B—F	--	Blending in Place	ILL	7
Awe	COM	9	Blindness Potion	HER	7
Bash Touch	ANC	7	Blindness Salve	HER	6
Beautiful Voice	HER	5	Blur Other's Image	I—I	1
Beauty Salve	HER	5	Blurred Image	ILL	1
Become Duplicate of Known Human	SUM	6	Blurred World	ILL	10
Become Greater Demon	SUM	6	Breathe Water	ANC	4
Become Greater Goblin	SUM	4	Breeze	BWI	--
Become Lesser Demon	SUM	5	Carrying Capacity	M&C	3
Become Lesser Goblin	SUM	4	Cause Corrupt Food & Water	HER	6
			Cause Plant to Flower....	HER	9

Spell Name	Type	LVL
Cause Regrowth of Missing Digits	HER	9
Cause Regrowth of Missing Teeth	HER	9
Cause Smallpox	HER	6
Cause Weakness	HER	6
Chaotic World	ILL	11
Charm Gaki	SUM	3
Charm Greater Demon	SUM	6
Charm Greater Goblin	SUM	5
Charm Hengeyokai	SUM	2
Charm Horse	COM	3
Charm Illusion Monsters	SUM	11
Charm Lesser Demon	SUM	5
Charm Lesser Goblin	SUM	4
Charm Orochi/ Kojin	SUM	5
Charm Person	COM	1
Charm Small Animal	COM	2
Charm Yurei	SUM	2
Circle of Loyalty	PRO	1
Circle of Protection	PRO	1
Clumsiness	COM	3
Command Person	COM	9
Command Plants	ANC	4
Command River	ANC	4
Command Weather	COM	11
Create Blurry Being	I–I	1
Create Magical Poison	HER	4,5
Create Natural Poison	HER	4,5
Cure Blindness caused by Magic	HER	7
Cure Lameness	HER	8
Cure Weakness	HER	7
Darkness (= Dismiss Light)	B–F	--
Demoralization	COM	6
Dense Rock	B–E	--
Detect Alignment	DET	1
Detect Ambush	DET	2
Detect Animals	DET	1
Detect Astral Observation	DET	3
Detect Coins	DET	1
Detect Command	DET	2
Detect Corrupt Food	HER	1
Detect Curse	DIV	2
Detect Enchanted Materials	DET	1
Detect Enemies	DET	2
Detect Evil	DET	2
Detect Fear	DET	1
Detect Friendliness	DET	1
Detect Gems & Jewelry	DET	2
Detect Habitation	DET	1
Detect Herb	DET	1
Detect Hidden Being	DET	3
Detect Hidden Structure	DET	1
Detect Holy Object	DET	3
Detect Human Spirits	DET	4
Detect Illusion	DET	2
Detect Lying	M&C	3
Detect Magic	DIV	1
Detect Magic Poison	HER	3
Detect Magic Protection	DET	4
Detect Magic Weapon	DET	3
Detect Master of Some Art	DET	3
Detect Natural Poison/Poisoning	DET	2
Detect Observation	DET	2
Detect Possession	DET	2
Detect Relative Experience	DET	4
Detect Spell Casting	DET	4
Detect Spell Storing Device	DET	2
Detect Storm	DET	1
Detect Tracks	DET	1
Detect Type of Magic/Curse	DIV	3
Detect Unholy Object	DET	3
Dexterity	ANC	5
Different Face	I–I	2
Diminish	ILL	3
Dirt	B–E	--
Disguise	ILL	5
Dismiss	BAS	--
Dodge in Place	ANC	2
Drab Appearance	ILL	1
Dreamland	ILL	9
Dyslexia	COM	7
Earth	B–E	--
Earth	COM	10
Eat Vitality	BAK	--
Eloquence	ANC	5
Entrancement	COM	2
Erect	BAS	--
Far Signt	ANC	2
Fatigue	COM	7
Fight without Tiring	ANC	6
Find the Path	DET	3
Fire	B–F	--
Fire	COM	10
Fog	BWA	--
Forecast Omens	DIV	--
Forecast Partnership	DIV	--
Forget Incident	COM	5
Forgetfulness	COM	8
Go Without Food	ANC	2
Grow	ILL	3
Grow Hair on the Bald	HER	8
Hand Parry	ANC	6
Hate	COM	6
Hear	ANC	1
Hold Large Animal	COM	2
Hold Legendary Animal	COM	5
Hold Small Animal	COM	2
Hurl	BAS	--
Hypnotic Picture	ILL	4
Ice	BWA	--
Illusory Aging	I–I	3
Illusory Astral Form	I–I	1
Illusory Beauty/ Ugliness	I–I	1
Illusory Building	I–I	2
Illusory Crowd	I–I	5
Illusory Detections	ILL	2
Illusory Figure	I–I	2
Illusory Image	ILL	4
Illusory Landscape	ILL	3
Illusory Object	I–I	1
Immortality	ANC	8
Invisibility	ILL	8
Invulnerability	ILL	6
Jump Heights	M&C	1
Leap Distances	M&C	1
Legend Lore	ANC	6
Levitate Object	M&C	3
Levitate Self	M&C	1
Light	B–F	--
Locate Previous Owner	DIV	3
Love	COM	6
Loyalty	COM	7
Materialize	BAS	--
Measure Distance	DET	1
Move Silently	M&C	2
Night Vision	M&C	1
No Tracks	M&C	1
Noise	ANC	1
Override Command	COM	4
Override General Illusion	COM	2
Override Individual Illusion	COM	1
Paralysis	COM	6
Parting Waters	BWA	--
Phantasmal Landscape	ILL	5
Phantasmal Weather	ILL	5
Phantom Earth	ILL	7
Phantom Fire	ILL	7
Phantom Monsters	ILL	7
Phantom Water	ILL	7
Phantom Weapon	ILL	5
Phantom Wind	ILL	7
Poison Fog	BWA	--
Poison Smoke	B–F	--
Poison Water	BWA	--
Poison Wind	BWI	--
Predict Weather	DIV	--
Prepare Antidote	HER	3,4
Project Fear	SUM	2
Project Paralysis	SUM	4
Project Terror	SUM	7
Project Thoughts	M&C	1
Purify Corrupt Water	HER	2
Rage	COM	6
Rain	BWA	--
Read Magic Writing	M&C	1
Read Non-Magic Writing	M&C	1
Read Verbal Thoughts	M&C	2
Rejoin Cut Off Limb	HER	9
Remember	ANC	8
Run without Tiring	ANC	3
Sand	B–E	--
Secret Writing	M&C	2
See Astral Plane	DET	4
See through Fog	ANC	1
See through Wall	DET	1
Sense the Hidden	DET	4
Shadow Building	I–I	3
Shadow Earth	ILL	6
Shadow Fire	ILL	4
Shadow Landscape	ILL	4
Shadow Monsters	ILL	6
Shadow Object	I–I	3
Shadow Water	ILL	6
Shadow Weapon	I–I	4
Shadow Wind	ILL	6
Shapechange	ANC	7
Shapechange	ILL	8
Silence	ILL	2
Silence Animal	COM	3
Size Change	ANC	3
Sleepiness	COM	1
Sleight of Hand	ILL	1
Slow Person	COM	1
Smoke	B–E	--
Soft Rock	B–E	--
Speak Clearly	M&C	2
Speak Loudly	M&C	1
Speak Truth Convincingly	M&C	4
Spectral Monster	ILL	9
Spread	BAS	--
Strength	ANC	4
Strike Blind	COM	8
Strike Deaf	COM	4
Strike Senseless	COM	5
Summon Baku	SUM	5
Summon Gaki	SUM	1
Summon Greater Demon	SUM	5
Summon Greater Goblin	SUM	4
Summon Hengeyokai	SUM	1
Summon Lesser Demon	SUM	4
Summon Lesser Goblin	SUM	4
Summon Orochi/ Kojin	SUM	4
Summon Small Animal	COM	4
Summon Tree Hengeyokai	HER	6
Summon Yurei	SUM	1
Symbolic Link	M&C	3
Talk to Animal	M&C	4
Talk to Gaki	SUM	2
Talk to Greater Demon	SUM	5
Talk to Greater Goblin	SUM	4
Talk to Hengeyokai	SUM	1
Talk to Lesser Demon	SUM	4
Talk to Lesser Goblin	SUM	3
Talk to Orochi/ Kojin	SUM	4
Talk to Yurei	SUM	1
Telepathic Command	M&C	2
Teleport	M&C	2
Teleportal	M&C	4
TK Object	M&C	4
Trace Previous Owner	DIV	3
Trance	DAN	--
Trance	MED	--
Trance	SHA	--
Trap	ILL	1
Treat Fatigue	HER	1
Treat Grievous Wounds	HER	5
Treat Wounds	HER	3
Truesight	ANC	8
Trustworthiness	ILL	3
Truthspeak	COM	3
Unanswerable Riddle	ILL	11
Uncertainty	COM	4
Unfamiliar Landscape	ILL	2
Waken	COM	1
Walk between Raindrops	ANC	3
Walk on Clouds	ANC	6
Walk on Water	ANC	5
Walk Surely	M&C	1
Walk without Tiring	ANC	2
Water	BWA	--
Water	COM	10
Wind	BWI	--
Wind	COM	10
Words of Guard	PRO	--

13.01 CHISUIKAFUUJUTSU Spells of Basic Matter

Basic Matter Spells are concerned with the manipulation of the four elements: Earth, Water, Fire and Wind. (The Chinese considered Wood to be a fifth element, but it is not part of the Japanese traditional set.) The Japanese name for these spells is ChiSuiKaFuuJutsu: Earth-Water-Fire-Wind Technique.

In some ways Basic Magic may be considered the best known class of Ancient Lore. The players should agree at the start on what percentage of Secret Magic Schools will teach these spells. Since most Basic Magic spells are quite powerful in the hands of an experienced Mage, the GM may want to keep tight control on the knowledge of these spells--confining them to characters of high influence and/or wisdom.

Basic Magic's scope and damage are heavily affected by the Mage's PMF (see 9.04). The maximum range is 440', duration 176 turns, nearly a quarter of a day; at the maximum five volumes are movable, each doing six times standard damage.

There are seven Basic Magic effects and 20 types of matter, but not all effects may be applied to all types of matter, so there are only 108 Basic Magic spells in all.

13.02 BASIC MAGIC EFFECTS

Summoning Effects

Range: up to 10' away from the caster.
Amount: up to the maximum number of volumes summonable.
M MATERIALIZE: causes the matter to materialize.
D DISMISS: causes the matter, whether naturally occuring or magically produced, to dematerialize. Must be targeted.

Movement Effects

Range: up to half standard PMF range for Hurl, Spread, Bind, Erect.
Amount: up to the maximum number of volumes movable. All these spells affect naturally occuring and magically-produced materials. HURL and SPREAD take effect in the first segment of the following turn; BIND, ERECT, and ACCELERATE take effect instantly upon being cast.

B BIND: takes matter and binds it to an object or person, holding it there against gravity, wind, etc. Matter bound to a person or moving object remains bound until the spell expires or the person/object moves out of range. Must be targeted vs. object bound.
S SPREAD: takes matter and spreads it as a sheet on the ground. If natural matter, must be targeted vs. area.
H HURL: takes matter and hurls it as a continuous beam or a series of missiles. Must be targeted vs. object. Caster may move targeting point during casting with a success chance of DEX Skill + (2%x MKL). Failure causes failure to target (see 14.05).
E ERECT: takes matter and erects it into a wall, holding it in that form for one turn minimum and up to:
ROCK/ICE . . . . . .full duration of spell
DIRT/SAND/WATER. . . . . .1/2 duration
FIRE/LIGHT. . . . . 1/4 duration
WIND/BREEZE . . . . . .1/8 duration
A collapsed wall turns into a Sheet. If natural matter is being erected, it must be targeted.
A ACCELERATE: Accelerates HURL and SPREAD: effects appear same turn; range double.

All these Movement Effects may be cast simultaneously with each other and with MATERIALIZE at 1.5 times the standard Fatigue Point loss for all but the first spell cast that turn. Thus, if a Mage had learned Materialize Dirt, Hurl Dirt, Accelerate Dirt and Bind Dirt, he could throw all four spells in one turn at a cost of: 10%+15%+15%+15% = 55% if the spells were thrown directly. If he threw the spells by means of a Focus, the cost would only be 5%+7.5%+7.5%+7.5% = 27.5%.

If ALL the spells that affect a certain type of matter are known (e.g. Materialize, Dismiss, Bind, Spread, Hurl, Erect and Accelerate Dirt), then up to three spells affecting that type of matter may be thrown simultaneously for standard FP loss for each, with 1.5 standard FP loss assessed only against additional spells. Throwing the above spell combination under those circumstances would cost only 10%+10%+10%+15% = 45% if thrown directly, 5%+5%+5%+7.5% = 22.5% if thrown through a Focus.

Since all the Basic Magic Effects have different initials, they can be abbreviated for convenience's sake. Thus the above spell combination could be referred to MHAB-Dirt.

Some of the Basic Magic spells are Astral. This means they take place on the Astral plane. Such spells cannot be cast if the Mage cannot see the Astral Plane. (See 21.01 for further details.)

13.03 CHIJUTSU Earth Technique

Earth is the most resistant of all materials, especially dense rock, and the power needed to move types of Earth is relatively high.

	Dense Rock		Soft Rock		Dirt		Sand	
Effect	LVL	BMR	LVL	BMR	LVL	BMR	LVL	BMR
M	2	6	2	5	1	1	1	1
D	2	6	2	5	1	1	1	1
B	3	9	3	6	1	3	1	3
S	3	9	3	6	1	1	1	1
H	3	9	3	6	1	1	1	1
E	2	6	3	6	1	3	1	3
A	3	10	3	9	2	4	2	2

Basic Volume: 400 lbs
DENSE ROCK: 1 cubic ft. DIRT: 3 cubic ft.
SOFT ROCK: 2 cubic ft. SAND: 4 cubic ft.

Hurled Form

ROCK MISSILE: 20% chance of bash per volume.
DENSE ROCK: D10 x standard PMF damage per volume.
SOFT ROCK: D6 x standard PMF damage per volume.
DIRT BEAM:
blinds target for one turn: 25% chance per volume.
choking for one turn: 10% chance per volume.
SAND BEAM:
blinds target for one turn: 25% chance per volume.

Sheet Form: 1" + thick

A sheet of Rock, Dirt or Sand is an excellent way to cover one's tracks and obscure signs that a group has passed that way. -50% per volume to tracking; see 16.11.

Wall Form:

Dense Rock: 1"x3'x4' absorbs 75 HP damage before breaking.
Soft Rock: 2"x3'x4' absorbs 25 HP damage before breaking.
Dirt: 3"x3'x4' absorbs 5 HP damage before breaking.

13.04 SUIJUTSU Water Technique

	Water		Rain		Fog		Astral Fog		Ice	
Effect	LVL	BMR	LVL	BMR	LVL	BMR	LVL	BMR	LVL	BMR
M	1	4	1	3	1	2	1	5	3	6
D	1	4	1	3	1	2	1	5	2	6
B	2	6	1	4	1	3	1	6	3	6
S	2	5	–	–	–	–	–	–	3	6
H	2	5	–	–	–	–	–	–	3	6
E	2	6	–	–	–	–	–	–	3	6
A	2	9	–	–	–	–	–	–	3	9

	Poison Water		Poison Fog	
Effect	LVL	BMR	LVL	BMR
M	5	8	5	6
D	1	5	1	3
B	6	10	5	7
S	6	9	–	–
H	6	9	–	–
E	6	10	–	–
A	–	–	–	–

Basic Volume:	1200 lbs (118 gallons)
WATER/POISON WATER	20 cubic feet
RAIN	1000 cubic feet (10'x10'x10')
FOG/ASTRAL FOG/ POISON FOG	1000 cubic feet (10'x10'x10')
ICE	24 cubic feet

RAIN or WATER plus DIRT = MUD: land creatures move at half speed. Morale -5%.

POISON WATER/POISON FOG: a Mild Poison; see 22.04.

POISON FOG/FOG: lowers range of signt 30% per volume up to 1' range. Use of a light for vision causes so much reflection that no vision beyond 3' is possible. ASTRAL FOG: obscures range of sight as above; one volume of ASTRAL FIRE has 50% chance of clearing up one volume of ASTRAL FOG.

RAIN: 10% chance of putting out natural or magical Fire. -5% morale per 3 turns rained on up to -20%. Lowers range of vision by 10%/volume up to 1/5 normal range.

RAIN if the temperature is 35 degrees or below becomes SNOW. Snow lowers range of sight just as rain does. 30%/turn chance of erasing tracks/scent. One volume of falling snow drops 6" of snow on the ground. Snow hides the ground's surface irregularities; +5% chance to stumble if walking on uneven terrain. Cold damage to those lying in snowfall stunned, sleeping, etc.: 1 FP per volume per turn after first five turns. Snow may be Bound, Spread, Hurled or Erected. (See effect on tracking, 16.11.)

WATER: 50% chance per volume of putting out a volume of FIRE with 90% chance of creating a volume of SMOKE by doing so. POISON WATER has 25% chance of thus creating POISON SMOKE.

Hurled Form
WATER: 20% chance of bash per volume; will wash bash victim D6x 5' away. POISON WATER: 5% chance per volume of swallowing if bashed.

RAIN/FOG/ASTRAL FOG/POISON FOG are not movable by Hurl but by the use of BREEZE.

ICE: same effect as Hurled Soft Rock. +20% chance of shattering when strikes solid object. Lowers the temperature within 10' radius 5 degrees per volume; those touching it receive D3 FP damage per volume per turn in cold damage.

SNOW: 25% chance of bash per volume.

Sheet Form: 1"+ thick
WATER: -50% to tracking (see 16.11). If 6+" thick, there is 10% chance stunned, sleeping, etc. beings will swallow and/or begin to drown.

POISON WATER: Like water, but if swallowed will poison. 1% chance per volume of affecting the soil's fertility, causing -D6% normal crop harvest.

ICE: During fighting on an ice sheet, triple normal bash chance, because of unsteady footing. Cold damage to those stunned, sleeping, etc. is D3 FP per volume per turn. Besides all this, ice is slippery:

speed crossed at	chance of slipping
15% normal speed or less	10%
normal speed or less	25%
faster than normal speed	50%

Ice laid across water will support 100 lbs per inch of thickness for something pulled across, 25 lbs per inch of thickness for something walking across.

SNOW: -25% to tracking (see 16.11).
Beings lying in snow because stunned, sleeping, etc. receive 1 FP cold damage per turn after first five turns.

Wall Form
WATER: 6"x8'x5': lessens the effect of Fire Beams by 5% per 6" of water passed through. One volume will absorb 10 HP of Fire damage before vaporizing.

ICE: 3"x8'x10' or 3"x16'x5'; absorbs 30 HP of Fire damage before breaking up; if broken by Fire, it becomes a Wall of Water for one turn and then--if not Bound--collapses into a Sheet of Water. Ice will melt naturally at 20% per hour unless the temperature is below 35 degrees.

SNOW: 6"x8'x10' or 6"x16'x5'; absorbs 15 HP of Fire damage before breaking up; if broken by Fire reacts as Wall of Ice. Melts as Ice does.

PARTING WATERS: DISMISS WATER + ERECT WATER (to the left) + ERECT WATER (to the right) will create a corridor 1' wide and 1' long per volume through water no more than 20' deep.

13.05 KAJUTSU Fire Technique

	Fire		Astral Fire		Light	
Effect	LVL	BMR	LVL	BMR	LVL	BMR
M	1	2	1	5	1	1
D	2	4	2	7	1	1
B	2	3	2	6	1	2
S	1	2	1	5	1	2
H	1	2	1	5	1	2
E	2	3	2	6	1	2
A	4	4	4	7	4	4

	Smoke		Astral Smoke		Poison Smoke	
Effect	LVL	BMR	LVL	BMR	LVL	BMR
M	1	2	1	5	5	6
D	1	3	1	6	1	3
B	1	4	1	7	5	8
S	–	–	–	–	–	–
H	–	–	–	–	–	–
E	–	–	–	–	–	–
A	–	–	–	–	–	–

Basic Volume

FIRE/ASTRAL FIRE	6 cubic ft (1'x2'x3')
LIGHT	1000 cubic ft
SMOKE/ASTRAL SMOKE/ POISON SMOKE	250 cubic ft

FIRE: 5 volumes of fire are the equivalent of one volume of LIGHT in brightness. 1 volume of Fire will have a 50% chance of clearing up one volume of Fog.

LIGHT: lights up 10'x10'x10' area as bright as noon unless area is full of Fog or Smoke, in which case acts as torch with 3' radius. Casting 3+ volumes in Fog/Smoke will cause such reflection as to blind caster for D3 turns.

DISMISS LIGHT: may be used to create a region of DARKNESS of 1000 cu. ft. around the Mage. Unlike other Dismissal Spells, this one can be Bound or Erected (but NOT Hurled or Spread). It is done away with by a Materialize Light. Vision as on a moonless night; see 16.06.

SMOKE/ASTRAL SMOKE/POISON SMOKE: more dense than Fog; lowers range of sight +5% per volume. 15% chance per turn that beings caught in Smoke will cough and choke and lose all fighting bonuses (hit, dodge parry) for D2 turns after they emerge. Cumulative with additional volumes of Smoke in the same area.

POISON SMOKE: a Medium Poison (see 22.04).

SMOKE + FOG in the same area lowers range of sight to 1' maximum; same chance for coughing as for Smoke. POISON SMOKE AND POISON FOG combined does 3D6 FP/turn for D10 turns with 20% chance/turn of affecting BP if insufficient FP left.

Hurled Form
FIRE: does D6 damage per volume with a 10% chance per volume of igniting flammable materials. If a character's clothing, hair, etc. is set afire, he will immediately check morale at -25%--and at best try to put out the fire. Normal fire lasts 1 turn unless given flammable materials to feed upon. 10+ volumes has 10% chance per turn of melting metals. Fire raises the temperature 5 degrees F per volume for 10' radius.

ASTRAL FIRE: lasts for the duration of the spell even without flammable materials. Does 5+D5 damage. There is a 15% chance of ignition per volume of astral flammable materials.

LIGHT: If 5+ volumes are used, the Light Beam becomes so bright that one cannot look at it without being blinded for D6 turns.

SMOKE/ASTRAL SMOKE/POISON SMOKE: are not movable by Hurl but by use of WIND spells.

Sheet Form: 1" thick
FIRE: may be used to warm an area or to set tinder dry materials on fire with a chance of 10%/volume of ignition. 4 volumes will melt one volume of a Sheet of Ice. Does D3 damage per volume per turn to anyone walking on it.

ASTRAL FIRE: as above but on Astral Plane.

LIGHT: 1"x30'x400': will light up area as a full moon.

Wall Form
FIRE: 6"x2'x6': lessens the effects of Ice Beams by 10% per 6" thickness.

LIGHT: 5'x10'x20' or 1'x10'x100': blinds as per hurled form.

13.06 FUUJUTSU Wind Technique

	Breeze		Wind		Poison Wind	
Effect	LVL	BMR	LVL	BMR	LVL	BMR
M	1	0	2	2	6	6
D	2	1	3	3	3	3
B	1	3	2	5	6	6
S	—	—	—	—	—	—
H	1	0	2	1	6	6
E	1	3	2	5	6	6
A	2	1	3	3	7	7

Basic Volume

BREEZE	800 cubic feet:	8'x10'x10' at 30'/turn
WIND	400 cubic feet:	4'x10'x10' at 60'/turn
POISON WIND	100 cubic feet:	1'x10'x10' at 60'/turn

POISON WIND: a Medium Poison (see Poison Smoke). If used to transport Poison Smoke, does 2D10 FP/turn with a 40% chance per turn that the damage will also affect BP if insufficient FP are left.

If POISON WIND is used to move a combination of POISON SMOKE and POISON FOG, breathing the result will cause 3D10 FP damage per turn with 40% chance per turn of affecting BP with a D10 turn duration.

Momentum

BREEZE:	30'/turn per volume used.
WIND/POISON WIND:	60'/turn per volume used.

A Materialized Breeze/Wind will extend to half the Mage's standard range; a Hurled Breeze/Wind will extend to five times the Mage's standard range. Only a magic Breeze/Wind may transport Magic spells such as Fog, Smoke, and Rain. (Therefore since there is no Astral Wind, Astral Fog cannot be transported in this way.) 800 cubic feet of Breeze will move 800 cubic feet of Fog/Smoke/Rain. 400 cubic feet of Wind/Poison Wind will move 800 cubic feet of Fog/Smoke/Rain.

Each volume of Wind or Breeze materialized in the same area adds its windspeed to the air. Thus Materializing 6 volumes of Wind creates a Wind 360'/turn, and Materializing a Breeze the next turn in that area would change the Wind's speed to 390'/turn.

Depending on windspeed, there is a chance of disrupting Fog/Smoke/Rain (equivalent to dismissing it).
Fog/Smoke: 50% chance at 120'/turn +5%/30'/turn more.
Rain/Snow: 20% chance at 120'/turn +5%/60'/turn more.

180'/turn: causes torches to gutter (10% chance per turn torches will be extinguished +10% per additional 30'/turn.//also Hurls Sand.
300'/turn: 15% chance of stumbling -10% per 100 lbs weight, with a 4% additional chance per additional 1' per turn of windspeed. A stumbling character will have an equal chance of being bashed backwards 5xD6 feet.

Hurled Wind/Breeze
allows wind to be directed as the Mage wills. Otherwise a materialized Wind will blow randomly in any direction but straight at the Mage.

Wall
BREEZE: physical missile attacks -1% per volume. Magic Wind-borne attacks target at -2% per volume.
WIND: physical missile attacks -3% per volume. Magic Wind-borne attacks target at -5% per volume.

Wind vs. Fire
At 200'/turn 10% chance per turn a volume of Fire will be extinguished +10% per additional 60'/turn. Check separately for each volume of Fire affected.

At 30-90' per turn, has 10% chance per turn of Hurling 1 volume Fire, by picking up burning materials and dropping them still burning further along its course.

Wind and Ice
In an iced area, two volumes of Wind are the equivalent of one additional volume of Ice in effect on temperature.

DISMISS BREEZE/WIND: can be used to create a still area (30' or less per turn) in the midst of a storm. It is done away with by Materialize Breeze/Wind.

13.07 SPELLS OF DETECTION

Level One BMR 1
DETECT ALIGNMENT: reveals a person's AL 50% of the time. Range is 20' maximum; duration is 1 turn maximum. Only one person may be checked; must be visible.
DETECT ANIMALS: reveals the presence of animals. 3 turn maximum duration.
DETECT COINS: reveals the presence of coins; 3 turn maximum.
DETECT ENCHANTED MATERIALS: detects any material not at normal Basic Magic Resistance. 5' maximum distance; 3 turns maximum duration.
DETECT FEAR: reveals if a person is afraid (50% of the time). Range is 20' maximum; duration is 3 turns maximum; person must be visible.
DETECT FRIENDLINESS: Like Detect Fear but detects friendly feelings instead.
DETECT HABITATION: detects inhabited building.
DETECT HERB: reveals the presence and general location of any specified herb. 20' maximum; 3 turn maximum.
DETECT HIDDEN STRUCTURE: reveals shifting walls, secret doors, trapdoors, etc.
DETECT POSSESSION: Range is 20' maximum; person must be visible.
DETECT STORM: reveals that storm will come in the near future. Can foresee Storms which will occur within 10 x standard spell duration.
DETECT TRACKS: enables the caster to determine the approximate size and weight of the creature that left the tracks. +50% to Tracking Bonus (see 16.11).
MEASURE DISTANCE: allows the caster to judge the exact distance travelled in a turn or to determine the exact line-of-sight distance to an object. Allows totally accurate mapping. Duration: 1 turn/MKL; range: PMF limit or line-of-sight.
SEE THROUGH WALL: allows the caster to see through one stone or wood wall and see what is on the other side. Does not allow any ability to see through a non-artificial obstruction of wood or stone. Duration: one turn.

Level Two BMR 2
DETECT AMBUSH: reveals the presence of an ambush 50% +5%/caster's Military Ability and -5%/ambush leader's Military Ability.
DETECT COMMAND: allows caster to detect the exact nature and caster of one Command, which is of a Circle of Command of which he has learned at least one spell. If successfully targeted, he may resave vs. the Command at +20% to save percentage.
DETECT ENEMIES: reveals the presence of enemies lurking nearby. 25% chance of revealing the number of enemies; 10% chance of revealing the nature of the enemies. Duration: 3 turns maximum.
DETECT EVIL: reveals AL 19-20 beings and the presence of Demons, however masked or hidden. 3 turn duration.
DETECT GEMS AND JEWELRY: Reveals the presence and general location of gems up to 10' away; the value of the gems and settings is known once they are seen. 1 turn duration for non-Jewelsmiths; standard PMF duration for Jewelsmiths.
DETECT ILLUSION: allows caster to detect the exact nature and caster of one illusion, which is of a Circle of Illusion of which he has learned at least one spell. If successfully targeted, he may resave vs. the Illusion at +20%.
DETECT NATURAL POISON/POISONING: Reveals the presence of natural (but not magic) poison; normal range with poison wind, smoke, etc.; 1' range if poisonous object is suspected. 50% chance of revealing that a person has been poisoned.
DETECT OBSERVATION: Causes the back of the neck to prickle if the caster is being watched on the physical plane. 50% chance of knowing the direction of the observer.

DETECT SPELL STORING DEVICE: Detects that an object is stored with spells or has been stored with spells.

Level Three BMR 3

DETECT ASTRAL OBSERVATION: detects observation by Divination, Astral Vision/Hearing or Read Verbal Thoughts or by someone on the Astral Plane. Half standard duration.

DETECT HIDDEN BEING: affects the chances of a being using illusion or DEX Skill to remain hidden. Caster may resave vs. illusions at +20%. Person using DEX Skill must check again at -20% to see if he is still successful. Half standard duration.

DETECT HOLY OBJECT: reveals the presence of a Holy Relic.

DETECT MAGIC WEAPON: reveals the presence of any weapon of +1 or higher enchantment.

DETECT MASTER OF SOME ART: reveals that someone has reached mastery of some Fine Art, Martial Art, or Magical Art (learned all the Detections, Commands, or whatever). 20' maximum distance; 1 turn duration. Person must be visible.

DETECT UNHOLY OBJECT: reveals the presence of a Demon's body part or of a magic device created by a Demon.

FIND THE PATH: reveals the correct way, turn by turn, out of a situation in which the caster is lost or disoriented. 100% successful if the caster has been that way before; 50% successful otherwise. If he loses the path, he will know it instantly. Half standard duration. The caster must keep to one-quarter of standard speed as long as he relies on the spell.

Level Four BMR 4

DETECT HUMAN SPIRITS: on astral or physical plane; 10' maximum range; 1 turn duration.

DETECT SPELLCASTING: reveals the general area but not the caster of any magic spell within the mage's range.

DETECT MAGIC PROTECTION: armor, belt of protection, amulet, Circle of Protection, etc.

DETECT RELATIVE EXPERIENCE: detects whether a given person is over 5 levels higher than the mage, over five levels lower, or approximately the same level.

SEE ASTRAL PLANE: Range: line-of-sight in vision range. See 16.06. Lasts D10 turns.

SENSE THE HIDDEN: Reveals the presence of a deliberately hidden object; line-of-sight up to 20'. 1 turn duration. 50% chance of knowing general direction; 10% chance of knowing exact location.

13.08 SPELLS OF COMMUNICATION AND MOVEMENT

Level One BMR 1

JUMP HEIGHTS: allows the caster to jump up DEX/2 feet and to jump down DEX number of feet. Chance of success is twice DEX SKILL (1.05). Failure: see 19.10.

LEAP DISTANCES: allows the caster to leap (DEX+STR)/2 feet. Chance of success is twice DEX skill (1.05).

LEVITATE SELF: unique to Primitive, Dancer, Shaman, and Poets. The caster may cause himself to rise into the air at 5'/segment, carrying his normal carrying capacity plus 10%/MKL. He can move horizontally at 5'/segment. Duration is standard plus D6 turns.

PROJECT THOUGHTS: a spell unique to Primitive Talents, Shaman, Enchanter, Illusionist, Summoner, and Poet. Allows the caster to project up to 1 word per INT point per turn to another person. The projected thoughts clearly carry the caster's imprint and are not confused by the receiver for his own. Duration: 2 turns.

READ MAGIC WRITING: allows caster to read a scroll without having to make the READ SCROLL percentage and to read a spell he hasn't learned without having to make the REMEMBER SPELL percentage. 1 turn duration.

READ NON-MAGIC WRITING: allows the caster to read normal script without having expended sufficient language points to do so normally. Costs 5% FP per additional Language Point required. 1 turn duration.

SPEAK LOUDLY: allows the caster to be heard clearly up to 500' away. 1 turn duration.

WALK SURELY: allows the caster to walk without stumbling or slipping at +20% to DEX Skill.

Level Two BMR 2

ASTRAL FORM: allows the caster to be on the Astral Plane. Spells target at half normal percentage if human. Movement is ten times faster than normal. The Mage will return to the Physical Plane either at will, when the spell ends, or when without any more Fatigue Points. Maximum Speed running on the Astral Plane costs twice the normal amount of FP.

MOVE SILENTLY: allows the caster to move silently at double normal DEX Skill.

NO TRACKS: allows the caster to walk without leaving tracks. Success chance is DEX Skill x 2.

READ VERBAL THOUGHTS: allows the caster to read the thoughts of one person thinking in a dialect he understands. 1 turn duration. Only picks up verbal thoughts; not background data or subconscious thoughts.

SECRET WRITING: Unique to Major and Mystic Modes. Allows the caster to write a message so only a specified person may read it. Other Major and Mystic Mode Mages of intelligence higher than the caster have one chance to read the message (Read Scroll percentage success; failure brings Backfire).

SPEAK CLEARLY: Adds D3 to Bardic Voice up to 12. D6 turns duration.

TELEPATHIC COMMAND: cast in addition to a Command spell (at double combined FP) allows the caster to project one Command telepathically. Half normal Range. 1 turn duration.

TELEPORT: unique to Natural and Major Modes. Allows the caster instant transport to a known place. Range: half a mile per MKL. Duration: 1 turn. Success: 95%; otherwise Instant Death.

Level Three BMR 3

CARRYING CAPACITY: allows the caster to carry up to maximum Carrying Capacity without being encumbered or losing additional FP or moving slower than normal; however, opponents are still +10% to hit the partially encumbered and +25% to hit the fully encumbered.

DETECT LYING: reveals that what a person just said was not believed by him to be true. Range: 20' maximum. Duration: 3 turns.

LEVITATE OBJECT: Like Levitate Self but allows the caster to levitate one targeted object of up to 10% his carrying capacity. Object cannot be used to attack save by dropping.

SYMBOLIC LINK: unique to Calligraphers: allows the mage to link two physically separate sets of ideographs together so that the second will respond if the first is activated. Thus a Detect spell and a Command or Illusion spell may be linked. Duration: 1 use per MKL. Range: 50' per MKL.

Level Four BMR 4

SPEAK TRUTH CONVINCINGLY: allows the Mage to say something he believes to be true with a 70%+(1%xCHA) chance of being believed by the listeners. If used to warn about a spell of Illusion or Command, allows listeners who believe to resave at +25%. 25' range.

TALK TO ANIMAL: unique to Natural Modes, Hengeyokai, Summoners, and Clerical Mages. Allows the caster to ask an animal three questions it knows the answer to and have it respond by gesture, etc.--but never in human speech. Range: 10'; duration: 3 turns.

TELEPORTAL: Mage must know Teleport. This spell can be placed between two points frequented by a Mage. Its range is the same as for a Teleport with no chance of error. The first three trips are done subject to the usual Teleport error to calibrate the connection. The Teleportal activates on command of the caster and may be set to act as a trap. Duration: 1 month per MKL.

TK OBJECT: confined to Natural Mode Mages. Allows the Mage to move an object up to 5'/segment in any direction. Weight handled is 1 lb. per MKL. Range is normal. Duration is standard plus D6 turns. Object cannot be used to attack, since strength of TK is not great enough to inflict damage. Only one object may be affected. Duration: 1 turn.

13.09 SPELLS OF COMMAND

The casting of spells of Command is most typical of Poets, with Enchanters, Shamans and Summoners also reaching high levels of proficiency. Other Mages may learn such spells, but will not be able to achieve such powerful effects.

Commands affect the non-rational side of the victim's nature and interfere with his ability to control his own thoughts, emotions and behavior. Wise victims will be more resistant to spells of Command than unwise ones. See SAVE FROM COMMAND TABLE, 14.08. D6 FP must be expended to fight off the spell. (If no FP are left, character may opt to use D6 BP or to lose resistance vs. the spell.)

There are 11 grades of proficiency in casting Spells of Command, depending on the type of Mage casting the spell. These grades determine the maximum power at which a given subtype of Mage may cast the Commands he has learned. Up to that maximum, each time a Mage learns a spell of a higher Circle, all spells he has learned are raised in force to that of the new spell. (So an Illusionist who already knows Sleepiness (First Circle) and Charm Small Animals (Second Circle) after learning Bind Tongue (Third Circle) will cast all three spells at the Third Circle of Power, but a Bakemono Primitive Talent, though he might learn the same spells, would be limited to casting them at the Second Circle of Power.)

The proficiency grades that a Mage may attain are:

11: Innermost Circle . . . .Poet
10: Tenth Circle . . . . . .Enchanter
9: Ninth Circle . . . . . .Shaman, Summoner
8: Eighth Circle. . . . . ..Dancer, Illusionist
7: Seventh Circle . . . . . .Calligrapher
6: Sixth Circle . . . . . I Ching Master
5: Fifth Circle . . . . . .Medium
4: Fourth Circle . . . . . .Hengeyokai
3: Third Circle . . . . . .Primitive Talent, Herbalist, Symbolist
2: Second Circle . . . . . .Bakemono Primitive Talent, Artificer
1: FIRST CIRCLE. . . All other Mages--and non-mages with CHA or BVC of 19+ who know Charm Person

Spells of Command may be additionally enhanced:
1. If the caster's 2nd Req. is CHA or BVC, reduce save percentage by -5% per 2 points over 14. (Thus CHA 17 = -10%.)
2. If the caster has meditated on the spell, the first time it is thereafter cast saves are -1%/day of meditation.

Targeting
Like most offensive spells, Commands must be targeted. If Commands are cast as area spells affecting multiple people, then power of the spell is dropped to that of the next lowest circle and targets saves at +10%. A Mage may command one being per CHA point.

Any Command may be cast as a non-area spell, aimed at just one person. Range specified is maximum area covered, not area necessarily covered by the spell.

First Circle: Level 1/BMR 1
CHARM PERSON: Is known by anyone with BVC or CHA 19+. Convinces the person that the caster is his friend. A person so affected will not be hostile towards the caster and will support him in most arguments or fights against anyone to whom he is not bound by ties of loyalty. Persons of equal or greater CHA or WIS are unaffected. Chance of success: Non-mages: 20%; Mages: 50%; Mages with BVC or CHA of 19+: 50%. Duration: until victim saves. May attempt to re-save once every 30-WIS hours. 10' range.
OVERRIDE INDIVIDUAL ILLUSION: allows the caster who has saved vs. an illusion to attempt to override it in one other person. If Override is successfully targeted and victim fails to save, he may attempt to re-save vs. the illusion at +20%.
SLEEPINESS: will cause people to become sleepy. 5% chance per each 10% FP down that victims will fall asleep; otherwise, will target/attack at -5% per 10% FP down. Affects a 20'x20' area, with number of beings affected and duration being determined by the formula Total HP of beings affected x turns affected = 200 x caster's MKL. If save failed, check each segment vs. FP for Sleepiness.
SLOW PERSON: causes a person to move at half speed and be -D3 blows. Duration: 1 turn.
WAKEN: 1%xCHA + 2%xMKL chance of allowing target to re-save vs. spell of Sleepiness, Entrancement, Strike Senseless.

Second Circle: Level 2/BMR 2
CHARM SMALL ANIMAL: 5%/MKL chance up to 75% maximum of charming an animal weighing up to 50 lbs. Animals so affected will be affectionate and will defend the caster against attack. 1 Animal per MKL affected. 10% chance per week cumulative that the Charm will wear off.
ENTRANCEMENT: causes people to continue with their normal routine, ignoring the Mage (and Friends) and any actions which result from their intrusion. Duration and beings affected as per Sleep. Range as per Sleep.
HOLD SMALL ANIMALS: causes small animals to cease approaching caster. If he approaches, they will either move back (01-50%) or flee (51-00%). Affects D10.
OVERRIDE GENERAL ILLUSION: like Override Individual Illusion but allows the caster to affect 2D6 people. Range is 25' radius.

Third Circle: Level 3/BMR 3
CHARM HORSE: Like Charm Small Animal but affects one horse.
CLUMSINESS: causes victim to parry and dodge at +20% (lowers chance of success by 20%). Also decreases DEX Factor by 20%. Duration: D6 turns.
HOLD LARGE ANIMAL: Like Hold Small Animal but affects non-legendary animals of any weight: one large animal or D20 small animals. Horses save twice: once at their own WIS and once at their rider's WIS.
SILENCE ANIMAL: prevents animal from uttering a sound.
TRUTHSPEAK: victim must tell the truth as he sees it. Samurai/Nobles have 50% chance of merely remaining silent. No one may lie if spell is successful.

Fourth Circle: Level 4/BMR 4
BIND TONGUE: victim cannot speak/write about an incident.
OVERRIDE COMMAND: allows the caster to override a Command that he has saved against which is in a Circle equal to or below the highest Circle of Command that he knows. Those successfully affected may re-save at +20%.
STRIKE DEAF: unique to Poets and Enchanters. Victim becomes completely deaf so he cannot hear a sound. Affects 2/MKL up to half caster's range.
SUMMON SMALL ANIMAL: to learn this spell, the Mage must know Charm Small Animal and Talk to Animal. There is a 90% chance any animal visible will respond, and a 65% chance an animal not visible but within ten times normal range will come within D100 turns. The Mage will be +10% to target the Animal for Charm, and the animal will save at -10%. D6 animals affected.
UNCERTAINTY: causes victims not to take any voluntary actions including magically or physically attacking or defending themselves. Affects one person per 3 MKL.

Fifth Circle: Level 5/BMR 5
FORGET INCIDENT: victim utterly forgets a certain incident until reminded of it by caster.
HOLD LEGENDARY ANIMAL: like Hold Small Animal but affects even Legendary Animals.
STRIKE SENSELESS: unique to Poets and Enchanters. 25% victim stunned unconscious for D10 turns; 90% chance victim bashed to ground for D10 turns; otherwise affects as Clumsiness. Affects 1 being per MKL (with mounted rider counting as 1 being, although horse and rider check separately).

Sixth Circle: Level 6/BMR 6
DEMORALIZATION: causes creatures under 50 HP to check morale immediately. +10 HP to the maximum limit per grade of Command advanced above 6th Circle. Affects 2 per MKL at up to half standard range.
HATE: causes creatures under 50 HP to be filled with hate, so that they will immediately attack anyone to whom they are not bound by loyalty--and to cease to protect such people. Range, No. affected, etc. as per Demoralization.
LOVE: causes one living creature to fall passionately in love with a visible person of the caster's choice. There is 10% chance the love will be permanent if the beloved is APP 14+. Otherwise the emotion fades away after (1 day x MKL) + D100 days. 20' range.
PARALYSIS: affects one victim on being touched by Mage. 01-20: full paralysis of voluntary motion; 21-00: partial paralysis = loss of all hit, parry and dodge bonuses. Duration: D10 turns.
RAGE: affects 1 victim per caster's MKL. Victims hit at +25% and are +10% to critical, but do not dodge/shield/parry. Mages target at -10%.

Seventh Circle: Level 7/BMR 7
AWE: affects 1 victim per MKL. Victim is filled with awe at the sight of caster. Line of sight range. 01-10: takes caster for Kami. Check morale (see 18.01). 11-30: takes caster for very high social status person; check morale. 31-00: takes caster for far more experienced person than himself. Check morale.

DYSLEXIA: affects 1 victim. Cannot read or write. Half normal duration; 1 turn minimum.
FATIGUE: person moves and fights as if fully fatigued (and will lose 1 FP/turn if continues fighting).
LOYALTY: affects one person in line of sight. Victim gives caster loyalty as if to Master. Will not act disloyally to others.

Eighth Circle: Level 8/BMR 8
FORGETFULNESS: affects one victim at up to 1/4 standard range. Victim loses D10 INT points (does not affect CHA, Military Ability); victim forgets any Art or Spell he has learned in the last D6 months per INT point lost. Mages must roll to Remember all spells, including Learned Spells. Lasts until Disrupted/Dispelled.
STRIKE BLIND: unique to Poets and Enchanters. The victim has a 50% chance of suffering partial vision (attack and defense bonuses reduced by half); otherwise totally blind (lose all attack and defense bonuses). Non-humans/Spirits are unaffected, because they do not see as humans. Animals are only half affected. Affects one victim.

Ninth Circle: Level 9/BMR 9
AMNESIA: affects one victim at up to 1/4 standard range. Victim forgets name, social ranking, profession, loyalties, etc. Victim's chance of remembering an Art or Spell is 2%xINT. Lasts until Disrupted/Dispelled.
BLAST: unique to Poets and Enchanters. This affects one victim, bashing him to the ground unconscious for D6 turns with a 10% chance of a Critical Hit as by an impact weapon.
COMMAND PERSON: affects one person, causing him to be totally controllable by the explicit verbal orders of the caster, as long as he remains within line of sight. Duration: as per Charm Person. Range: 1/4 standard.

Tenth Circle: Level 10/BMR 10
EARTH: gives the caster all Basic Magic speils affecting one subtype of Earth, e.g. Porous Rock, Sand.
FIRE: as Earth, but for a subtype of Fire.
WATER: as Earth, but for a subtype of Water.
WIND: as Earth, but for a subtype of Wind.

Innermost Circle: Level 11/BMR 10
BETRAY: affects one person, causing him to betray someone he should be loyal to against his will at the caster's explicit directions. Range: 10'. Duration: 1 day per MKL.
COMMAND WEATHER: (see 26.05-.13).
1. Precipitation: can cause rain/snow or stop it.
2. Fog: can cause Fog or stop it.
3. Heat/Cold Wave: can cause maximum/minimum possible temperature for the month.
4. 50% chance of causing desired Catastrophic Weather.

13.10 SPELLS OF ILLUSION

The casting of spells of Illusion is most typical of Illusionists with Poets and Enchanters also reaching high levels of proficiency. Other Mages may learn such spells but will not be able to achieve such powerful effects.

Illusions create in the mind of the victim a belief in something which is not really there. A disbeliever will still sense the illusion but will realize it is not real and will simultaneously see the real state of affairs. Even Shadow, Phantom and Spectral Illusions which carry increasing power will not affect the disbeliever as much as the believer.

A person's intelligence assists him in resisting the effects of Illusion, for a keen mind is able to analyze perceptions and distinguish the real from the false more readily. See SAVE FROM ILLUSION TABLE 14.07. 1 FP per turn of remaining within the range of the illusion must be expended to fight off the Illusion.

There are 11 grades of proficiency in casting Spells of Illusion, depending on the type of Mage casting the spell. These grades determine the maximum power at which a given subtype of Mage may cast the Illusions he has learned. Up to that maximum, each time a mage learns a spell of a higher Circle, all spells he has learned are raised in force to that of the new circle. (So a Dancer who knows Blurred Image (First Circle) and Illusory Silence (Second Circle) after learning Trustworthiness (Third Circle) will cast all three spells at the Third Circle of Power, but an Artificer who has learned the same spells would be limited to casting them at the Second Circle of Power.)

The proficiency grades that a Mage may attain are:
11: Innermost Circle . . . . . Illusionist, Hengeyokai Weaponsmith
10: Tenth Circle . . . . . Poet
9: Ninth Circle . . . . . Enchanter
8: Eighth Circle. . . . . Calligrapher, Shaman
7: Seventh Circle . . . . . I Ching Master
6: Sixth Circle . . . . . Dancer
5: Fifth Circle . . . . . Medium
4: Fourth Circle . . . . . Summoner, Bakemono Primitive Talent
3: Third Circle . . . . . Primitive Talent
2: Second Circle . . . . . Artificer
1: First Circle. . . . . Herbalist

Spells of Illusion may be additionally enhanced
1. Reduce save percentage by -5% x (INT+DEX-30).
2. Reduce saves by -1%/day of meditation on the spell. (Only applicable once to a spell.)

Spells of illusion need **not** be targeted. They may be cast against specified people or into an area in which all occupants will be affected. The range for spells of illusion is **double** the standard PMF range. The only limitation is that the Mage must be able to **see** his target, either by normal sight or by magical means (except for Calligraphers when working illusions through written ideographs).

First Circle: Level 1/BMR 1
BLURRED IMAGE: The caster's appearance is highly blurred; opponents hit and target at -10%. 3 turns minimum.
DRAB APPEARANCE: gives one person an APP of 8-12, causing him to blend in with the crowd despite abnormal height, weight, dress, or behavior. Does not affect CHA.
SLEIGHT OF HAND: increases Mage's DEX Skill by +25% in lock picking, juggling, and other digital activities.
TRAP: causes victim to perceive an apparent Trap. 20' range. Those trying to Understand Mechanisms or Sense the Hidden resave.

Second Circle: Level 2/BMR 2
BLENDING IN PLACE: allows motionless Mage to blend in with the background, reducing by half his chance of being physically or magically noticed.
ILLUSORY DETECTIONS: allows Mage +25% chance of being aware when he is being targeted by a Detection spell--and able to feed back an illusory response to any Detection spell that he himself has learned.
SILENCE: allows Mage to create the Illusion of Silence in an area, so that the victim cannot hear anything. Affects two persons per MKL at up to half range. 3 turn duration.
UNFAMILIAR LANDSCAPE: while not changing any of the landscape's features, causes the victim to feel he has lost his way. Check morale.

Third Circle: Level 3/BMR 3
DIMINISH: creates the illusion that a person or object is 5% of its real size. Only one save is possible. If victim doesn't save, the figure or object will be seen as able to do anything something that small can do.
GROW: creates the illusion that a person or object is 20 times its normal size. Only one save is possible. If victim doesn't save, the figure or object will be seen as able to do anything something that large can do.
ILLUSORY LANDSCAPE: conceals or creates terrain features which appear real to the beholder; affects an area up to the natural range of the caster. Victims must touch an illusory object and save to see that it is unreal.
TRUSTWORTHINESS: creates the illusion that the caster can be trusted completely. 10' range; duration of 2D6. Each failure to save reduces save percentage by 10% cumulative on the next turn. Victim will trust the caster until given grounds for suspicion.

Fourth Circle: Level 4/BMR 4
HYPNOTIC PICTURE: unique to Illusionists, Calligraphers and Artificers. Creates the illusion of a picture of compelling fascination. Any being of INT 12- will stare at it so long as the caster concentrates on the spell plus D6 turns. 60' maximum range. Members of the Mage's party who are susceptible may be warned to avert their eyes from the area and must do so or fall prey to the Illusion.

ILLUSORY IMAGE: creates the illusion of one person or monster the caster has seen before. The image will move, act and speak convincingly as long as the caster successfully concentrates (90% chance of success with a person or monster the victim is unfamiliar with; 50% chance of success otherwise). Lasts until disbelieved and touched.

SHADOW LANDSCAPE: Like Illusory landscape but victims must disbelieve **each time** they touch an illusory object and save to see that it is unreal.

Fifth Circle: Level 5/BMR 5

DISGUISE: permits the caster to assume a disguise successfully. Only one save is possible after which a believer will not question that the Mage is of the assumed social class, profession, region, gender, etc. If the Mage disguises himself as a particular person known to the victim, save at +20%. Duration: until Overridden.

PHANTASMAL LANDSCAPE: Like Shadow Landscape but creates the Illusion of reality for all the senses, not just sight.

PHANTASMAL WEATHER: creates the illusion of actual weather conditions including catastrophic weather. Rain will seem to wet believers, snow cause them to feel cold, etc. Only one save is possible. Duration: one game day. Actual range is the caster's normal limit; however, the effect travels with the victims and seems to extend to the horizon.

Sixth Circle: Level 6/BMR 6

INVULNERABILITY: affects one person with the illusory belief that he is invulnerable. He does not notice any damage to FP or BP; does not parry/shield/dodge; saves at half normal rate.

SHADOW EARTH: allows the Mage to cast all Basic Magic spells affecting one subtype of Earth as Illusions. Do half damage if believed; no damage if disbelieved.

SHADOW FIRE: like Shadow Earth, but for a subtype of Fire.

SHADOW MONSTERS: creates quasi-real Monsters that do half damage if believed, disappear if disbelieved for the disbeliever. Only one save is possible. Once created, the Shadow will last 3D6+2 turns or until Overridden or slain. 1/4 normal HP for monster.

SHADOW WATER: like Shadow Earth, but for a subtype of Water.

SHADOW WIND: like Shadow Earth, but for a subtype of Wind.

Seventh Circle: Level 7/BMR 7

PHANTOM EARTH: allows the Mage to cast all Basic Magic spells affecting one subtype of Earth as Illusions. Do full damage if believed, 20% damage if disbelieved.

PHANTOM FIRE: like Phantom Earth, but for a subtype of Fire.

PHANTOM MONSTERS: creates quasi-real monsters that do full damage if believed, 20% damage if disbelieved. Once created the Phantom will last 3D6+3 turns or until Overridden or slain. 1/2 normal HP for monster. The Monster can pursue victims for up to ten times the caster's normal range.

PHANTOM WATER: like Phantom Earth, but for a subtype of Water.

PHANTOM WIND: like Phantom Earth, but for a subtype of Wind.

Eighth Circle: Level 8/BMR 8

INVISIBILITY: allows the caster to blend with the background while moving at normal speed. Reduces by half his chance of being physically or magically detected.

SHAPECHANGE: causes the victim to perceive himself as having been changed into an animal or monster of about the same size. Onlookers are affected as by Illusory Image and also perceive the change to have taken place. Only one save possible; lasts until Overridden.

Ninth Circle: Level 9/BMR 9

DREAMLAND: allows the caster to cast a Dream on a sleeper. This Dream continues each time the person falls asleep, and soon becomes so detailed and fascinating that the dreamer begins to wonder which is the Illusion and which the Reality. The dreamer may attempt to save once a day at -5% cumulative per day the Dream has gone on. While under the fascination of the Dream, the victim is at least 50% fatigued when awake and always reacts to Sleepiness by falling asleep. (No save vs. Sleepiness if targets.)

SPECTRAL MONSTER: creates the Illusion of a terrifying monster which if believed is immune to all attacks by non-magic weapons and does all hits as criticals. If disbelieved is 50% immune to attacks by non-magic weapons. Only one save is possible. If victim also knows the spell, he may (50% chance) be able to gain control of the Monster and direct it back at the caster. Spectral Monsters have D6 times standard HP for the monster type; they have the Mage's hit bonus, dodge bonus and parry bonus or the monster's, whichever is greater. Once created, they last for 20+D20 turns.

Tenth Circle: Level 10/BMR 10

BLURRED WORLD: the entire world looks blurred, causing the victim to hit and target at -20%, have DEX Skill reduced to 0, and not be able to read, recognize faces or landscape features, or perform any detail work. Detections are 50% useless. Save at -5% cumulative per turn previously failed to save. After 3 turns in a row of Blurring, everything becomes dark and victim is blind for rest of spell's duration with no further saves possible.

Innermost Circle: Level 11/BMR 10

CHAOTIC WORLD: affects an area up to caster's range in radius, causing confusingly changing shapes and colors. 20% chance of reacting as to Hypnotic Picture for D6 days duration; otherwise reacts as to Uncertainty for the duration of spell. Duration: as long as caster concentrates with additional D6 FP cost per turn after the third turn. Affects all within area, 5% chance caster too (check each turn).

UNANSWERABLE RIDDLE: obsessing riddle which causes victim not to be willing to think of anything else. -5% to save for each save failed. Duration: until first save after 30 days since first obsessed with Riddle. Attempt save once a day. Those who endure through the 30+ days without help from others in finally saving will reach Enlightenment and become Buddhist Clerics. WIS becomes 20; AL D6 or remains the same, whichever is nearer 1. Pious Buddhists +20% to save.

13.11 ANCIENT LORE

In addition to the vast number of spells that many Mages know, there are also long-forgotten ancient enchantments, knowable by all Buddhist Spirits and Kami and also appearing on rare scrolls. A Mage who has learned such spells will not divulge them to anyone except his Master (if he is a loyal student). Kami may teach these spells to Cleric-Mages, Dancers or Shamens; the chance of their doing so is 1%/5MKL of mage, checked each time Mage goes up an MKL. (GM should determine which spell Kami feels it most appropriate for the Mage to learn.)

First Level/BMR 2

HEAR: enhances the Mage's ability to hear sounds by +10%/MKL up to +90% maximum. 3 turns + standard duration. (See 16.05.)

NIGHT VISION: gives the ability to see twice as far at night outside or up to 30' indoors or underground in an unlighted area. (See 16.06.)

NOISE: a First Circle of Illusion spell which creates background noise within the caster's range; sounds are not complex like speech, but are highly realistic. May be combined with Illusory Silence to blank out actual sounds and create others to be heard instead. 3 turn duration.

SEE THROUGH FOG: gives the ability to see twice as far in Fog. (See 13.04.)

Second Level/BMR 3

DODGE IN PLACE: enables the caster to dodge without moving– and still get his full dodge bonus. He can thus continue trying to pick a lock, mount a horse, etc. while dodging.

FAR SIGHT: enables the caster to see to the horizon as if looking through a very powerful telescope. Duration: 4 turns + normal duration.

GO WITHOUT FOOD: enables caster to go CON days without food without adverse effect. If devout ascetic cleric can go Miracles Known x CON days without food.

WALK WITHOUT TIRING: can maintain a normal walking speed for all waking hours without tiring; duration 1 day.

Third Level/BMR 4

RUN WITHOUT TIRING: enables caster to maintain Maximum Speed without tiring for all waking hours; duration 1 day.

SIZE CHANGE: enables caster to shrink or enlarge his body up to 1/20 - 20 times normal size. Affects CC, but not PCF.

WALK BETWEEN RAINDROPS: enables caster to walk in rain without getting wet. Also adds -25% to Dodge bonus vs. Missiles.

Level 4/BMR 5

BREATHE WATER: enables the recipient to breathe under water for normal spell duration.

COMMAND PLANTS: enables the caster to command plants within 1/4 range to blossom or wither.

COMMAND RIVER: enables the caster to command a river, fountain or well to dry up or to flow with water.

STRENGTH: increases the recipient's strength for 10 turns, enabling him to carry double his normal carrying capacity, Strike +1 blows/turn and do +2 WDF. Does not affect Military Ability, etc.

Level 5/BMR 6

DEXTERITY: affects one person for 10 turns: +25% to DEX Skill, +3 blows/turn, and +20'/turn in speed.

ELOQUENCE: increases caster's BVC for 10 turns giving his Commands +10% to target and -10% to save percentage.

WALK ON WATER: allows the caster to walk on calm water for 2D6 turns with 95% chance of not stumbling and falling into the water. (Walking on ocean: 40% chance when out at sea.)

Level 6/BMR 7

FIGHT WITHOUT TIRING: enables caster to fight for twice the normal length of Fighting Energy.

HAND PARRY: enables the caster to parry a weapon with his hand at the normal parry bonus as it were a parrying weapon.

LEGEND LORE: Enables the Mage to analyze a particular device he does not understand; this requires D100 days after which the Mage has a 25% chance of knowing the answers to seven questions about a magic device he has in his possession.

WALK ON CLOUDS: Enables the caster to walk on clouds for 2D6 turns with 95% chance of not stumbling and falling through the air. Clouds turning into Fog, Rain or Snow causes immediate stumbling. (See 19.10.)

Level 7/BMR 8

BASH TOUCH: Enables caster to bash someone merely by touching him (treat as hit by hand).

SHAPECHANGE: enables the caster to assume the form of any animal which is not legendary for up to 24 hours.

Level 8/BMR 9

IMMORTALITY: Pious ascetic Hermits of AL 1-2 only. Enables the caster to live forever barring injury/sickness.

TRUESIGHT: enables the caster to see through the Illusions of any Mage of lower MKL; otherwise as Detect Illusion of any Circle, with resave at +20%.

REMEMBER: 8th Circle of Command. Enables the recipient to remember an incident of standard duration or less in full detail including exact quotation of speeches. Counteracts Forget Incident, Amnesia and Forgetfulness.

13.12 SPELLS OF PROTECTION

Some spells are used solely to protect the Mage and his friends. They may be thrown directly or placed in a device, including an Amulet (see 11.14).

WORDS OF GUARD: the Mage acquires Words of Guard against a spell automatically after having learned it fully. He may utter them any time he feels himself being targeted for a spell (but is -10% to targeting his own spells that turn). No FP loss. There is a 5%x(MKL-2) chance that Words of Guard are cast automatically against a known spell (at no loss to targeting that turn) except when the Mage is stunned. (Note that sleep, even magically-induced, does **not** count as being stunned.)

-15% to targeting; +15% to save percentage. -4'/segment speed while in effect. Normally only affects the Mage himself, but may be cast as a 10' radius circle with a loss of D3 FP per non-mage and 1 FP per mage so protected. Duration as per PMF, but extendable at D3 FP/turn.

CIRCLE OF PROTECTION: Level 1/BMR 1; known by **all** Mages. This Circle exists on both Astral and Material Planes. It is cast as either a Circle of 10' radius or a wall placed within 10' in front of the Mage and extending 25' to each side (50' long). The caster's speed is -6'/segment while maintaining the spell.

Basic Magic cannot be Materialized or Dismissed within a Circle of Protection by a Mage outside it. **Missiles** (including Hurled Basic Magic) are -5% per 2 MKL of caster to hit. Those that would normally hit a target are deflected; see 14.05.

Attempting to enter a Circle of Protection may cause a LH Bash; see 18.23. Bash chance is 20% + (3%xMKL of caster). On the astral plane there is double standard bash chance with the bash being H, not LH. Bash chance may be increased +5% per FP expended by any Mage within the Circle of Protection or within 10' of the center of the Wall.

CIRCLE OF LOYALTY: Level 1/BMR 3. Known by **all** Samurai/Noble Mages. 10' radius. If group is in the service of the same Master/Lord/Employer or has sworn an oath of loyalty to the leader, a Circle of Loyalty may be cast. It reduces the Commands of others by -10% to target; and save percentage is +10% against them. It costs 10% FP + 1 FP per person protected. It does not affect Commands issued in the name of a Master/Lord/Employer to whom a person owes loyalty and against whom he has been disloyal.

OTHER SPELLS OF PROTECTION: see Clerical Blessings (24.03), Prayers (24.04), and Religious Ceremonies (24.05) and Miracles (24.13-.14).

14 MAGICAL COMBAT

Normally spells are cast in the first segment of a standard combat turn, but may be delayed until later segments of the turn if the Mage prefers. Words of Guard may be cast the same turn (in a separate segment) as other spells with only standard FP loss for both spells. Circle of Protection and Circle of Loyalty cannot be cast in the same turn as another spell; these spells are best cast before Magical Combat begins or as a preliminary to counter-attacking an enemy's magical attack.

14.01 CASTING UNLEARNED SPELLS

An Unlearned Spell is one not yet reduced to BMR 0 100%. Such spells cost additional FP to cast. They also have other disadvantages to being used in Magical Combat.

An Unlearned Spell must be Remembered. The Mage must check according to his INT to see if he remembers the spell (see 1.10). The Mage must state which spell he is attempting to remember and spend one turn in undisturbed concentration on the spell in question; any activity or injury will break this concentration. At the end of the turn he checks to see if his attempt to remember the spell was successful. If so, he may cast the spell the next turn at his current chance of successfully casting and of successfully targeting the spell.

An Unlearned Spell is harder to Target.

The Targeting Table is based on spells at BMR 0 100%. Unlearned spells are -5% to target per BMR the spell is above 0. Unlearned spells may have targeting enhanced, BUT only to the percentage printed in the Targeting Table. If the Unlearned Spell is cast at a targeting percentage less than that indicated in the Targeting Table, then its failure to target automatically indicates that it has Backfired.

14.02 TARGETING

Any Magic Spell not clearly beneficial to a recipient must be targeted--except for Spells of Illusion. (The victims of Spells of Illusion have an opportunity to save based on their INT.) Spells of Detection, Summoning, Command, Basic Magic and Herbalism usually have to be targeted.

The Targeting Table (14.03) indicates the probabilities that a type of Mage or a Magic Device will affect the intended target with its spell. Each column gives the chance of a type of Magic User. The Clerical Mages are treated as a special column regardless of their Mode; this column also includes spells cast by Kami, Buddhist Spirits, Demons, etc. (Bakemono Mages are covered under the Natural Mode; Hengeyokai Mages are covered as Weaponsmiths or Illusionists.)

Each column gives the chance that a certain Mage-type will target a type of creature. Some of these probabilities are expressed as three numbers: X/Y/Z. These show different probabilities according to the Mage's RELATIVE LEVEL. If a Mage is 6+ levels higher than the target, he targets at the first figure; if within 5 levels, at the middle figure; if 6+ levels lower, at the last figure. A Device's Relative Level is determined by the Level of its Maker at its creation.

Thus if Fudeko the Poet (Mystic, LVL 4) tried to cast Detect Fear on Jirosuke the Herbalist (Minor Mode, LVL 20), her basic targeting chance would be 25%; if he tried to cast it on her, his basic chance would be 80%. If both mages were faced by a potentially dishonest 9th LVL Ronin, both would target as equal Relative Experience with a 50% chance to target.

If a spell directed toward an individual being is not successful, go to FAILURE TO TARGET (14.06). An area spell of Detection, Ancient Lore, Command or Herbalist Perfume/Incense separately targets each individual in the area affected: if none are targeted, see Failure to Target. Basic Matter effects of Spread, Bind, and Erect target the area affected as Matter rather than the individuals in the area. Basic Matter Hurl must target each individual target. Basic Matter Materialize does not target the area affected; if there are individuals in the area affected, they must be targeted to be affected.

If targeting a Command is successful, see SAVES VS. COMMAND (14.08).

14.03 TARGETING TABLE

Being Targeted	NATURAL MODE	MINOR MODE	MAJOR MODE	MYSTIC MODE	CLERIC/ SPIRIT	MAGIC DEVICE
Mage/Magic Device	75/45/20	80/50/25	80/50/25	90/50/25	80/50/25	75/40/20
Ascetic Cleric	80/50/25	75/40/25	75/40/25	75/40/25	80/50/25	70/40/20
Fighting Cleric	80/55/30	75/50/25	75/50/25	90/55/25	80/50/25	80/60/25
Samurai/Noble	75/55/25	75/55/25	75/55/30	80/60/40	85/60/40	80/60/35
Other Human Fighter	80/60/30	80/60/30	80/60/35	80/60/40	85/60/40	80/60/40
Other Human	90/60/40	90/60/40	90/60/40	90/60/40	90/70/45	90/60/40
Hengeyokai	80/50/30	80/50/20	80/50/20	80/60/25	80/60/25	80/50/30
Orochi/Kojin	80/60/40	75/50/25	75/50/25	75/50/25	70/40/20	75/50/25
Lesser Goblins	90/75/50	80/65/40	85/65/45	90/75/50	85/65/45	90/75/50
Greater Goblins	80/50/25	70/40/20	70/40/20	80/50/25	80/50/25	80/50/25
Dragons (-1%xMKL of Dragon)	60	40	40	40	50	40
Yurei	40	50	55	45	60	50
Goryo/Ikiryo	20	20	20	30	40	20
Gaki	20	20	30	30	40	30
Other Human Spirits	40	50	55	45	60	50
Lesser Demons	50	50	50	60	70	50
Greater Demons	25	25	25	30	40	25
Great Demons (Spirit LVL 6)	10	5	5	10	25	0
Kami (-5% x Spirit LVL)	45	45	45	55	65	45
Buddhist Spirits (-5% x Spirit LVL)	40	40	40	50	60	40
Other Spirits (-2% x Spirit LVL)	45	55	60	50	65	55
ANIMALS: +2% x MKL						
Small Land Animals (-50 lbs)	35	25	25	25	20	30
Large Land Animals	60	50	50	50	50	50
Birds (while flying; otherwise as Land Animal)	20	10	10	10	10	15
Small Water Animal (-50 lbs)	25	15	15	15	10	20
Large Water Animal	50	40	40	40	40	40
Legendary Animal	40	40	40	50	50	40
NON-SENTIENT MATTER:	60% + 2%xMKL					

BONUSES FOR CERTAIN MAGE-TYPES
SUMMONERS: +10% vs. Human Spirits
MEDIUMS: +35% vs. Human Spirits
SHAMANS/DANCERS: +10% vs. Human Spirits and Demons

14.04 OTHER FACTORS AFFECTING TARGETING

Visibility of Target

Unseen but generally located . . . . . -25%
Obscured by foliage/partial cover . . . . . -10%
Seen in mirror/pond reflection . . . . . -10%
Blurred by Illusion . . . . . -10%
Obscured by Cloud/Fog/etc.. . . . . -30%/10'
Under water/behind Wall of Water . . . . . -5%/foot
Behind Wall of Ice . . . . . -6%/foot
Behind Wall of Fire . . . . . -5%/foot
Behind Wall of Light . . . . . -10%/foot

Method of Vision

Located by Divination . . . . . -20%

Relative Movement

Caster moving faster than 10'/turn . . . . . -10%
Target stationary . . . . . +10%
Target moving faster than 30'/turn . . . . . -5%
Target moving faster than 100'/turn . . . . . -15%
Target advancing toward caster . . . . . +10%

Location of Target

Each Mage tends to have a favorite spot for casting magic in his home area: under a particular tree, by a certain bridge, etc. In time, this place acquires Magic Charge which sympathizes it to the Mage. If attacked in his favorite place for magic-working and meditation, a Mage is treated as 10 levels higher than actual for Relative Experience determination.

A Shinto Cleric in a Shrine or a Buddhist Cleric in a Temple is targeted as a Relative Superior--whether the building be currently maintained and in use, or neglected and fallen into ruins.

14.05 ENHANCEMENT OF TARGETING (see 11.08)

No more than +25% enhancement may be gained for a Learned Spell. No Unlearned Spell may be enhanced higher than the percentage given on the Targeting Table.

14.06 FAILURE TO TARGET

If a spell fails to target, it does not disappear. Either the caster's aim was off or a protection deflected it. Check on the table below for where it went.

01-20 . . . . . Range Miscalculated or Deflected
21-40 . . . . . Angle Miscalculated or Deflected
41-45 . . . . . Elevation Miscalculated or Deflected
46-67 . . . . . Range and Angle Miscalculated or Deflected
68-74 . . . . . Range and Elevation Miscalculated or Deflected
75-80 . . . . . Angle and Elevation Miscalculated or Deflected
81-90 . . . . . Range, Angle and Elevation all Miscalculated/Deflected
91-00 . . . . . Backfire

1. Range Miscalculated:
01-50 . . . . . spell cast at D3x10% range
51-80 . . . . . spell cast at D6x10% range
81-00 . . . . . spell cast at D10x10% range
2. Angle Miscalculated:
01-40 . . . . . spell cast D3x10 degrees to caster's left
41-80 . . . . . spell cast D3x10 degrees to caster's right
81-90 . . . . . spell cast D6x10 degrees to caster's left
91-00 . . . . . spell cast D6x10 degrees to caster's right
3. Elevation Miscalculated:
01-50 . . . . . spell cast D3x10' low
51-00 . . . . . spell cast D3x10' high

If the results of these miscalculations is to cast the spell on the original target after all, then the spell caster did target due to a last minute correction by the caster.

A deflected spell frequently dissolves. It does have a chance of 1% x Caster's PMF of remaining intact. In this case caster must check targeting again for the new area being affected. A twice deflected spell invariably dissolves. A deflected spell that has not dissolved but whose new area does not contain appropriate targets has no effect. Thus a spell of CHARM PERSON thrown at a Mage with an Amulet of Guard but deflected to an area without any people would not have any effect on that area and need not be retargeted.

If neither range, angle nor level was miscalculated, then the spell did not fail targeting because it was deflected. Spells of Detection and Communication are assumed to have dissolved **unless** they were attempting to target an area protected by Words of Guard or some other protection. All other spells (including Spells of Detection and Communication targeted vs. a protected area) will Backfire.

Backfire
Chance that only extra FP are lost--but no REBOUND occurs:

Spell Level	Learned	Unlearned
below caster's spell level	85% (-15% FP)	50% (-50% FP)
at caster's spell level	80% (-25% FP)	45% (-60% FP)
above caster's spell level	65% (-40% FP)	30% (-75% FP)

Rebound: extra FP loss **plus**
01-20 as Command of Sleepiness--no save - D20 turns
21-40 as Command of Entrancement - no save - D20 turns
41-60 as Command of Uncertainty - no save - D20 turns
61-76 as Command of Strike Senseless--no save –D20 turns
76-90 as Command of Paralysis--no save--D20 turns
91-95 as Command of Forgetfulness - no save - D20 turns
96-97 as Command of Amnesia - no save - D20 turns
98-99 -D3x10% BP
00 -D3x10% BP as critical hit

14.07 SAVES VS. ILLUSIONS

These saves are based on the victim's INT. The save percentage (the chance of saving) may be increased by a spell of Protection--or decreased by the caster's meditation or high INT and DEX.

Save	Intelligence of Target Vs. LVL of Illusion Spell									
Percentage	1	2	3	4	5	6	7	8	9	10+
1-95%	20+	21+	–	–	–	–	–	–	–	–
1-90	19	20	21+	–	–	–	–	–	–	–
1-85	18	19	20	21+	–	–	–	–	–	–
1-80	17	18	19	20	21+	–	–	–	–	–
1-75	16	17	18	19	20	21+	–	–	–	–
1-70	15	16	17	18	19	20	21+	–	–	–
1-65	14	15	16	17	18	19	20	21+	–	–
1-60	13	14	15	16	17	18	19	20	21+	–
1-55	12	13	14	15	16	17	18	19	20	21+
1-50	11	12	13	14	15	16	17	18	19	20+
1-45	10	11	12	13	14	15	16	17	18	19+
1-40	9	10	11	12	13	14	15	16	17	18+
1-35	8	9	10	11	12	13	14	15	16	17+
1-30	7	8	9	10	11	12	13	14	15	16+
1-25	6	7	8	9	10	11	12	13	14	15+
1-20	5	6	7	8	9	10	11	12	13	14+
1-15	4	5	6	7	8	9	10	11	12	13+
1-10	3	4	5	6	7	8	9	10	11	12+
1-5	2	3	4	5	6	7	8	9	10	11+
0%	1	2	3	4	5	6	7	8	9	10+

Thus Fudeko with a INT 18 saves vs. a 2nd Circle of Illusion spell 80% of the time, vs. a 10th Circle of Illusion 40% of the time.

Disbelieving in an Illusion is not easy. The targeted being must expend 1 FP/turn that he remains within the range of Illusion in order to fight off the belief. If his FP drop to 0, he may continue to fight off the Illusion by expending BP--if he makes his morale check.

Most NPCs have specified intelligence. For any that do not, assume that most sentients have INT of D10+10. Most animals have INT D6--unless they are Hengeyokai. On the other hand, most animals rely on their sense of smell and/or hearing more than on their sense of sight, so that Spells of Illusion cast by Human Mages are less effective against them. +20% to Save percentage for an Animal saving against a spell cast by a Human. (This also applies to Hengeyokai Animals.)

14.08 SAVES VS. COMMANDS

These saves are based on the victim's WIS. The Save Percentage (the chance of saving) may be increased by a spell of Protection--or decreased by the caster's Meditation or high CHA or BVC. Area spells are +10% to save percentage.

Save	Wisdom of Target Vs. LVL of Command Spell									
Percentage	1+2	3	4	5	6	7	8	9	10	11
1-95	20	20	–	–	–	–	–	–	–	–
1-90	19	19	20	–	–	–	–	–	–	–
1-85	18	18	19	20	–	–	–	–	–	–
1-80	17	17	18	19	20	–	–	–	–	–
1-75	16	16	17	18	19	20	–	–	–	–
1-70	15	15	16	17	18	19	20	–	–	–
1-65	14	14	15	16	17	18	19	20	–	–
1-60	13	13	14	15	16	17	18	19	20	–
1-55	12	12	13	14	15	16	17	18	19	20
1-50	11	11	12	13	14	15	16	17	18	19
1-45	10	–	–	–	–	–	–	–	–	–
1-40	9	10	11	12	13	14	15	16	17	18
1-35	8	9	10	11	12	13	14	15	16	17
1-30	7	8	9	10	11	12	13	14	15	16
1-25	6	7	8	9	10	11	12	13	14	15
1-20	5	6	7	8	9	10	11	12	13	14
1-15	4	5	6	7	8	9	10	11	12	13
1-10	3	4	5	6	7	8	9	10	11	12
1-5	2	3	4	5	6	7	8	9	10	11
0	1	2	3	4	5	6	7	8	9	10

Thus, Jirosuke with a WIS of 13 saves vs. a 3rd Circle Spell of Command 60% of the time, vs. a 10th Circle Spell of Command 15% of the time.

Throwing off a Command is not easy. The targeted being must expend D6 FP to fight off the effects of the spell when it hits him. If his FP are too few, he may choose to fight off the Command by expending BP--if he makes his morale check.

Most NPCs have specified Wisdom. For any that do not, assume that most animals have an instinctive Wisdom of D10+10.

OPTION: If a Mage is the target of a Command spell that he himself has learned, he may save based on his CHA+20% or on his BVC+20% rather than based on his WIS.

14.09 THE EFFECTS OF SPELLS MAY BE DISPELLED OR DISRUPTED by the same methods used to dispel or disrupt a spell in a magic device (see 11.17).

15 THE MARTIAL & FINE ARTS

Anybody could find someone to teach him the elementary rudiments of how to use a given weapon, musical instrument, etc. However, for each samurai weapon or fine art practised at court, there were also sophisticated techniques, handed down through the generations, and taught only by those worthy to be called the Masters of the Martial or Fine Art.

Like the Secret Magical Schools (see 9.15), no single school of a martial or fine art has a monopoly. Some schools are affiliated with particular Buddhist Temples or Shinto Shrines. Some are affiliated with particular clans. Some are restricted to samurai, some to men. No coordinating agency exists to oversee or unify these schools.

A character who wishes to join one of these schools, must influence the Master to accept him as a student. At the end of D6 months, the Master will evaluate the student's progress and determine whether he will be able to learn the art being studied.

Each art has certain prerequisites: minimum DEX, STR, INT, BVC, or WIS. No person who falls below these standards will be accepted as a student.

Each art also has a certain DEGREE OF DIFFICULTY. Each DD takes 100 skill points to master.

15.01 THE MARTIAL ARTS

A character may only attempt three times to learn a particular martial art. He may learn a maximum of five martial arts if a fighter or three if a non-fighter. (Such arts are counted as specialized weapon skills and count toward the maximum number of such skills allowable; see 1.21.)

15.02 CHANCE OF LEARNING A MARTIAL ART is based on the character's social rank at birth and his current PCF.

Eta	1%xPCF
Ninja	5%xPCF
Gambler	3%xPCF
Bandit/Thief	3%xPCF
Peasant	1%xPCF
Artisan	2%xPCF
Hengeyokai	2%xPCF
Merchant	2%xPCF
Cleric	3%xPCF
Samurai	4%xPCF
Noble	3%xPCF
Rokuro Kubi	3%xPCF
Tengu	5%xPCF
Other Bakemono	4%xPCF

15.03 ACTIVITY	Skill Points
day of training with Master	3
day of ascetic meditation on the art (see 11.08) and solitary practice	1
day of training with other pupils of same master	2
attempt to use in true combat	1
BP damage inflicted on student in combat by means of the Martial Art	1
BP damage inflicted by student in combat by means of the Martial Art	10

15.04 USING THE MARTIAL ART IN COMBAT

The Martial Art's DD must be mastered to 0 before it may be used. An Art not at 0 100% is Unlearned. To use an Unlearned Art, the character must roll below 1% x Skill Points accumulated at DD 0. If he fails to make this roll, he will fail to hit and will be 10% easier for the opponent to hit.

If using a Learned Martial Art more than two months after leaving the Master's School, the character must check to see if he Remembers the Art. (Check as per Remember Spells, 1.10.) Failure to Remember makes the character unable to use it that turn.

The roll to Remember the Art is made once per turn of combat. It is enhancable as follows:

1%/day of ascetic meditation on art and solitary practice within past month.
2%/day of training with other pupils of same master within past month.
2%/LVL if used successfully in combat within past month.
3%/day of training with master within past two months.
5%/LVL if used successfully in combat that day.
10%/LVL if used successfully in combat the previous turn.

Successful use of a Martial Weapon Art gives the following advantages--**instead** of those of weapon specialization:

1. +3%/LVL gained up to 6th LVL to hit and -3% shielding/parry. +1% to hit and -1% shielding/parry per three levels gained thereafter.
2. +1%/LVL to critical hit up to 6th LVL, and +1% per three levels thereafter.
3. +1%/LVL to bash up to 6th LVL, and +1% per three levels thereafter.
4. The ability to attack any opponent within 10' of the last blow's target without losing a melee blow.
5. If martial art is with missile weapon, one additional shot/throw per every three blows gained by PCF rise.

Kumiuchi and Yadomejutsu count as Martial Weapon Arts.

15.05 LIST OF THE MARTIAL ARTS

Name of Art	PREREQ.	DD
1. NOROSHIJUTSU: Signalling Technique	INT 12	1
2. SUIEIJUTSU: Water Technique	DEX 14	1
3. JUTTEJUTSU: Jitte Technique	DEX 12	2
4. TETSUBOJUTSU: Tetsubo Technique	STR 13	2
5. SOJUTSU: Yari Technique	DEX 12	3
6. TESSEN JUTSU: Tessen Technique	DEX 12	3
7. HANKYUJUTSU: Halfbow Technique	DEX 13	3
8. KENJUTSU: Swordsmanship		
Tachi	DEX 12	3
Katana	DEX 12	3
Kodachi	DEX 12	3
May be taught along with IAIJUTSU: Lightning Draw Technique	DEX 13	+2
9. KUMIUCHI: Grappling Technique	DEX 14	3
10. SHURIKENJUTSU: Shuriken Technique	DEX 13	3
11. UCHINE: Yarinage Technique	DEX 13	3
12. TANTOJUTSU: Tanto Technique	DEX 12	4
13. KARUMIJUTSU: Dexterity Technique	DEX 12	4
14. HOJOJUTSU: Binding Technique	INT 13	4
15. GENKOTSU: Attacking Vital Points	DEX 12	4
16. BAJUTSU: Horse Riding Technique	INT 12	4
17. NITOJUTSU: Two Sword Technique		
Two Kodachi	DEX 14	4
Kodachi and Katana	DEX 15	5
May be taught along with IAIJUTSU: Lightning Draw Technique	DEX 15	+2
18. KYUJUTSU: Longbow Technique	DEX 13	5
19. NAGINATAJUTSU: Naginata Technique	DEX 13	5
20. BOJUTSU: Bo Technique	DEX 13	6
21. JOJUTSU: Jo Technique	DEX 14	6
22. KUSARIGAMAJUTSU: Kusarigama Technique	DEX 15	7
23. KUSARIJUTSU: Kusari Technique	DEX 14	7
24. YADOMEJUTSU: Deflecting Arrows/Shuriken Technique	DEX 16	7
25. NINJAJUTSU: Ninja Technique	INT 13	8
26. CHIKUJOJUTSU: Fortification Technique	INT 13	8
27. SENJOJUTSU: Technique of deploying Warriors	INT 13	8

15.06 FURTHER DETAILS ON SOME OF THE MARTIAL ARTS

BAJUTSU: causes an average horse to be ridden like a good one, a good horse like an excellent one. (See 30.02). Rider is not -1 blow, -1 missile attack. Rider has 50% chance of jumping free if horse stumbles and falls.

CHIKUJOJUTSU: +D3 to Military Ability. All enemy die rolls attacking a fort or castle so designed are minus (5%+LVL of Designer).

GENKOTSU: +10% chance to Critical Hit. If Critical Hit location indicates a glancing blow, reroll once.

HOJOJUTSU: allows secure binding of an enemy; non-Ninja cannot escape; Ninja have only DEX Factor chance of escaping.

IAIJUTSU: ability to draw a sword (or swords) without using one segment to do so.

KARUMIJUTSU: Dodge at additional -10%. Can Jump Heights, Leap Distances as per 13.08; Dodge in Place as per 13.11.

KUMIUCHI: superior use of Grappling and Body Part Attacks (see 18.13) as detailed above.

NINJAJUTSU: see 17.05.

NOROSHIJUTSU: signalling may be done by flags, fires, tessen, drums, fireworks, conch shells, passwords and gestures, and secret codes. Enemy die rolls minus 1%xLVL. Others who have not learned Noroshijutsu have +10% chance to be misunderstood signalling by those of lower INT.

SENJOJUTSU: +1 to Military Ability. All enemy die rolls attacking men deployed are minus (5% + 1%xLVL).

SOJUTSU: superior use of the Yari as a thrusting weapon.

SUIEIJUTSU: able to fight in water at only -5% per AC. When wading may dodge normally, not -1 blow. When underwater, only -1 blow.

UCHINE: superior use of the Yarinage as a throwing weapon.

YADOMEJUTSU: like Hand Chop (4 blows/turn + PCF bonus). Basic Chance of deflecting Arrow/Shuriken/other missile weapons of 15% plus Martial Arts bonus. A deflected missile will fall to the ground.

15.07 THE FINE ARTS

A character may only attempt three times to learn a particular fine art. A non-fighter may learn up to ten fine arts; a fighter up to five.

15.08 CHANCE OF LEARNING A FINE ART is based on the character's social rank and his INT.

Eta	1%xINT/4
Ninja	1%xINT
Gambler	2%xINT
Bandit/Thief	1%xINT/2
Peasant	1%xINT/4
Entertainer	5%xINT
Hengeyokai	5%xINT
Mage	3%xINT
Merchant	1%xINT
Cleric	3%xINT
Samurai	4%xINT
Noble	4%xINT
Artisan	1%xINT/2
Bakemono	1%xINT
Otokodate	3%xINT
Other	2%xINT

15.09 ACTIVITY

	Skill Points
Day of training with Master	3
Day of ascetic meditation on the art (see 11.08) and solitary practice	2

15.10 THE FINE ART CANNOT BE USED IN REAL SITUATIONS UNTIL IT HAS BEEN LEARNED TO DEGREE OF DIFFICULTY 0 100%

A fully learned Fine Art adds 1 Status Point per Degree of Difficulty to the character's influence when attempting to influence a person who also knows the same art.

15.11 LIST OF THE FINE ARTS

Name of Art	PREREQ.	DD
Appreciating Flowers, Gardens and Leaves	INT 8	1
Appreciating Rain and Snow	INT 8	1
Appreciating Moon, Clouds, and Stars	INT 8	1
Appreciating Fireflies	INT 8	1
Appreciating the songs of Cicada, Crickets, etc.	INT 8	1
Appreciating the songs of Birds and Frogs	INT 8	1
Appreciating Jewelry	INT 9	2
Appreciating a Musical Instrument	INT 9	2
Appreciating Embroidery and Dyeing	INT 9	2
Appreciating Incense	INT 9	2
Fan Using	DEX 10	2
Kite Making and Flying	DEX 10	2
Appreciating Sculpture and Carvings	INT 10	3
Appreciating Painting	INT 10	3
Appreciating Dancing, Music, Singing and the Live Theater	INT 10	3
Appreciating Bunraku (the Puppet Theater)	INT 10	3
Origami (Paper Folding)	DEX 8	3
Singing	BVC 8	3
Playing the Samisen	DEX 9	4
Playing the Drum	DEX 9	4
Playing the Flute	DEX 9	4
Playing the Biwa (Lute)	DEX 9	4
Appreciating Bows, Arrows and Quivers	INT 11	4
Appreciating Poetry	INT 11	5
Appreciating Swords and Scabbards	INT 11	5
Sumi-E (Ink Painting)	DEX 10	5
Dancing	DEX 10	5
Appreciating Calligraphy	INT 12	6
Ikebana (Flower Arranging)	WIS 12	6
Reciting Poetry	BVC 12	6
Playing Go	INT 12	7
Calligraphy	INT 13	7
Shrine or Temple Designing	WIS 13	7
Garden Designing	WIS 13	7
Improvising Poetry	BVC 14	8
Tea Ceremony	WIS 14	9

15.12 FURTHER DETAILS ON THE FINE ARTS

APPRECIATING: a character who has learned to Appreciate something as a Fine Art can accurately appraise the value or tradition of such a thing. Thus someone who learned Appreciating Swords as a Fine Art can recognize all famous heirloom swordblades and can tell if a sword is magically enchanted.

CALLIGRAPHY: +5% to the Targeting of a Calligrapher Mage.

DANCING: +5% to the Targeting of a Dancer Mage.

FAN USING: +5% to the targeting of an Origami Mage who is using a fan.

GARDEN DESIGNING: 7D10 Skill Points toward Chikujojutsu (see 15.05-.06).

IKEBANA: allows an Herbalist to Learn CAUSE PLANT TO FLOWER OUT OF SEASON as LVL 5/BMR 5.

IMPROVISING POETRY: +5% to the Targeting of a Poet Mage.

KITE MAKING: learning this art is worth 2D10 Skill Points towards Noroshijutsu (see 15.05-.06).

ORIGAMI: adds 5% to the targeting of the Origami Mage using Origami figures.

PLAYING GO: learning this art is worth 6D10 Skill Points towards Senjojutsu (see 15.05-.06).

PLAYING AN INSTRUMENT: +5% to the targeting of an Enchanter Mage who is playing the instrument while casting the spell.

RECITING POETRY: +5% to the targeting of a Poet.

SHRINE OR TEMPLE DESIGNING: learning this art is worth 7D10 Skill Points towards Chikujojutsu (see 15.05-.06).

SINGING: +5% to the targeting of an Enchanter.

SUMI-E PAINTING: +5% to the targeting of a Painter Mage.

TEA CEREMONY: +10% to the targeting of a Buddhist Clerical Mage.

WATER COLOR PAINTING: +5% to the targeting of a Painter Mage.

15.13 BECOMING THE MASTER OF A FINE OR MARTIAL ART
Each Master of an Art has certain secrets which he reserves to a chosen few of his students. Students have been known to lie, steal or murder to learn the esoteric portions of an Art. The Master may confide these secrets to D6 people during his lifetime--or may choose not to confide in anyone. A Master who thus fails to pass on his Art in its fullness has a 5%xDD of the Art of coming back as a Yurei after death, searching to find someone worthy to confide his secrets to.

To be able to master an art requires more than just the ability to Learn it as a student. The character must make the following roll to be considered as capable of mastering the Art by his Master:
MARTIAL ART: 1% x initial PCF/2
FINE ART: 1% x (INT+WIS+BVC)/10

If a student wishes to become the master of an art, he will stay with the teacher month after month, patiently hoping that some day his Master will choose to confide the secrets to him. He will also attempt to influence his Master (at 10% his usual Basic Influence).

If the Master considers the student capable of learning the subtleties of the art and worthy of learning them, he will begin to teach them eventually. The Degree of Difficulty of Mastering an Art is the square of the Art's Basic DD. Again this must be learned at 100 skill points to the DD.

15.14 BENEFITS AND RESPONSIBILITIES OF A MASTER OF AN ART
Martial Weapons Art: The Master is +3% to hit by the Art per level gained, -3% to shielding/parry by the Art per level gained, and +1% to bash or critical hit by the Art per level gained.

Other Martial Arts:
BAJUSTSU: Causes any horse to be ridden like an excellent one (see 30.02). Rider has 100% chance of jumping free if horse stumbles and falls.
CHIKUJOJUTSU: +D6 additional to Military Ability. All enemy die rolls attacking fort or castle so designed are minus (10%+2%xLVL of Designer).
GENKOTSU: +25% to Critical Hit. If Critical Hit location indicates a glancing blow, reroll once.
HOJOJUTSU: allows secure binding of any enemy, even Ninja, with no chance of escape.
IAIJUTSU: ability to draw a sword (or swords) so quickly enemy may be surprised (50% chance needs 1 segment to react to fact Master now has naked blade; in that segment will not attempt to use shielding against any blow or to parry any blow–and if attack not already started, will not attack that segment).
KARUMIJUTSU: Dodge at additional -25%. Jump Heights, Leap Distances (see 13.08), Dodge in Place (see 13.11).
NINJAJUTSU: may acquire 1 additional Ninja Skill (see 17.05) per INT point (thus making 2xINT skills in all).
NOROSHIJUTSU: enemy army die rolls are -(10% + 2%xLVL).
SENJOJUTSU: +2 to Military Ability. All enemy die rolls attacking men deployed are minus (10% + 2%xLVL).
SUIEIJUTSU: able to fight in water at only -2%xAC. When wading, may dodge normally, not -1 blow. Underwater not minus any blows.

Fine Art: the Master of a Fine Art used in connection with Magic has twice the targeting advantage of one who has merely learned the Art. Mastering a Fine Art contributes ten times the normal Skill Points towards mastering associated Martial Arts.

The Master of a Fine Art has five times the Status Points of someone who has learned it when attempting to influence someone else who knows the Art.

The Master of an Art must devote an uninterrupted month each year to solitary ascetic meditation and practice of his art. During this time he may not even teach students. If he fails to do this, he will lose his Mastery of the Art and be forced to learn it fully again through 10% of the usual DD for Mastery.

Note that each Master is the inheritor of a tradition of the Art begun by a divinely inspired Master who after death became the Kami of the Art. A Master has a 1% chance per LVL of evoking this Kami. (See 41.02-41.03.)

A Master's rights over his students are like a lord's over his samurai. He may set them to menial tasks, beat them or even kill them if he feels it to be the best course of action. A Master who finds that one of his students is morally displeasing may kill him or expel him from the school or set him a task to perform to prove his moral fitness to continue receiving teaching. A Master is responsible for the feeding and lodging of all students whom he accepts and who choose to stay at his school.

16 STEALTH & DETECTION

While this section is on particular interest to thieves and ninja on the one hand, and to police and sentries on the other hand, all characters may at one time or another find it relevant to their activities.

16.01 DEX SKILL is derived from the DEX Factor (see 1.05)
For Bandits, Thieves and Ninja:
DEX Skill = DEX Factor + 1/2 DEX Factor/LVL or
125% Maximum 1%/LVL, if that is higher
For other characters:
DEX Skill = DEX Factor + 1/5 DEX Factor/LVL or
100% Maximum .5%/LVL, if that is higher

16.02 COMMON DEXTEROUS ACTIONS
A character's chance of performing an action requiring dexterity is the standard chance plus his DEX Skill.

Action	Standard Chance
pilfering property undetected	.20% - 1%xWIS of person robbed
moving silently	10% - Listener's Detect percentage
hiding in shadows	50% - Watcher's Detect percentage
moving in shadows	0% - Watcher's Detect percentage
climbing a tree	50% - check each 10' up
climbing a stone wall	30% - check each 10' up
– while using grapple	.60%; check each 10' up
walking over debris without stumbling	50%
walking on ice without slipping	15%

16.03 LOCK PICKING
Japanese homes are not locked; instead there are customarily a servant or guards present to ward off thieves and/or burglars. Locks are used only on chests or boxes containing items of extreme importance or value. For game purposes locks may be rated as being of complexity 1-20. A storehouse lock is complexity 5.

Most characters have no chance of opening locks except with the appropriate key. Ninja and thieves sometimes have lockpicks. The chance of successfully picking a lock with a lockpick is 0% + DEX Skill -5% per complexity level of lock. Check once per complexity No. segments.

16.04 DETECT FACTOR
A character's chance of noticing something not immediately obvious is the standard chance plus his DETECT Factor (see 1.10).

16.05 HEARING
1. Maximum Range for hearing a conversation.

		Speakers	
Listener	**Whispering**	**Standard**	**Yelling**
Silent	25'	100'	250'
Quiet	20'	80'	200'
Noisy	05'	15'	30'

2. Maximum range for hearing a noise of movement, etc. which is not deliberately concealed. (For hearing stealthy movement, see 16.02.)

		Noise Level	
Listener	**Quiet**	**Medium**	**Loud**
Silent	10'	50'	125'
Quiet	5'	40'	110'
Noisy	–	10'	25'

Chance of noticing a noise within hearing range:
close range (10% of Max) . . . . 80% + DETECT Factor + 1%xLVL
mid range (up to 1/2 Max) . . . . . 40% + DETECT Factor + 1%/LVL
far range (up to Max) . . . . . 20% + DETECT Factor + .5%/LVL

Listener must be at close to mid-range to be able to understand a conversation (assuming he knows the dialect being used) or to be sure of which exact area movement is occurring in.//Animals and most Spirits have five times the Maximum Ranges indicated above. Goblins and Kojin have the same Maximum Ranges as humans.

16.06 SEEING

Range depends on illumination of area and whether the object/person to be noticed is silhouetted against a markedly brighter background such as the sky or a fire. (Also see 45.03.)

Illumination	Unsilhouetted	Silhouetted
daylight - clear sky	1000'	5000'
daylight - overcast sky	500'	2500'
night - full moon	250'	750'
night - quarter moon	100'	250'
night - starlit	50'	125'
night - overcast sky	5'	10'

A torch illuminates an area of 5' radius - and renders it twice as difficult to see the area outside the torchlight at night. A lantern illuminates an area of 10' radius - and renders it twice as difficult to see the area outside the lantern light at night.

Flying animals and spirits (except Goblins and Kojin) have twice the maximum range indicated above.

Chance of noticing an object:
For an object in plain sight and uncamouflaged: the chance is the same as that of hearing a noise.
For a hidden mechanism (trap door, etc.): the chance is 20% + DETECT Factor + 1%/LVL if no more than 1' away.

16.07 SMELLING

Range is 1' for humans, goblins and Kojin; 50' for animals and other spirits. (Increase this range if the odor is intense; the smell of mint or rotten bodies carries a lot farther than that of a bear or a human.)

Chance of noticing a smell: 50% + DETECT Factor + 1%/LVL.
Chance of correctly identifying the source of a smell:
humans, etc. . . . . 20% + 1%/LVL
animals, etc. . . . . 50% + 2%/LVL

16.08 TOUCHING

Standard chance is for hand, forepaw. If touching with other part of body, success chance is half standard.
Identify known material (e.g. silk, metal): 15% + DETECT Factor + 1/2%/LVL
Understand Mechanism by feeling it in the dark: half standard chance to Understand Mechanism

16.09 TASTING

Identify known substance:
Humans, goblins, kojin . . . . . 15% + DETECT Factor + 1/2%/LVL
Animals, other spirits. . . . . 50% + DETECT Factor + 1%/LVL

16.10 SIXTH SENSE

Thieves and Ninja are sometimes able to sense the presence of guards or sentries in an area. Success chance is: 0% + DETECT Factor + 1/2%/LVL.

16.11 TRACKING

Track Clarity	+	Detect Factor	+	Tracking Bonus	=	Chance of Tracking quarry

Track Clarity

	Type of Surface		
Age of trail	Soft	Medium	Hard
1 hour	95%	30%	10%
2-6 hours	90%	25%	5%
7-12 hours	85%	20%	0%
13-24 hours	80%	15%	-5%
up to 2 days	65%	0%	-20%
up to 4 days	50%	-15%	-35%
up to 7 days	35%	-30%	-50%
up to 10 days	20%	-45%	-65%
up to 14 days	5%	-60%	-80%

Sight Tracker	Tracking Bonus
Hunter/Ninja	45% + 3%xLVL
Noble/Samurai with STR/CON/DEX of 12+	30% + 2%xLVL
Goblin (except Oni)	2%xLVL
Other Human/Kojin/Orochi/Hengeyokai/Oni	1%xLVL

Smell Tracker	Tracking Bonus
Dog	30%
Fox/Wolf	20%
Fox Hengeyokai	20% + 3%xLVL
Other Hengeyokai	5% + 1%xLVL
Oni	25% + 2%xLVL

Negative Adjustments:

	Rain	Snow	Quarry aware that he's being tracked
Sight Tracking	-10%xhr	-25%xhr	-(10% + quarry's DEX Skill)
Smell Tracking	-50%xhr	-25%xhr	- half quarry's DEX Skill

16.12 SURPRISE (Not being forewarned of an encounter)

A person or group forewarned that an encounter is about to occur has the advantage of two segments of action before the person or group surprised will start to react. The surprised person or group should check morale (see 18.01).

If several persons or groups mutually surprise one another, roll D100 for each side + the highest DETECT Factor in the group. If one side is +25 greater, it gets one segment of action before the other side(s) start to react.

Note that Surprise is affected by the APP of extremely beautiful or ugly persons.
APP 1. . . . . +15% to Surprise
APP 20 . . . . . +10% to Surprise
APP 2. . . . . +5% to Surprise

16.13 DISGUISE

Individuals may attempt to disguise themselves for two reasons:
a. to avoid being recognized as fugitives from justice or as famous people.
b. to avoid being recognized as Eta since no non-Eta would knowingly be influenced by an Eta nor accept one as a friend or companion.

A person's chance of being recognized by someone who has seen him or a good picture of him is:
2%/APP point over 12 or under 8
+ DETECT Factor + 1%/LVL of viewer
-5% per Disguise Point

Disguise Method	Points
Different hairstyle, hair color	1
Different dialect spoken	2
Different clothing worn (including weapons carried)	2
Different occupation claimed	1
Different dislikes/interests claimed	1
Different mannerisms	2
Different apparent alignment	2

Only one attempt at recognizing someone in disguise may be made per person--unless the viewer is asked by another character to examine the disguised character again.

An Eta dressed as a non-Eta, a man dressed as a woman, or a woman dressed as a man--if speaking the appropriate dialect--have the same chance of being unmasked. Check once only.

Half DETECT Factor of viewer + 1%/LVL

A Ninja or Thief attempting to pass as a member of another profession has a chance of being recognized as inauthentic. Check once only.

Someone actually a member of the profession has a chance of DETECT Factor + (1%xWIS) + (5%/LVL)
Other people have a chance of Half DETECT Factor + 1/2%/LVL.

16.14 INTERROGATION

Interrogation of prisoners may be roleplayed by the players and GM - or rolled for on the table below to see whether the prisoner has been gotten to reply to his captors' questions--and if the replies are actually true.

Verbal Interrogation: check once per half hour (15 turns)
Chance of getting an Answer that seems True:
1%xCHA of Interrogator plus 2%/hour interrogated
Chance Answer is True:
1% x (WIS+INT) of Interrogator + 3%/hour interrogated.

Interrogation with Torture: check once per 10 minutes (5 turns). The Japanese did not use thumbscrews, the rack or other such machines for torture. Instead they made use of whipping, pressing (putting a heavy weight on the chest of a trussed up person), partial strangulation with a bowstring, and cauterization with red hot iron or burning moxa.

Chance of getting an Answer that seems True:
2%xCHA of Interrogator plus 5%/hour interrogated.
Chance Answer is True:
1%x(WIS+INT) of Interrogator + 5%/hour interrogated.

Note that Samurai and Nobles have a 50% chance of NEVER responding to interrogation with or without torture; they will in this case remain silent until death occurs or until they have an opportunity to commit seppuku, escape, or kill one or more of their captors. This holds true even for Samurai or Nobles who have become Clerics.

If the Interrogator does not obtain a true-seeming answer, roll D100 + 1% per turn of torture undergone.

01-60 . . . . . person sullen and silent
61-85 . . . . . person gives obviously false answers
86-90 . . . . . person weeps but says nothing
91-95 . . . . . person laughs but says nothing
96-105 . . . . person faints for D20 turns, but continues resisting interrogation after recovery
106-9 . . . . person faints for D20 turns and cooperates with true answers after recovery
110+ . . . . . person dies

17 THIEVES, BANDITS and NINJA

Thieves specialize in pilfering and burglary of unguarded buildings. Pilfering includes shoplifting, stealing food from restaurants, etc. Thieves have little facility in lockpicking since Japanese buildings were not locked but guarded. They do not go in for mugging. They do not pickpocket, since Japanese costumes did not have pockets. (Valuables were usually carried in pouches tied to the sash, in parcels inside kimono sleeves or tucked into the loincloth.)

Bandits specialize in robbery, using force rather than stealth against their victims. They may strike during the night in the city or at any time on the highway, usually in a deserted area not often patrolled by the local authorities.

In a coastal community, such men may become pirates and raid Chinese and Okinawan shipping--but seldom Japanese shipping since this would get them into trouble with the authorities.

Ninja are a hereditary skill group specializing in spying, sabotage and assassination. See 17.04 for details.

Thieves and Bandits may be affiliated with the local gambler gang. Any Thief or Bandit who enters a new town will seek out the established gambling gang and pay his respects. Failure to pay proper respect to the big names of the new area usually results in a short life expectancy.

Thieves and Bandits whose conduct results in the local gambling gang or fences being harrassed by police are usually driven out of town or killed.

17.01 BANDIT GANGS

Bandits form gangs of 3D20 men with a 5% chance of D6 Mages. They must dispose of all loot but coins through a Fence. Some Bandits maintain connections with evil innkeepers who tip them off about the routes of rich travelers--in exchange for 10% of the gang's profits.

17.02 BURGLAR GANGS

Burglars form gangs of 2D6 men with 5% chance of D3 mages. They must dispose of all loot but coins through a Fence.

17.03 FENCES

A Fence may be a retired thief or Bandit--or a crooked Pawnshop merchant. He will give D3x10% of the value of loot--half in advance and half a month later after the loot has been disposed of. His sale prices are (D6+1)x10% normal ones. There is a chance of D3% x value of loot in Oban (25% maximum) that the Fence will betray his suppliers or customers to the police in exchange for a reward.

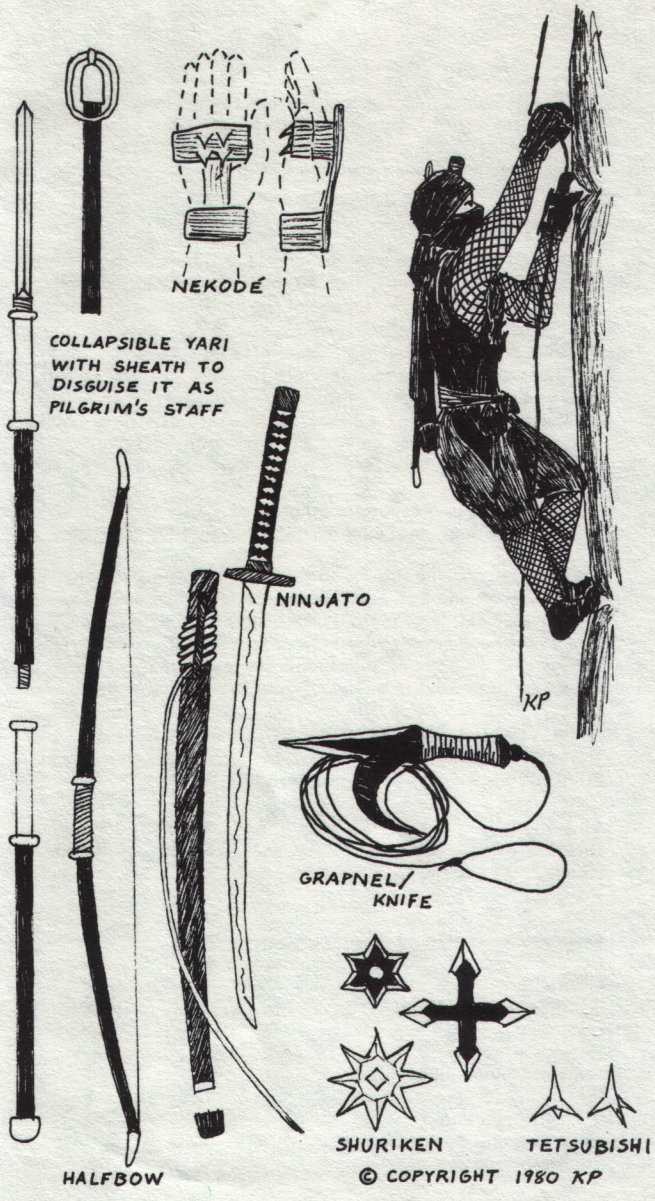
An honorable Pawnshop merchant who does not suspect an item has been stolen will give 30% + (D3x10%) of the value--and allow up to one year for its redemption. He may also lend money at 6% interest per week.

17.04 NINJA

Only the child of a Ninja is taught Ninjajutsu (see 15.01+). A Ninja may be influenced to adopt a Ronin or Outcast at half standard BIF. If a Ninja's child has DEX, STR or INT of 14+, he is +10% per each such characteristic to learn Ninjajutsu. If DEX, STR or INT of 7-, he is -10% per each such characteristic to learn Ninjajutsu. If a Ninja's child does not qualify (5%xPCF modified as above) to learn Ninjajutsu, he is disinherited as a Disgrace to the Family. Once he has learned Ninjajutsu, his CON is +3 (and if STR was lowered because of CON, it may revert to the original roll if the raised CON allows it). He also acquires the Ninja Skills (see 17.05).

There are several hundred schools of Ninjajutsu, each with a secret Master unknown to the lower ranks, a small group of known Masters who act as go betweens for the boss, and 30+D20 field men. Taking training from a particular Master means joining his school. Some schools of ninja are allied with a particular clan; others are available to anyone to hire. Chance of a Ninja School having a teacher of a given Martial Art is 5%x(11-DD of Art). Chance of it having a teacher of a given Fine Art is 1%x(10-DD of Art).

Ninja wore reddish-black kimono with a hood or scarf over the face. Their clothes were frequently lined in another color for easy reversibility for disguise. (Double usual price for kimono.) They carried special tabi with gum soles for climbing walls (double cost; +25% chance to scale walls).



Captured Ninja were tortured slowly and excruciatingly to death. Therefore they tried to commit suicide if defeat was inescapable.

All Ninja know how to make the following useful items:

Item	Time	Lbs.	Cost
1. LOCKPICK SET: Including small saw & chisel. +50% to lockpick.	20 days	.1	1 Bu
2. HORSEHAIR ROPE: holds 500 lbs. 1% chance of breaking.	3 days	.1	5 Mon
3. GRAPPLE: like No. 2 but with wood hook for grappling wall. 25% chance of grappling wall per throw.	5 days	.2	8 Mon
4. FOLDING STRAW BOAT & PADDLE (concealable in kimono sleeve)	5 days	10	1 Bu
5. BAMBOO SNORKLE for breathing through while under water	half hour	.1	1 Mon
6. KITE or GLIDER for surveillance/ infiltration	5 days	2	2 Bu
7. BAMBOO PONTOONS for walking on top of water or for buoys	5 days	1	1 Bu
8. COTTON KIMONO WITH IRON BARS as normal kimono in appearance but: DEX Skill chance of interposing an iron bar in melee so enemy's weapon hits as vs. AC 5. (If NInja knows Yadomejutsu, also has DEX Skill chance of raising AC to 5 vs. missiles.)	+2 days	+3	+12Bu

17.05 NINJA SKILLS after Learning Ninjajutsu

A Ninja may acquire one of the following skills per INT point. Starred skills may be chosen multiple times (so a ninja may learn several martial arts at double speed).

ANIMAL TRAINING: may train frogs, dogs, cats, mice and other small animals; may train D3 types maximum. May control up to half CHA animals at a time.
BLENDING IN PLACE: as 13.10/level 2.
CREATE INTENSE NATURAL POISON: takes 3 weeks + 30 Bu for ingredients per dose affecting up to 10 people.
CREATE MEDIUM NATURAL POISON: takes 2 weeks + 20 Bu for ingredients per dose affecting up to 10 people.
CREATE MILD NATURAL POISON: takes 1 week + 10 Bu for ingredients per dose affecting up to 10 people.
DISGUISE: as 13.10/level 5.
DODGE IN PLACE: as 13.11/level 2.
DRAB APPEARANCE: as 13.11/level 1.
FREE SELF FROM BONDS: (only usable if conscious when bound). Success chance of DEX Skill; if bound by someone knowing Hojojutsu only DEX Factor chance.
INVISIBILITY: as 13.10/level 8.
JUMP HEIGHTS: as 13.08/level 1.
LEAP DISTANCES: as 13.08/level 1.
LEARN BOGUSARIJUTSU as a Martial Art: DEX 16+ DD 5.
LEARN PUKI BARI as a Martial Art: DEX 16+ DD 4.
This art involves blowing small needles of metal or bamboo accurately. These may be poisoned. 5' range; chance to hit as per tetsubishi; D3x.1FP Damage. 0 Bash Chance; 5% chance Critical Hit.
LEARN JOGUSARIJUTSU as a Martial Art: DEX 15+ DD 5.
LEARN KENJUTSU with Ninjato as a Martial Art: DEX 13+ DD 3.
LEARN NEKODEJUTSU as a Martial Art: DEX 10+ DD 3.
*LEARN ONE ADDITIONAL MARTIAL ART beyond standard five for fighter, three for non-fighter; up to a maximum of seven for fighter, five for non-fighter.
*LEARN ONE FINE ART of DD 1-5 at DOUBLE SPEED.
*LEARN ONE MARTIAL ART with a CHAIN WEAPON at double speed.
*LEARN ONE ISHA TECHNIQUE (see 22.03) at +10% to learn.
NIGHT VISION: as 13.11/level 1.
NO TRACKS: as 13.08/level 2.
RUNNING SWIFTLY: run at maximum speed for up to 8 hours with no FP loss if unencumbered, -1 FP per turn if partially encumbered, -2 FP per turn if fully encumbered or severely wounded. Run silently chance is half that of Move Silently.
SWIM UNDERWATER for up to 18 segments before suffocation begins. Movement speed of 5'/segment. Swim silently is double chance of Move Silently.
TRUSTWORTHINESS: as 13.10/level 2.
WALK SURELY: as 13.08/level 1.

18 INDIVIDUAL PHYSICAL COMBAT

This system is designed to give a maximum amount of realism with a minimum amount of dice rolling: one standard percentile roll for hitting with constant damage and constant chance for critical hit plus a check on successful hits for a bash and a check on critical hits for hit location.

It takes into account such factors as morale, fighting energy, parrying blows, dodging blows, wrestling, fighting forcefully, and aiming missile shots. Some of the additional options provided such as the effects of tactics chosen, weapon lengths, striking the first blow in an engagement, etc., if also used, may cause play to become quite complex. So it is recommended that these options not be added until players are completely familiar with the standard procedure.

18.01 MORALE

This system applies to both PCs and NPCs. Roleplayers recognize that there is a point at which even the most foolish and/or bravest character won't want to stick around and get mauled any more.

1. When to Check Morale

a. A Party of Humans or Hengeyokai checks when an incredibly fearsome Bakemono appears--or when half the party has been slain or incapacitated by wounds. If morale is maintained, the party will check morale each turn thereafter at +5% per turn they have continued to fight on after the crisis point. If the remaining party is again 50% reduced by death or wounds, they must check morale at the original percentage once more.

b. A group of Bakemono or Spirits checks morale when it has been 1/3 slain or incapacitated. If morale is maintained, the individual party members continue to check morale on an individual basis each turn thereafter at +5% per turn. Thus individual Bakemono or Spirits may flee a group on their own. If more than 1/4 the remaining Bakemono or Spirits flee on a turn, the rest of the group will panic and flee the next turn.

c. A single person (Human, Hengeyokai, Bakemono or Spirit) checks morale each turn after being wounded for more than half his BP.

d. Animals check morale individually when 1/3 of their number are slain or incapacitated--or when wounded for over half BP.

e. Some beings never check morale. These include Goryo and Ikiryo; Demons unless faced by a being of AL 1 or AL 20 or by a Kami or Buddhist Spirit; and Kami and Buddhist Spirits. Even these beings will check morale if confronted by its Bane: a weapon or magic object which may utterly destroy it. Chance of a Spirit recognizing its bane if within sight is 5%xWIS. Each turn after recognizing its Bane, the Spirit will check morale at -5% per turn cumulative. If morale breaks, it will not surrender but only flee.

2. Basic Chance of Maintaining Morale is 50%. This is affected by the following factors:

a. Leader's CHA: (see 1.13).

b. If leader is LVL 11+, +5%x(CHA-13). If leader is LVL 11+ and CHA is 20+, morale is not checked so long as he remains in the forefront of battle and is visible to the other party members.

c. Samurai are +25%.

3. If Morale is Maintained, the being or group will either continue to fight or else make an orderly withdrawal according to a pre-agreed plan.

4. If Morale is Not Maintained, the being or group will take one of the following courses of action - either at random or according to which is most in character:

a. Fight in a Rage (see 13.09, 6th level Spell of Command).

b. Fight on but with all attack bonuses reduced by half (except Magic Weapon bonuses), because they are disheartened.

c. Panic and flee.

1. If flight is not possible, goblins and commoner humans may attempt to surrender--unless fighting animals.

2. If flight is not possible--either for physical or psychological reasons--Samurai and Nobles will commit seppuku.

All animals will invariably fight to the death in rage if an escape route is denied them.

18.02 FIGHTING ENERGY

Combat is an energy-consuming activity. A character may keep up his maximum performance for only a limited number of turns. He needs 4+D6 turns out of combat to regain energy.

BASIC FIGHTING ENERGY lasts for CON/3 turns **plus**

Fighters . . . . . +1 turn/LVL attained up to 11th level
Non-Fighters . . . . . .+1 turn/2 LVLs attained up to 11th level

Thus a Fighter with CON 13 at LVL 1 would fight at maximum performance for only 4 turns, at LVL 12 for 14 turns. A Non-Fighter with CON 19 at LVL 1 would fight at maximum performance for only 6 turns; at LVL 12 for only 11 turns.

If a character continues fighting after his Fighting Energy is used up, he will lose 1 FP/turn and do only half normal damage (i.e. his Damage Multiplier per WDF drops to half).

Beings described only in terms of BP with no FP (such as certain animals) do half damage and lose 1 BP/turn after being wounded/fatigued for more than half of their BP.

The usual fight won't last long enough for the lower CON combatants to run out of Fighting Energy. However, in a drawn out battle with frequent spellcasting, running for cover, missile fire attacks, etc., the length of one's Fighting Energy can become an important consideration.

18.03 THE TURN

A combat turn is two minutes long (720 turns per day). A turn is made up of 12 segments, each 10 seconds long. During each melee segment, a character may do one of the following actions.

1. **Move** at Combat Movement: Normal or Maximum.
2. Shoot/hurl half his **missile** shots for the turn; this option may only be exercised twice per turn.
3. **Melee** a quarter of his blows for the turn as strikes, parries or dodges; this option may only be exercised four times a turn.
4. **Cast a spell or miracle**; this option may only be exercised once a turn.
5. **Change/pick up weapons** or other items.
6. **Speak** or otherwise communicate with others for 10 seconds.

Each player may hold a D6 in his hand, indicating the character's choice by the number atop and revealing the decision at the start of each segment. In order to speed up play still further, the GM may rule that any character whose decision is not promptly revealed at the start of the segment is spending the time dithering, in a state of indecision as to what to do next.

18.04 COMBAT FOOT MOVEMENT in feet per segment

(for aerial movement see 19.06; for underwater movement see 20.01-.02; for cross country movement see 18.07.)

Type of Creature	Normal Speed	Maximum Speed
Animals: see section 30.00	--	--
Ashinaga	16'	30'
Baku	16'	50'
Demons: see section 34.00	--	--
Dragon	20'	100'
Gaki	12'	35'
Giant Centipede	16'	35'
Goryo	12'	24'
Horse: see section 30.02	12-20'	50-90'
Human/Kojin/Rokuro Kubi	12'	24'
Human Spirits except Goryo	12'	24'
Ichime/Kappa/Shojo	10'	20'
Kami/Buddhist Spirits: see 41.02, 41.05	--	--
Karashishi	16'	50'
Komu Inu	12'	30'
Monkey, Saru	14'	24'
Oni	25'	35'
Orochi	10'	15'
Temba: as Excellent Horse	--	--
Tengu	20'	30'
Yama Hito	20'	30'
Zuijin	16'	30'

Hengeyokai, Demons and other Spirits in human form move as humans.

Factors affecting movement	Result
partially encumbered	-2'/segment
fully encumbered	-3'/segment
fully fatigued (0 FP left)	-3'/segment
severely wounded (less than half BP left)	-6'/segment
DEX 16+	+2'/segment
DEX 18+	+4'/segment
under 5' tall	-1'/segment
over 6' tall	+1'/segment
wounded in the legs: maximum speed is	2'/segment
unable to walk: maximum speed is	1'/segment

18.05 FP LOSS CAUSED BY MOVING AT MAXIMUM SPEED

Moving at maximum speed causes FP loss.

partially encumbered	-1 FP per 12 segments (or fraction thereof) so moved
fully encumbered	-1 FP per 6 segments (or fraction thereof) so moved
severely wounded	-1 FP per 4 segments (or fraction thereof) so moved

Bakemono or animals without FP specified may move at Maximum Speed at 3 segments per BP, after which they slow to half normal speed because they are winded. Demons, Kami, and Buddhist Spirits never tire from movement.

18.06 MOVEMENT DURING COMBAT

Movement must be made through an open space wide enough to allow the being to pass. (Use of a battleboard can simplify checking to see where a figure can move to in a crowded situation.)

Movement through a congested area (a space less than a being's width but more than half its width) causes a body bash (see 18.13 No. 3).

Movement over ground littered by bodies and/or debris brings a chance of stumbling. See 16.02. This chance is -5% for a quadruped. Multilegged creatures such as centipedes and non-legged creatures such as orochi cannot stumble.

18.07 CROSS COUNTRY MOVEMENT

Per Day of 10 hours journeyed.
A being's cross country movement (in miles per day) is twice his Normal Speed (in feet per segment). Thus a Giant Centipede may crawl 32 miles in one day. This is assuming a long day's journey over acceptable roads/paths.

Factors affecting Cross Country Movement

In the mountains	-20% normal speed
off the road	-20% normal speed
on the Tokaido (Japan's main road from the Shogunate Capital to the Imperial Capital)	+20% normal speed
at night	-25% normal speed
during fog	-5% normal speed
CON 14+	+5% normal speed
CON 18+	+10% normal speed
in swamp	-20% normal speed
on sand	-10% normal speed

Remember to allow for the effect of encumberance and DEX on the being's speed. Thus a fully encumbered human of average DEX moves 12' - 3' = 9'/segment and has a cross country movement of 18 miles per day, while an unencumbered human of DEX 18 moves 12'+4' = 16'/segment and has a cross country movement of 32 miles per day.

Additional modes of Cross Country Movement besides walking or riding a horse included use of a Kago or Norimono on an acceptable road. The Kago or Norimono was usually carried at a fast jog by relays of men--with new teams stationed every seven miles along the road at posthouses. A person so transported would move at 60 miles per day--and arrive thoroughly fatigued. The kago or norimono was **not** padded, and the person in it squatted on the platform clasping a rope that hung from the ceiling. On long journeys it was customary for the traveller to bite on cloth wadding during the course of the journey--to avoid being jolted into biting his tongue.

18.08 HIT PROBABILITY

The Missile and Melee Combat Matrices (18.18 and 18.19) give percentages indicating the basic chance of hitting against a particular armor class with a particular weapon.

Factors increasing the chance to hit

1. Attacker's PCF (see 1.20)
2. Attacker's Weapon Specialization (see 1.21)
3. Attacker's Martial Art (see 15.04)
4. Attacker's use of a Magic Weapon (see 7.10)
5. Strategic Effects of Location (see 18.14)
6. Victim's Encumberance (see 1.17)
7. OPTION: see Tactical Maneuvering Bonus (18.26)

Factors decreasing the chance to hit

1. Attacker's low DEX (see 1.21)
2. Defender's shielding bonus (see 18.09, 1.20)
3. Defender's parrying bonus (see 18.12, 1.20)
4. Defender's dodge bonus (see 18.11, 1.20)
5. Defender's Magic Armor (see 7.06-.07)
6. Strategic Effects of Location (see 18.14)
7. OPTION: see Tactical Maneuvering Bonus (18.26)

18.09 SHIELDING

Shielding is a passive defense and does not require expenditure of a blow. As noted previously (7.05), Japanese warriors very seldom carried what Westerners would think of as shields. However, shielding was also obtained through use of:
a. armored shoulders, arms and handguards (see AC 8, 7.04).
b. the second weapon in a two Kodachi, two Jitte, two Jo, etc. fighting style. (This is only possible with two Light weapons--unless the fighter has learned the Martial Art of Katana and Kodachi (with Kodachi as parrying weapon) or of Two Katana.) Non-rider only.
c. Use of a weapon length 8-10. Non-rider only.

See 2.10 for defensive value of shielding. Shielding may only be done by a trained fighter. It may be applied to every blow by an attacker, since it does not require any expenditure of blows by the defender. The player **must** call out "Shield" before the attacker's hit percentage dice are rolled. Use of a battleboard will simplify determination of how many attackers may be shielded against if defender is being attacked by several beings.

If attacker succeeds in hitting despite armored arm shielding, there is a 15% chance that a Heavy or Light-Heavy weapon critically hit the arm (roll D3+6 for Critical Hit Location; see 18.22), and a 5% chance that a Light Weapon critically hit the arm.

If attacker succeeds in hitting despite weapon shielding, there is a 10% chance that a Heavy weapon being shielded against by a Light weapon broke the Light weapon.

Use of a SIEGE SHIELD gives defense against missile and melee attacks of SHIELDING +10%.

If attacker manages to hit anyway, there is a 20% chance that a Heavy Weapon will smash the shield, rendering it useless in the future.

18.10 BLOWS

A being's number of blows per turn represents the basic offensive and defensive actions available to him in a given two minutes. The greater his PCF, the greater his skill and expertise in handling weapons, the larger the number of possible blows. The more unwieldy his primary weapon, the smaller the number of possible blows.

A blow must be expended to do any of the following actions.
1. Strike in melee with a weapon or body part.
2. Parry with a weapon or body part.
3. Dodge a blow.
4. Move up to 5' to a new opponent.

Blows are NOT expended for shielding or for counterblows. Note that beings riding horses, etc. are -1 blow.

18.11 DODGING MELEE BLOWS

A being with at least 5' radius of open space may choose to dodge a blow. The player must call out DODGE before the attacker's hit percentage dice are rolled. Use of a battleboard will simplify determination of how many attackers are affected by a given Dodge, if the defendant is being attacked by several beings. A Dodge requires expending one blow. Beings with DEX 15+ have one extra dodge per turn in addition to their standard blows.

OPTION: the roleplayer of the dodging character may write down the direction of the dodge (Left, Right, Back, Jump, Crouch, or Run Past Weapon) on a slip of paper with the roleplayer of the attacker doing the same as his anticipation of the dodge. If the attacker guesses wrong, there is a 25% chance his blow misses, allowing the defender a free counterblow; otherwise defender's full dodge bonus is subtracted from attacker's chance to hit. If attacker guesses correctly, the dodge bonus is reduced to half normal and there is a 35% chance that a hit will bash defender.

Beings on horses, etc. may attempt to dodge, but do so as Huge Creatures (see 18.16). Beings of 25% or less attacker's weight dodge at -15% extra. Flying creatures have a dodge of +25% to that standard for the PCF when dodging non-flying creatures.

18.12 PARRYING BLOWS

A parry requires expending one blow. (A Trained Fighter has one extra parry per turn in addition to his standard blows.) A blow may

be parried by the primary or secondary weapon. A person may parry one opponent's blow with one weapon and in the same segment use another weapon either to attack or to parry a second attack.

The player must call out PARRY before attacker's hit percentage dice are rolled. Use of a battleboard will simplify determination of what attackers may be parried by which weapons.

A successful parry results in a 50% chance of an immediate free counterblow with the parrying weapon. An unsuccessful parry by a Light Weapon against a Heavy Weapon results in a 10% chance of the light weapon breaking.

Parrying with a Secondary Weapon: fighters with two weapons get two extra parries per turn for a Light Weapon, one extra parry per turn for a Light-Heavy or Heavy Weapon. (This is in addition to the Trained Fighter parry bonus.) Each parry reduces the enemy's chance to hit by the PCF parry bonus.

Parrying with Primary Weapon: reduces enemy's chance to hit by parry bonus. If the weapon is long (weapon length 8+), an additional -10% defense against Light Weapons and -5% defense against Light Heavy and Heavy Weapons occurs.

Parrying by Entanglement: the various chain weapons (kusari, kusarigama, manrikigusari, bogusari, jogusari) may be used to parry by entangling the attacker's weapon in the chain. This reduces the enemy's attack chance by half the PCF Parry Bonus plus DEX Skill (see 16.01). If parry is successful, there is a 10% chance that attacker's weapon will be wrenched from his hand--in addition to the standard 50% chance of a counterblow. (Note that entanglement will only work against a body part of an appropriate size and shape; you cannot entangle small teeth nor hope to entangle a dragon's thick neck with an 18" length of chain. Body part entanglement may give rise to a chance of wrenching off a horn or tusk or fangs, but no other body parts may be broken off.)

Fighting with a Secondary Parrying Weapon vs. an Opponent who is not defending himself: Attacking with both weapons instead of just one is contrary to the fighter's normal pattern of attack, so he has only 50% chance of expending any of his 2+ parries per turn as an attack blow.

18.13 THE BASH

There are a number of ways that the impact of a weapon or body may be applied to knock down a defender or drive him backwards. In combat, placing an opponent in an incapacitating or awkward defensive position is no less important than wounding him. If a bash occurs, check the BASH TABLE (18.23) to determine its effect.

Except for Missile Bash, the probability of a bash is affected by the relative weights of attacker and defender. Chance of bash is +5% per 100 lbs attacker outweighs defender--and -5% per the reverse. (Be sure to include armor weight in calculations.)

1. A weapon bash may occur at any hit by a weapon marked L*, LH, or H in the Melee Combat Matrix.
2. A missile bash may occur at any missile hit.
3. A body bash may occur whenever combatants collide--whether by a result of moving through a crowded space or by charging one another or by grappling. A being of 100- lbs has a L* bash chance from body collision; 101-250 lbs a LH bash chance; 251+ lbs a H bash chance. If the person has learned the Martial Art of KUMIUCHI (see 15.05-.06), +1/2 PCF bonus to bash chance.

18.14 STRATEGIC EFFECTS OF LOCATION

Attack from the Rear

Defender takes one segment to turn to meet the attacker. He cannot parry while turning, but may dodge if DEX 13+. Attacker hits +25% while striking from behind; +10% while opponent is turning.

Attack from Above--Attack from Below

Attacker is +10% vs. a defender 3' or more below him. (A defender may be in such a position because he is on his knees after having been bashed or stumbling--or because he is below attacker on a stairway--or because attacker is riding a horse.) A defender in this position is -10% to his own percentage to hit. An attacker is +25% vs. a defender who has been bashed to the ground–and the defender is -25% to his own percentage to hit.

Attack vs. a Sleeping, Stunned, Paralyzed or otherwise Immobile creature: Attacker's chance to hit is 75%+(1%xDEX) or standard chance to hit with weapon, whichever is greater.

18.15 COMBAT ON HORSEBACK

Japanese Samurai did not use any weapon equivalent to the European lance. They did not engage in cavalry charges in mass formation. The rider typically first drew his longbow and shot several arrows at noted enemy warriors, then rode in to attack--either attacking enemy foot soldiers from above as he rode by or engaging in single combat with another mounted samurai. The rider was accompanied by his own foot soldiers who attempted to keep other foot soldiers from successfully attacking either rider or horse.

In a battle between honorable groups, this procedure was preceded by the mounted samurai's formal announcement of his name and lineage and a short speech of challenge in which he boasted of his prowess and taunted the opponents with any fault he could find in their cause, background or behavior.

Similarly a Samurai who had taken the head of a worthy foe would shout his accomplishment to the rest of the combatants. Thus in the **Tale of the Heike,** Ishida holding a head high on the point of his sword shouts, "Yoshinaka Kiso, known through the length and breadth of Japan as the Demon Warrior, has been killed by Ishida of Miura." News of a leader's death might signal his men to retreat, commit seppuku, etc. (See 6.12, 18.01.)

Various distinctive features of combat on horseback

1. The rider is -1 blow, -1 missile attack.
2. The rider is +1 WDF vs. opponents on foot.
3. Blows by opponents on foot are -5% vs. the rider unless struck by a weapon of length 8+. Blows with short weapons (lengths 1-2) are -10% vs. the rider.
4. Critical hits vs. opponents on foot are always delivered to the head and upper body (roll D10 for hit location). See 18.22.
5. The rider does not have shielding from a weapon, but only from armor.
6. If moving through a crowded area, a horse may collide with a man on foot, trampling him for two hooves damage (8 BLK). This has 20% chance of causing the horse to stumble. The horse has a basic 10% chance of stumbling over ground littered with debris and/or bodies. The horse has a chance of stumbling on a steep descent or highly uneven ground of 1% per foot moved per segment. A horse struck a blow that does BP damage has 50% chance of stumbling in response. If a horse stumbles, there is a 50% chance it will fall. If the horse falls, the rider has a chance of DEX Factor to jump free and land on his feet--needing two segments to fully regain his balance, during which time he may parry/shield but not strike blows. If the rider did not jump free, he is stunned by the fall (as Bash No. 10--see 18.23), receives D6 damage plus a 20% chance of critical damage.

Gait of Horse	Effect on Attackers' Success Chance		
per Segment	Missile	Blow from Man on Foot	Mage Targeting
up to 20'	-10%	standard	-5%
up to 40'	-15%	-15%	-15%
over 40'	-25%	-25%	-30%

A man on foot attempting to attack a horse or its rider has 5% chance of being collided with by a walking horse, 10% by a trotting horse, and 20% by a galloping horse.

A man on foot may attempt to hamstring a horse with a success chance of DEX Factor +5%. Hamstringing can only be done within 1' of the horse--and collision occurs 80% of the time if the horse is moving. If the attempt is successful, there is a 40% chance the horse will fall on the attacker, stunning him for D3 segments and doing 3D6 damage with 25% chance of a critical hit. There is a 20% chance the horse will parry by kicking his attacker. A kicking leg cannot be hamstrung.

18.16 COMBAT WITH HUGE OPPONENTS (1000 lbs or heavier)

Parrying: even if a Huge Opponent's attack has been parried, all its force will not dissipate harmlessly. If the attack roll falls within the being's basic hit probability (taking no defense into account except shielding and no offensive bonuses into account at all), then consider the glancing blow as doing no HP damage but having a BASH CHANCE of 35%.

For example, a Samurai fighting with Katana and Kodachi against a Dragon might parry the Dragon's claw with the Kodachi, but the impact on his arm might cause him to retreat or push him down to his knees. Consult the Bash Table, if a bash results (18.23).

Dodging: Huge creatures have huge weapons. It is hard to evade such attacks fully. When striking at a dodging opponent, even if the dodge was "successful", if the attack roll fell within the being's basic hit probability, consider the glancing blow as doing no HP damage but having a BASH CHANCE of 50%.

Dodging away from an attack is hard for a Huge Creature. Creatures of over 1000 lbs have half normal Dodge Bonus for their PCF. Winged creatures have normal Dodge Bonus even if Huge while flying.

18.17 USING THE COMBAT MATRICES

The Missile Fire Matrix is set up as type of missile vs. Armor Class. Each missile has its maximum range specified. Three figures appear for each missile vs. an armor class. The first is for the missile's chance to hit at point blank range (10% of maximum range), the second for chance to hit at effective range (50% of maximum range), the third for its chance to hit at extreme range.

Missiles are divided into Heavy Missiles (Crossbow, Longbow, and Yarinage) and Light Missiles (Halfbow, Shuriken, Tanto and Tetsubishi). Heavy Missiles do extra damage as Missiles vs. inadequate armor; Light missiles do extra damage as Light Weapons.

The Melee Matrices (for Simple Weapon Melee, Chain Weapon Melee, and Body Part Melee) are set up as type of weapon or body part vs. armor class. Each weapon has its relative length indicated on a scale of 1-10 with the short dagger being 1 and the long spear being 10. Each weapon also has its weight class indicated as L (Light), L* (Light but capable of bashing), LH (Light-Heavy) or H (Heavy). Each weapon has a basic number of blows per turn and a basic WDF (Weapon Damage Factor)--both modifiable by PCF of the wielder.

A character takes half his missile shots per segment with two missile segments maximum per turn. A character takes a quarter of his melee blows per segment with four melee segments maximum per turn. If the missile shots are not divisible by two, the odd shot is taken in the first missile segment. If the melee blows are not divisible by four, the odd blows are taken one per segment in the first melee segments.

There are two lines for each melee weapon vs. each armor class. The top line shows the basic hit percentage, which is modified by many factors. The bottom line is the critical hit percentage which is only modified by factors specified to affect the chance to critical hit. See 18.22 for Critical Hit.

If the hit percentage (+ bonus/minus) is lower than the critical hit percentage, the adjusted hit percentage determines if the attacker hits and all hits are critical.

At the bottom of each Matrix, the Bash Chance is shown. This is modified by all factors specified as affecting the chance to bash. (See 18.23 for results of bash.)

18.18 MISSILE MATRIX

Heavy Missiles do +2D6 DMG vs AC 0; +D6 vs AC 1-5; -10% DMG/-D6 (whichever is greater) vs AC 8+.
Light Missiles do +D6 DMG vs AC 0; -20% vs AC 6; -25% vs AC 7; -30% vs AC 8+.
Only **half** PCF bonus is added to Missile Hit percentage; **no** extra shots/turn regardless of PCF.

Missile Type		Max Range	AC 0 & 1	AC 2 & 3	AC 4	AC 5	AC 6	AC 7	AC 8+
H	Longbow	1000'	60/55/50	50/45/40	40/35/30	35/25/20	35/25/15	30/20/10	20/10/0
H	Crossbow	500'	55/50/40	45/40/30	40/35/25	30/25/20	25/20/15	20/15/10	15/10/0
L	Halfbow	300'	50/45/40	40/35/30	35/30/25	25/20/15	25/20/10	20/15/05	10/05/-5
H	Yarinage	100'	75/50/25	60/40/20	40/25/10	35/20/05	30/15/0	25/10/-5	15/0/-15
L	Tanto	60'	70/45/20	60/35/15	55/30/10	45/20/0	40/15/-5	35/10/-10	30/5/-15
L	Shuriken	40'	70/45/20	55/30/15	40/25/10	30/15/0	25/10/-5	20/5/-10	10/-5/-15
L	Tetsubishi	20'	65/40/15	50/30/10	45/25/05	25/5/-15	20/0/-20	15/-5/-25	5/-15/-35

Factors affecting Rate of Fire

DEX . . . . . 15+ +1/turn; 19+ +2/turn
Magic Bow . . . . . +1/turn per + of Bow

Factors affecting Range and Damage

STR 17+ . . . . . +1 DMG per point over STR 16
STR 20 . . . . . +10% range per level of Superhuman STR

Factors affecting Missile Accuracy: see Factors affecting Targeting (14.04) plus those below:

using siege shield . . . . . -(PCF Shielding +10%)
partially behind wall . . . . . -20%
partially obscured by trees . . . . . -15%
500+ pounds . . . . . +5%
1000+ pounds . . . . . +10%
2000+ pounds . . . . . +15%
behind arrow slit in wall . . . . . -35%
moving 10' + per segment . . . . . -10%
moving 20' + per segment . . . . . -15%
moving 40' + per segment . . . . . -25%
moving 70' + per segment . . . . . -30%
in open and stationary . . . . . +10%
archer firing from above . . . . . +10%
archer on moving horse . . . . . -25%

Shots per Turn

Crossbow 1
Halfbow 3
Longbow 2
Shuriken 2
Tetsubishi 2
Light object 2
Tanto 2
Yarinage 2
Heavy Object 1

Missiles are less apt to score solid hits than melee weapons, so the damage is more variable. Missile damage is NOT affected by the archer's DMG/WDF.

Missile Type	Damage	Bash Percentage	Crit. Percentage
Crossbow	5+D10	20%	25%
Shuriken	D3	0	5%
Tanto	D6	0	5%
Tetsubishi	D2	0	5%
Yarinage	3+2D6	25%	10%

Arrows shot by a longbow and by a halfbow do different damage. There are several different types of arrows, each with its own special types of target. All arrows except Armor Piercers are -15% to hit and do not critical vs AC 5+. Barbed arrows do an additional D6 on removal unless removed by an expert. Turnip Head arrows make a humming noise as they fly, lowering non-human morale 5%.

Arrow Type	Hit Probability	Longbow Damage	Longbow Crit	Longbow Bash	Halfbow Damage	Halfbow Crit	Halfbow Bash
Armor Piercer	+10% vs AC 5+	3D3	25%	15%	2D3	15%	8%
Bowel Raker	-10% at extreme range	5+D10	20%	20%	2+D6	10%	10%
Frog Crotch	+10%	D3	01%	--	D2	--	--
Turnip Head	-5% at extreme range	5+D6	15%	20%	3+D3	8%	10%
Willow Leaf	standard	5+2D6	15%	20%	3+D6	8%	10%

THROWING LIGHT OBJECTS (under 10 pounds) (plus half PCF Light weapon bonus)

Powders: 10' range; 50% chance of hitting target; otherwise as per 14.06 with a backfire indicating the powder has fallen on the thrower.

Torches and other solid objects: range and chance to hit as per Tetsubishi. 1 point damage. Torches have a 5% chance to ignite combustibles, 25% of igniting combustibles soaked in oil. (Note molotov cocktails were NOT part of medieval Japanese technology).

THROWING HEAVY OBJECTS (10+ pounds) (plus half PCF Heavy weapon bonus)

Maximum Weight: CC/3

Maximum Range: 10' + (1' x CC/WT of Object)

Chance to hit: 50/25/15; -1% x AC

If miss, as per 14.06 with a backfire indicating thrower has dropped object at his feet.

Damage: D6 per 10 lbs; extra damage as per HI melee weapons, **not** as per missile.

Critical Hit: 5%.

Bash: object weight/victim's weight.

Thus a Human with 250 CC would be able to throw a 20 lb rock up to 22' for 2D6 damage and 20% chance of bashing a 100 lb woman. A Yama Hito with CC 420 could throw a 90 lb rock 20' for 9D6 damage and 90% chance of bashing the same woman--or a 20 lb rock for 56'.

DROPPING HEAVY OBJECTS (10+ lbs) (plus half PCF Heavy weapon bonus)

Heavy objects may be dropped from a tower or flying creature on those below.

Maximum Weight: CC

Chance to hit: 25%

If miss, roll D6: 1-3 object falls to left of target; 4-6 to right of target. Distance away is 1' per 10' of altitude dropped.

Damage per 10 lbs of object: D6 + (D6 per 10' dropped up to 10D6).

Extra damage as per HI melee weapons, not as per missile.

18.19 WEAPON AND BODY PART MELEE MATRICES

L: +D6 DMG vs. AC 0; -20% vs. AC 6; -25% vs. AC 7; -30% vs. AC 8+

LH: +2D6 DMG vs. AC 0; +D6 vs. AC 1-3; -D6 vs. AC 6; -10% vs. AC 7; -20% vs. AC 8

HI: +2D6 vs. AC 0; +D6 vs. AC 1-3; -D6 vs. AC 6-7; -10% vs. AC 8

HS: +2D6 vs. AC 0; +D6 vs. AC 1; -D6 vs. AC 3-4; -10% vs. AC 8

a 2 following the weight class indicates a two-handled weapon, P indicates a Peasant Weapon.

Simple Weapons		Blows	WDF	0	1	2	3	4	5	6	7	8	9	10
10LH2	Yari	2	3	50	45	40	35	30	25	20	15	10	5	0
				40	40	35	35	30	25	20	15	10	5	5
9LH2	Sodegarami	2	½	25	25	20	20	20	15	15	15	15	10	5
				5	5	0	0	0	0	0	0	0	0	0
9HS2	Naginata	2	4	50	45	40	40	35	30	30	30	25	20	15
				45	45	40	40	35	30	25	25	20	15	15
8LH2	Bo	5	1½	60	55	50	45	40	30	20	10	0	-5	-10
				25	25	20	20	15	10	5	5	5	0	0
8HI2	Tetsubo	2	3½	60	55	45	40	35	25	20	10	5	5	5
				25	25	20	20	20	15	10	10	5	5	5
8HS2	Nodachi	2	3½	50	45	40	35	35	30	25	20	15	10	5
				40	40	35	35	30	20	20	20	15	10	5
7LH2P	Kama	2	3½	55	50	40	35	30	25	20	15	10	5	0
				35	35	25	20	20	15	10	10	10	5	5
6LH2	Tachi--Two-handed	3	3	55	55	50	45	40	35	30	30	25	15	15
				35	35	30	25	20	15	15	10	10	10	5
6LH2	Katana Two-handed	3	3	50	50	45	40	35	30	25	25	20	10	10
				35	35	30	25	20	15	15	10	10	10	5
6LH1	Katana One-handed	3	2½	30	30	25	20	15	15	15	15	10	5	5
				20	20	15	10	10	5	5	5	5	0	0
6LH1	Ninjato	3	2½	45	40	35	35	30	25	20	20	15	5	5
				25	25	20	15	10	10	5	5	0	0	0
4L*	Jo	6	½	60	55	45	40	35	15	10	0	-5	-10	-10
				25	25	20	15	10	5	5	0	0	0	0
4L*P	Masakari	3	2	45	40	30	25	25	20	20	15	10	5	0
				35	35	25	25	20	15	10	10	10	5	5
4L*	Kodachi	3	2	55	50	40	35	30	20	15	10	10	5	5
				30	30	20	20	15	10	10	10	5	5	5
2LP	Nata	3	2	40	35	25	20	15	10	5	5	0	-5	-10
				30	30	20	20	15	10	5	0	0	0	0
1L	Jitte	4	1½	45	40	35	30	25	15	10	5	0	-5	-10
				25	25	15	10	10	5	5	5	0	0	0
1L	Nekode	4	1½	45	40	35	30	25	15	10	5	0	-5	-10
				25	25	15	15	15	10	5	5	0	0	0
1L	Tanto	4	1	45	40	35	30	25	20	15	10	5	-5	-10
				25	25	15	15	15	10	5	5	5	0	0
1L	Tessen	2	2	40	35	25	20	15	10	5	5	0	-5	-10
				25	25	15	15	15	10	5	5	0	0	0

Bash Chances

Weapon	AC 0-4	AC 5-6	AC 7-8	AC 9-10
HS	30%	25%	25%	20%
HI	30%	30%	25%	20%
LH	25%	20%	15%	10%
L*	20%	15%	10%	5%

+5%/100 lbs attacker is heavier; -5%/100 lbs attacker is lighter.
Samurai are +10% to bash vs. AC 5+ with naginata, tachi, katana and kodachi.
Fighting Clerics are +5% to bash with bo and jo.

Chain Weapons

1. Chain attacks get only HALF PCF bonus for Light Weapons.
2. Chain weapons may parry by entanglement (see 18.12).
3. Chain weapons that hit have 50% chance to entangle. If they do, there is a 25% chance of a free pull to trip the opponent +/- 5% per 100 lbs weight difference. A tripped person falls with a D6 bash (see 18.23).
4. The Bogusari, Kamagusari and Jogusari are standard weapons with weighted Chain attached. The wielder holds the Bo, Kama or Jo in his left hand, the chain in his right hand. The weapon **as a whole** has a certain number of blows per turn, which may be taken either with the chain or with the Bo/Kama/Jo. Thus a fighter with Jogusari must opt either to fling the chain (weapon length 6; bash chance L*) or strike with the Jo (weapon length 3; bash chance LH). Weapon length for these weapons is slightly less than for the standard Bo, Kama or Jo, because they are gripped differently.

Weapon Name		Blows	WDF	0	1	2	3	4	5	6	7	8	9	10
	BOGUSARI	3												
6LH	Bo		1	60	55	50	45	40	30	20	10	0	-5	-10
				25	25	20	20	15	10	5	5	5	0	0
10H	Chain		2	40	40	30	30	30	25	25	20	20	20	15
				20	20	20	20	20	15	15	10	5	5	5
	KUSARIGAMA	2												
5LH	Kama		3	55	50	40	35	30	25	20	15	10	5	0
				35	35	25	20	20	15	10	10	10	5	5
9H	Chain		1	40	40	30	30	30	25	25	20	20	20	15
				20	20	20	20	20	15	15	10	5	5	5
	JOGUSARI	4												
3L*	Jo		½	60	55	45	35	35	15	10	0	-5	-10	-10
				25	25	20	15	10	5	5	0	0	0	0
6LH	Chain		1	40	40	30	30	30	25	25	20	15	15	15
				20	20	20	20	20	15	10	10	5	5	5
6LH2	Kusari	3	1	40	40	30	30	30	25	25	20	15	15	15
				20	20	20	20	20	15	15	10	5	5	5
4LH2	Manrikigusari	2	2½	40	40	35	35	35	25	25	25	20	15	15
				15	15	15	15	15	10	10	5	0	0	0

Chain Fumbles: If a Chain attack misses, roll D100 + Total Bonus with Chain Weapon.

01-15	hit self critically	46-60	roll to see if hit self
16-30	hit self (50% critical hit)	61-75	roll to see if hit an object within range (including self)
31-45	hit an object (self, other person, tree, etc.) within range.	76+	chain hits nothing

Improvised Weapons

Weapon Name		WT	Hits As	Blows	WDF	
4L*	Heavy Club	10-20 lbs	Masakari	3	2	
2L	Light Club	1-9 lbs	Nata	3	2	
2L	Torch	1	Nata	3	2	vs. flesh: burns for D6; face burn = 10% blindness (25% permanent) See 22.04
		50% extinguished per impact				vs. flammables: 10% ignition

Body Part Attack

All these attacks being with a B (for body). Other code letters are:

S =	Small	B =	Bite - teeth, fangs, beak	P =	Poison (see detailed descriptions for intensity) Only on critical hit.
M =	Medium	C =	Claw - claws, talons, pincers		
L =	Large	H =	Horn - horns, tusks	S =	Sting (tail stinger)
G =	Giant	K =	Kick - hoof, foot	X =	Constriction

Type of Attack	Wt	Blows	WDF	0	1	2	3	4	5	6	7	8	9	10
0 BSB Small Bite	L	4	½	45	40	30	25	20	15	10	5	0	-15	-20
				10	10	5	5	5	5	0	0	0	0	0
0 BSS Small Sting	L	3	½	55	50	45	40	35	25	20	15	10	-5	-10
			P	10	10	5	5	5	5	0	0	0	0	0
1 BSC Small Claw	L	4	½	50	45	40	35	25	15	10	5	0	-15	-20
				10	10	5	5	5	5	5	5	0	0	0
1 BMB Medium Bite	L	3	2	55	50	40	35	30	20	15	10	5	-5	-10
				25	25	15	15	15	10	10	10	5	5	5
1 BGX Giant Constriction*	HI	2	2	55	50	45	45	40	35	30	25	20	15	10
				40	35	30	30	30	25	20	20	20	10	5
2 BSH Small Horn	L*	3	1½	45	40	35	30	25	15	10	5	0	-5	-10
				15	15	10	10	10	10	5	5	5	5	5
2 BLB Large Bite	L*	2	4	60	55	45	40	35	30	25	15	10	5	5
				35	35	30	30	25	20	15	10	10	10	10

Type of Attack	Wt	Blows	WDF	0	1	2	3	4	5	6	7	8	9	10
3 BMC Medium Claw	LH	3	2½	55	50	45	40	35	25	20	10	5	0	-5
				25	25	20	15	15	15	10	10	5	5	5
3 BSK Small Kick	L	4	1	40	35	30	30	25	20	15	10	5	-5	-10
				15	15	10	10	5	5	5	5	0	0	0
4 BMH Medium Horn	LH	3	2½	55	50	45	40	35	25	20	15	10	0	-5
				30	30	25	20	20	15	10	10	10	10	10
4 BMS Medium Sting	L*	2	½	55	50	45	40	35	30	25	20	15	5	0
			P	15	15	10	10	10	5	5	5	5	0	0
4 BGB Giant Bite	HS	2	5	55	55	50	45	40	35	30	25	20	15	15
				45	45	40	35	30	25	25	25	20	15	15
5 BLC Large Claw	HS	3	3½	60	55	50	45	40	35	30	25	20	10	5
				35	35	30	25	25	20	20	20	15	15	10
6 BLS Large Sting	LH	2	1	55	50	45	45	40	35	30	25	20	10	5
			P	20	20	15	15	15	15	15	10	10	10	10
6 BMK Medium Kick	LH	3	1½	45	40	35	35	30	20	15	15	10	0	0
				20	20	15	15	10	10	10	10	5	0	0
7 BGC Giant Claw	HS	2	4½	60	55	50	45	40	35	30	25	20	15	15
				50	50	40	35	30	25	20	20	15	15	10
7 BGS Giant Sting	HI	2	4	55	50	45	45	40	35	30	25	20	15	10
			P	40	40	30	30	30	25	20	20	20	10	5
7 BLH Large Horn	HI	2	4	55	50	45	40	35	30	25	20	15	10	5
				35	35	30	25	25	20	15	15	10	10	10
8 BLK Large Kick	HI	3	2	50	45	40	35	35	25	20	20	15	10	10
				35	35	30	30	30	25	20	20	20	15	10
9 BGH Giant Horn	HI	2	5	60	55	50	45	40	35	30	25	20	15	10
				40	40	35	30	30	25	20	20	15	15	15
10 BGK Giant Kick	HI	2	3½	55	50	45	45	40	35	25	25	20	15	15
				40	40	35	35	35	30	25	25	25	20	15

Kick and **Horn** attacks knock victim back if Bashed. Roll D6 per length point to determine distance knocked back. (Small Horn knocks 2-12' back; Giant Kick 6-60'.) Add normal distance bashed back to the amount thus obtained. Thus a Small Horn with a D6 bash can (bash No. 1-3) knock the victim back 5'+2D6'; (bash No. 4-5) knock the victim back (3D5') + (2D6'); (bash No. 6) knock the victim back 2D6' and onto his knees.

*The 1BGX Giant Constriction attack may only be attempted after the Orochi has successfully grappled (see 18.20).

Humanoid Body Part Attack

Type of Attack	Wt	Blows	WDF	0	1	2	3	4	5	6	7	8	9	10
1 BHC Hand Chop	L	4	½	50	45	35	30	25	15	5	0	-10	-15	-20
				10	10	5	5	5	5	5	0	0	0	0
1 BHG Finger Gouge	L	4	1	45	40	30	25	20	15	5	0	-10	-25	-20
				10	10	5	5	5	5	5	0	0	0	0
1 BHB Head Butt	L*	2	1	50	45	35	30	25	10	5	0	-5	-10	-15
				5	5	5	5	5	0	0	0	0	0	0
3 BHF Foot Chop	LH	3	1½	40	35	30	30	25	20	10	5	0	-5	-10
				10	10	10	10	5	5	5	0	0	0	0

18.20 GRAPPLING

Type of Attack		WT	Blows	Success Chance
3 BHT	Humanoid Arm/Leg	L	3	10%
3 BST	Small Tentacle	L	3	15%
6 BMT	Medium Tentacle	L	2	25%
6 BGX	Giant Constriction	LH	2	30%
8 BLT	Large Tentacle	LH	2	30%
10 BGT	Giant Tentacle	HI	1	35%

Modified by
1. -5% per Weapon Length of opponent's weapon (e.g. -30% if opponent is using a Katana). Ignore this modification after a successful Dodge Past Weapon (see 18.12) or Close/Charge (see 18.26).
2. +/- 5% per 100 lbs heavier/lighter than opponent.
3. -10% if either Grappler or opponent is wet/slippery.
4. plus HALF PCF bonus.

Breaking Grapple
1. Victim has same chance as Heavy Weapon Parry (including bonus for Specialization or for Kumiuchi knowledge).
   +/- 5% per 100 lbs heavier/lighter than grappler
   +10% if Victim or Grappler is wet/slippery.
2. Grapple is broken is Grappler is bashed.
3. Grapple is broken if Grappler or victim is tossed.
4. Grappler has DEX Skill chance of maintaining grapple if he or victim is tripped--resulting in both tripping.

As long as the grapple is unbroken, the Grappler may use blows to attack, immobilize, trip or toss the victim. The victim may not cast spells or evoke miracles while the grapple is unbroken. He may use blows to break the grapple--or to attack, immobilize, trip or toss.

1. ATTACK: +10% to hit with Body Part or with melee weapon length 1-2. No use possible of weapon length 5+.
2. IMMOBILIZE: two-handed attack necessary.
Arm Lock: as grapple chance +3% cumulative per segment continuously attempted. Chance of breaking arm: (1%xSTR) +5% cumulative; this does 5% total HP damage and renders arm unusable in combat.
Leg Lock: as grapple chance +3% cumulative per segment continuously attempted. Chance of breaking leg: (½%xSTR) +3% cumulative; this does 10% total HP damage and renders leg unusable in combat. A Leg Lock has 80% chance of tripping a standing biped; 10% of tripping a quadruped.
Choke: as grapple chance. (See Suffocation: 22.04 for results). Cannot be done if victim has helmet with neck protector.
Breaking Arm Lock, Leg Lock or Choke: as Chance to break grapple.
3. TRIPPING: as grapple chance +25%. (A tripped person falls at Bash 5+D5.) 25% - DEX of tripper chance that tripper also falls at Bash D10. (See 18.23.)

4. TOSSING: Tosser must be able to lift victim (including weight of armor, items carried, etc.) Tosser must have successfully grappled victim. Chance to toss is:

Tosser's Carrying Capacity
Victim's Weight x Basic Grapple Success Chance

Toss results in a D10 bash. (See 18.23.)

Thus take the case of a Bandit (PCF 20, 140 lbs, CC 308) who is jumped on by a monkey-like Saru (PCF 18, 83 lbs). The Saru has a grapple chance of 25%+25%. (The Bandit was taken by surprise, so his katana's weapon length is ignored.) The Saru succeeds in grappling and attempts to establish a chokehold, again at 50% chance. Meanwhile the Bandit is still Surprised. The Saru establishes his chokehold. The Bandit now attempts to break the grapple with a chance of 20% but fails. The next segment, the chokehold continues, and the Bandit attempts to grapple the Monkey in order to toss him. He has a grappling chance of 25%+28%=53%. He succeeds, and the next segment as the Monkey continues choking him, he tosses him away (chance of 308/83 x 25% = 93%. (Note that the Saru with CC 149 would have 149/140 x 25% = 27%.) The consequent bash stuns the Saru for a full turn, giving the Bandit a chance to recover his breath, draw his katana and kill his attacker.

18.21 EFFECTS OF SUPERHUMAN STR. ON BODY PART DAMAGE & GRAPPLING

1-12: double kick/hand damage; +25% to chance to grapple, chance to break grapple.
13-16: as above and +5% to critical hit chance for kick/hand attack.
17-19: as above but +30% to chance to grapple, break grapple.
20: triple kick/hand damage; +40% chance to grapple, break grapple; +5% to critical hit.

18.22 CRITICAL HITS

These do half standard damage to FP PLUS
a. full standard damage to FP if Glancing Blow.
b. full standard damage to BP if not Glancing Blow.

Hit Location

no headgear worn: automatic 10% chance of head hit; see 7.05. Otherwise roll as normal hit location.

normal hit location: roll D20 (+/- 1 per foot victim is taller or shorter than melee attacker; ignore results of less than 1 or greater than 20.)

1. HEAD: stunned for D3 segments; attacker +10% to hit. See 7.05 for chance of **instant death.** If victim has **horns,** 25% chance broken by impact weapon, 15% chance lopped off by slashing weapon.
2. GLANCING BLOW
3. FACE HIT: stunned for D2 segments; see 7.05 for chance of **instant death.** If hit by slashing weapon or missile, 20% chance blinded in one **eye** (will hit at -10% melee, -25% missile). If hit by impact weapon, 20% chance D3 **teeth** broken, -1 point to APP. As Head if hit from behind.
4. GLANCING BLOW
5. NECK HIT: see 7.05 for chance of **instant death.** 15% chance **beheaded** by slashing weapon; 25% chance **neck broken** by impact weapon: both cause **instant death.**
6. GLANCING BLOW
7. DISARM: no attack/parry with that arm for D3 segments, with 25% chance of dropping weapon. 20% chance **bone broken** by impact weapon. If clawed, 10% chance **claws severed.** If winged, **wing hit** causing inability to fly. If creature has both wings and arms, 1-2 wing hit, 3-4 arm hit, 5-6 wing and arm hit.
8. GLANCING BLOW
9. SHOULDER HIT: 15% chance **bone broken** by Heavy weapon. (Winged creature cannot fly with broken shoulder bone.)
10. GLANCING BLOW
11. CHEST HIT: 25% D6 extra HP damage. As SPINE if hit from behind.
12. GLANCING BLOW TO ARM: 50% chance as No. 7 above, in which case treat as non-glancing blow for damage distribution, etc.
13. SPINE HIT: may cause **paralysis.** AC 0-1 50%, AC 2-4 30%, AC 5 25%, AC 6+ 10%. If paralysis results, roll D10: 1-2 1 limb, 3-4 2 limbs, 5-6 3 limbs, 7-8 4 limbs, 9-0 instant death.
14. GLANCING BLOW
15. BELLY/CROTCH: stunned for 3 segments.

struck from rear: hits BUTTOCKS, does not cause stunning. If creature has **tail,** hits tail with 25% chance of breaking tailbone for impact weapon, 25% chance of severing tail or sting for slashing weapon.

16. GLANCING BLOW TO LEG: recheck for Bash: 25% chance.
17. LEG HIT: 20% chance bone broken by Heavy Weapon. Recheck for Bash at 50% chance.
18. GLANCING BLOW
19. FOOT HIT: 10% chance severed by slashing weapon; 20% chance smashed by impact weapon.
20. GLANCING BLOW TO LEG: recheck for bash: 25% chance.

18.23 BASH RESULTS

L* Bash; roll D6. LH/Missile: roll D10; H roll 4+D6.
1-3: Victim is staggered and thrown back 5'. (Can return to previous position at loss of one blow.)
4-5: Victim is staggered and thrown back D3x5'. (Can return to previous position at loss of 1 blow/10'.)
6-7: Victim is knocked to his knees; he will take 1/4 of his blows to regain his footing; until he does so, attacker is +15% to hit.
8: Victim is knocked to his knees; he will take 1/2 of his blows to regain his footing; until he does so, attacker is +15% to hit.
9: Victim is knocked down. He may attempt to rise to his knees (2/3 chance) once per 1/4 blows. Attackers are +20% until victim is on his knees.
10: Victim is knocked down and stunned for a full turn (12 segments). Attacker is +25% that turn, then as No. 9.

If victim is smashed into wall that prevents him from being tossed for full distance, he is stunned one segment per 5' short of possible throw.

18.24 FALLING See 19.10.

18.25 OPTION: the First Blow

If playing this option, the Combatant entitled to the First Blow strikes it just before the first regular segment in which he will engage in melee. Thus a Samurai with Katana and a PCF of 20 who is entitled to 3+2=5 blows with the Katana two-handed would divide them by segments not 2-1-1-1 but FIRST BLOW-1-1-1-1. Only one combatant in a given combat is entitled to the First Blow of the Combat. Which combatant is entitled is determined by the following factors--listed in order of importance. His foe may expend 1 blow to parry/dodge.

1. The being who caught his opponent by surprise or is attacking from the rear.
2. The being who is attacking from 3+ feet above--from superior height or being on stairs or a hillside.
3. The being who has a weapon 2 lengths longer than that of his opponent.
4. The being who has a weapon within 1 length of his opponent's or greater and has 2+ more blows than his opponent.

If none of these factors apply, no First Blow is struck.

OPTION: the First Missile Shot
An archer with DEX 3 points or more higher than another archer will fire first. This can also be applied to casting of Basic Magic Missiles by **Hurl** spells.

18.26 OPTION: TACTICAL MANEUVER PER TURN

Prior to the start of each turn, players decide their primary and secondary choice of tactics, specifying under which circumstances the secondary choice will be used. A D6 may be used for disclosing tactic chosen.

1. **Flight** . . . . . run at maximum speed
2. **Retreat** . . . . . back up at ½ normal speed, facing enemy
3. **Stand Ground** . . . . . keep present location
4. **Keep Distance** . . . . . maintain present distance from enemy
5. **Close** . . . . . approach at ½ normal speed to enemy
6. **Charge** . . . . . approach at maximum speed to enemy

A partially encumbered being cannot charge. A fully encumbered being cannot charge, retreat, or close.

New tactics are chosen:
1. at the start of each turn.
2. at the start of a melee confrontation, whether between new opponents or for old opponents who are reengaging after a dodge, retreat or flight.

Tactical Maneuver Matrix

	Defender's Tactic					
Attack Tactic	**Flight**	**Retreat**	**Stand Ground**	**Keep Distance**	**Close**	**Charge**
Flight	NA/NA	NA/NA	NA/NA	NA/NA	NA/NA	NA/NA
Retreat	NA/-30	NA/-25	-20/-15	-10/0	0/+5	+5/+10
Stand Ground	NA/-25	-20/-15	0/+5	0/+5	+5/+5A	B+10/+10
Keep Distance	-25/-20	-10/-10	0/+5	0/+5	0/+5	+5/+5A
Close	-10/-5	-5/0	+5/+10	0/+5	+10/+10A	B+5/+10
Charge	0/+5	+5/+5	B+10/+10	5/+10A	B+10/+10A	B+10/+10

Number/Number = the first number is the modification to hitting probability for a weapon shorter or the same length as an opponent's; the second for a longer weapon.
NA = No Attack possible.
A = Failure to hit places combatant within weapon range. Someone armed with a long (8+) weapon must bash opponent or retreat to disengage.
B = Body bash possible; see 28.13 No. 3.

If the First Blow Option (see 18.25) is used, only the First Blow is affected by tactical maneuvering. Otherwise the first blow struck by each opponent in a melee is affected.

Thus take the case of a merchant armed with katana standing his ground against bandits charging with tetsubo. If the First Blow option is used, the bandits are +10% with their first blow. If the First Blow option is not used, the bandits are +10% with their first blow, and the merchant is +10% with his first blow and has a chance of a body bash.

18.27 OPTION: AIMED HITS
A weapon or body part attack may be aimed at an extremity, decreasing the chance to hit but increasing the fighter's control over the area critically hit.

HEAD: 10% of standard chance to hit; roll D6 for critical hit location.
ARM: 20% of standard chance to hit; roll 3+3D3 for critical hit location.
LEG: 20% of standard chance to hit; roll 14+D6 for critical hit location.

18.28 AIMING MISSILE SHOTS
OPTIONAL: a bowman may elect to take his time and shoot his arrows as accurately as possible. +D3% to hit for every turn spent aiming at an essentially motionless target.

18.29 OPTION: FIGHTING FORCEFULLY
A combatant may opt to expend extra FP to increase the chance that his blow will bash his opponent. D6% extra chance to bash per FP expended. Thus expending 3 FP would increase the chance of bashing with a Light-Heavy weapon such as a Katana directed against an opponent in AC 5 from 20% to 23-38%.

18.30 OPTION: DESPERATE DEFENSE
A combatant may opt to expend two blows for each parry or dodge, thus increasing the parry/dodge percentage by -25%. No counterblow is possible after a parry at desperate defense.

18.31 OPTION: MISSILE EFFECTS AND RANGE
Since a missile loses momentum as it flies, it is apt to do less damage and have less impact at far range than at short range.
Short Range . . . . . +5% to bash
Medium Range . . . . . no extra dice of damage to those in AC 0-5
Maximum Range . . . . . as Medium Range and also -5% to bash

18.32 TAKING PRISONERS
The Japanese took prisoners for interrogation (see 16.12), for hostages and for formal execution. Prisoners were NOT put up for ransom. People who were taken prisoner expected to be eventually put to death, unless they had powerful relatives or allies who might somehow be able to strike a compromise and set up an alliance between the two sides that had done battle. Prisoners therefore attempted either to escape or to commit seppuku.

Binding Captured Enemies: normal chance of success is 100% - the victim's DEX Factor (DEX Skill if a Thief or Ninja). This may be increased by learning the martial art of Hojojutsu (see 15.06).

18.33 SIGNALLING
Units in a far flung or complex battle may wish to signal other units to convey information or indicate the time for performing prearranged maneuvers. These signals may be by conch shell, fires, fireworks, battle fan, etc., etc. The normal chance of success is 80% when signalling to those of equal or superior INT, 40% when signalling to those of lesser INT. This may be increased by learning the martial art of Noroshijutsu; see 15.06, 29.16.

18.34 EXAMPLES
Let's see how all these rules work out in action. Take the case of three 8th LVL average samurai who are escorting a Shinto Priestess to her mountain shrine--and decide to take a short cut through the hills. The Samurai are PCF 20, 26 BP, 20 FP, AC 2 with type 2 helmets. The Priestess is a 4th LVL Cleric with miracles 1-3; she is in AC 0, has PCF 8, 10 BP, 8 FP.

Suddenly the little group is surprised by three hostile Ashinaga, mountain goblins with long arms and legs. The Ashinaga are PCF 9, 4th LVL, 15 BP, 13 FP, AC 1. They also have Surprise, which means they have two segments of action before the samurai and priestess will start to attack or defend themselves actively.

SEGMENT ONE: The Ashinaga appear 200' away from behind an outcropping of rock. Each is armed with a half bow and a quiver of willow leaf arrows--and a jo. They shoot two arrows each at the samurai. Their chance of hitting is: 30% (halfbow at extreme range vs. AC 2) -15% (the samurais' horses are moving at 20'+/segment) = 15% hit percentage. Two arrows hit, both aimed at the same samurai; the second is a critical hit but a glancing blow. The first arrow does 3+2D3+D6 (the D6 is because the Samurai is clad in AC 1-5), 13 points in all. The second, critical arrow does 1½x(3+2D3+D6), and the Samurai suffers another 15 points, losing all his FP and suffering 8 BP damage. Neither arrow bashed.

SEGMENT TWO: The Ashinaga continue shooting, one arrow each. One arrow hits a second samurai for 12 points, leaving him with 8 FP, 26 BP.

SEGMENT THREE: The Ashinaga advance 16' seeking to close to medium distance for the halfbow of 150' or less. The samurai draw their tachi and spur their horses forward, leaving the priestess behind. Their horses gallop forward (at maximum speed) at 80' per segment. The two groups of fighters are now 104' apart.

SEGMENT FOUR: The Ashinaga, annoyed at the turn of developments, turn back and return to the rock outcropping. The galloping samurai close the distance to 40'.

SEGMENT FIVE: The galloping samurai round the outcropping and discover not three but **six** ashinaga, all armed with jo, who have rallied by a cave entrance.

SEGMENT SIX: The samurai and ashinaga proceed to have at it--tachi vs. jo. The Samurai strike at 4 blows/turn, 1/segment (normally they would have 5 blows but they are on horseback), at 55%+ 25% (PCF bonus) +10% (on horseback) = 90%.

The Ashinaga strike at 45% + 12% (PCF bonus) -5% (vs. rider) for 52%. They have 6 blows/turn, 2/segment for the first two melee segments, 1/segment for the last two melee segments.

If the FIRST BLOW OPTION (see 18.25) is played, the Samurai will strike first since they are attacking from above and have the longer weapons. If the TACTICAL MANEUVER OPTION (see 18.26) is played, the Samurai are Closing vs. the Ashinaga who are Standing Ground, giving the Samurai an additional 10% on their first blow.

The three Samurai swing, each hitting and two scoring critical hits. One Ashinaga is hit in the head and dies instantly; a second is struck a glancing critical hit. Normally the Samurai would do 4WDFx3+D6 vs. AC 1, but on horseback they gain an additional WDF so the critical hit does 27.5 points damage, totally fatiguing the Ashinaga and injuring him for 12.5 BP. The third Ashinaga suffers 19 points damage, totally fatiguing him and injuring him for 4 BP. None of the blows bashes.

Four Ashinaga now attack the Samurai; they score seven non-critical hits and four critical ones with 8 blows. The non-critical hits do 1½ each, the critical ones 2¼. The first samurai takes one non-critical hit, leaving him at 16.5 BP; the second samurai takes one glancing critical hit and is at 5 3/4 FP, 26 BP; the third samurai not wounded till now takes two critical hits--in the neck and the crotch. He doubles up over his horse and is out of the action for three segments; he is down to 18½ FP, 23 BP. None of the blows bashes.

SEGMENT SEVEN: The Samurai feel their sense of honor demands that they exterminate the goblins--but not right now. After they have conveyed the priestess to her shrine would be a far better idea, even though they now are unlikely to be permitted to enter the shrine precincts since they have been wounded. They wheel their horses and depart, allowing the Ashinaga to hit at them for one final segment at 52% + 25% (attack from the rear) - 25% (at target moving over 40'/segment). The Ashinaga score two further critical hits and two non-criticals, bringing the first samurai to 13½ BP, the second to 5 FP 24½ BP (and critical hit in the shoulder), and the third to 17 3/4 FP, 21½ BP with a glancing critical hit. They are lucky to be out of it; none was bashed off his horse to the ground.

The moral: missile weapons can be deadly, so can multiple blows with light weapons; so can strategic use of position. The Samurai might have been wiser to stay where they were, draw their bows and shoot it out with 69% chance of hitting and doing 5+4D6 per willow leaf arrow. That way they could have made the goblins come to them.

Next take the case of an Enchanter Mage (LVL 8, PCF 12, 14 FP, 12 BP, MKL 4, PMF 8, AC 0) who is attacked by a short Yama Hito (7'1" tall, 440 lbs, 8th LVL, PCF 23, 15 FP, 44 BP, AC 5).

SEGMENT ONE: The Yama Hito throws a 50 lb rock at the Mage from 28' away. The rock will do 5D6+2D6 (extra HI melee weapon damage to AC 0) if it hits; it has 15% + 14% (half PCF heavy weapon bonus) chance to hit. The Mage sings and is surrounded by a Circle of Protection, which lowers the rock's chance to hit by 10%; the Mage has lost 1.4 FP. The rock misses.

SEGMENT TWO: the Yama Hito runs up to grappling distance. As he does so, the Mage throws a Yarinage, whose tip is covered with cinnabar which contains the spell of SLEEPINESS. The Yarinage has 75% (short range since it is cast as the Yama Hito gets up to 10' away) + 9% (half PCF bonus for light weapons) - 15% (target moving +20'/segment) = 69% chance to hit. It hits for 11 FP, but does not bash. Sleepiness now targets at 50% (Magic Device vs. Greater Goblin of equal Relative Level). It targets successfully. The Yama Hito at WIS 8 has 35% chance of saving. He does so, but loses an additional FP resisting the spell. He is now at 3 FP, 44 BP.

SEGMENT THREE: the Yama Hito attempts to claw at the Mage, but the Circle of Protection is still up, and the Yama Hito is bashed back 5'. He returns to his previous position but has no more blows this segment. The Mage draws his Naginata.

SEGMENT FOUR: the Yama Hito now gets through the Circle of Protection. The Mage has the longer weapon and strikes with the Naginata at 3 blows/turn at 30%+15% = 45% chance to hit for 12 points damage. He misses. The Yama Hito now claws at 6 blows/turn (two each for the first two melee segments) at 60%+28%=88% chance to hit for 14+2D6 (vs. AC 0) damage. The Mage with DEX 15+ uses his free dodge against the first claw attack, reducing its chance of hitting by 20%+10% (AC 0) to 58% chance. The first claw attack misses; the second hits for 21 points, reducing the Mage to 0 FP, 4.6 BP. Bash chance of 30%+10% (the Yama Hito is +200 lbs heavier) = 40%; no bash occurs.

SEGMENT FIVE: The Mage strikes again with Naginata (also dusted with Cinnabar of Sleepiness) and hits for 12 points, reducing the Yama Hito to 35 BP. He has a bash chance of 25% -10% (200+ lbs lighter) = 15%; no bash occurs. The Sleepiness again targets successfully, and this time the Yama Hito fails to save; he is fully fatigued and so has 50% chance of falling asleep, rather than continuing with another claw attack this segment. He falls asleep--and will stay asleep for (4x200)/59 (Yama Hito 's original HP) = 17 turns.

SEGMENT SIX: the Mage retrieves his Yarinage. He then cuts the Yama Hito's throat and checks to see if the creature has anything valuable.

19 AERIAL COMBAT

19.01 FLYING CREATURES fall into three different groups:

HOVERERS: capable of remaining in one place or of descending/ascending virtually straight down or up, but unable to dive or ascend rapidly. Fly by flapping.

SWOOPERS: capable of diving or ascending rapidly, but needing a minimum flight speed to stay aloft. Fly by flapping.

GLIDERS: capable of diving rapidly but incapable of ascending rapidly. Fly by gliding on updrafts/flapping.

19.02 FLIGHT ALTITUDE is analyzable in terms of AIR ZONES, each 10' high. Air Zone 1 thus includes the ground and the air 10' above it; Air Zone 2 the air 10'1"-20' above the ground, etc. Hoverers have a Maximum Altitude of Air Zone 800; Swoopers of Air Zone 1000; Gliders of Air Zone 2000. Flying speed should be reduced to half maximum or lower if the air zone flown in contains trees, buildings, etc. within the flier's maximum move for that segment. These objects may not only be obstacles to the flight path, but may also create unpredictable updrafts and downdrafts. Failure to reduce flight speed creates a chance of hitting something of 100% - DEX Skill. A flying creature hitting something takes damage of D6 per 10' of speed. It also has 10% chance of nosediving out of control **plus**:

partially encumbered . . . . . +10%
+10% additional of carrying capacity flown with . . . . . +5%

19.03 MODES OF ATTACK

Hoverers: vs. another creature in the same air zone.

Gliders: vs. another creature in the same air zone or lower.

Swoopers: vs. another creature in the same air zone or lower. (A Swooper may attack in one of two ways. He may swoop down at up to his maximum descent and attack the next segment--or he may swoop down at up to half his maximum descent, attack once, and swoop up at up to half his maximum ascent all in one segment.)

19.04 The first segment's hits in a Swooping attack have additional force added to them by the distance descended: +1 WDF per Air Zone descended up to +5 WDF.

There is a 2% chance per air zone descended (10% chance maximum) that the impact of a critical hit in a swooping attack will precipitate a nosedive. (Thus a high flying Dragon which descends 24 air zones (4 segments descent) does only +5 WDF per claw attacks in the first segment and risks only a 10% chance of nosediving.)

19.05 FP EXPENDITURE

Type of Flier	Taking Flight	Maximum Speed
Hoverer	5% FP	12 segments = 1 FP lost
Swoopers	10% FP	24 segments = 1 FP lost
Glider	20% FP	6 segments = 1 FP lost

Partially wounded to BP and/or partially Encumbered:	+1 FP per 12 segments
Over half wounded to BP and/or fully encumbered:	+1 FP per 6 segments

19.06 FLIGHT MOVEMENT PER SEGMENT

Z = Air Zone

Flying Creature	Type	Maximum Ascent	Maximum Descent	Min. Move	Max. Move	Max. Turn
Bat	G	2 Z	6 Z	10'	40'	20 deg.
Crow	S	3 Z	6 Z	8'	60'	20 deg.
Dragon	H	3 Z	12 Z	0'	200'	10 deg.
Duck/Quail/ Pheasant	S	2 Z	4 Z	14'	100'	15 deg.
Eagle	G	5 Z	15 Z	14'	100'	15 deg.
Falcon/Hawk	S	4 Z	8 Z	18'	120'	20 deg.
Fishing Bird	S	3 Z	6 Z	12'	90'	20 deg.
Nue	H	1 Z	3 Z	0	60'	10 deg.
Owl	S	2 Z	4 Z	10'	40'	20 deg.
Songbird	S	3 Z	6 Z	12'	60'	20 deg.
Temba	S	2 Z	4 Z	30'	100'	20 deg.
Tengu	S	3 Z	6 Z	8'	60'	20 deg.

Factors affecting Maximum Flight Speed

DEX 16+ . . . . . +5'/segment
DEX 18+ . . . . . +10'/segment
Partially encumbered (40% CC) . . . . . -10'/segment
+10% additional of carrying capacity flown with . . . . . -5'/segment
Partially wounded to BP . . . . . -10'/segment
Over half wounded to BP . . . . . -15'/segment

Thus a Dragon carrying full carrying capacity and over half wounded to BP but at DEX 17 would have a maximum flying speed of 200+5-10-30-15 = 150'/segment.

Climb Rate: a creature may descend its maximum number of Air Zones at any speed, but must fly at or close to 1/3 of its Maximum Move to ascend its maximum number of Air Zones. Thus a Dragon must be flying at about 65' per segment to ascend 3 air zones. If flying at 20% of Maximum Move or below--or at 50% of Maximum Move or above, a creature may ascend only one Air Zone per segment without FP loss; otherwise FP loss as per Taking Flight (see 19.05).

Circling Radius: The minimum circumference of a circle described by a swooper or glider is determined by:

$$\frac{360 \text{ degrees}}{\text{Max Turn Angle}} \times \text{Minimum Move}$$

Thus a Falcon cannot describe a circle with a circumference of less than 360 degrees/20 degrees x 18' = 18x18 = 325'.

Multiply circumference x .31831 to determine diameter.

Long Distance Flights

Gliders: cross country speed (in miles per day) equals minimum speed (in feet per segment).
Swoopers: cross country speed (in miles per day) equals half-maximum speed (in feet per segment).
Hoverers: cross country speed (in miles per day) equals half-maximum speed (in feet per segment).

19.07 MISSILE FIRE AT FLYING CREATURES OR AT HEIGHTS

Longbow: target up to 60' high: use standard ranges.
target 60'-599' high: use max. range odds to hit.
target 600'+ high: cannot be hit.
Crossbow: target up to 20' high: use standard ranges.
target 20'-199' high: use max. range odds to hit.
target 200'+ high: cannot be hit.
Halfbow: target up to 10' high: use standard ranges.
target 10'-99' high: use max. range odds to hit.
target 100'+ high: cannot be hit.
Yarinage and other hand-hurled weapons:
target up to 10' high: use standard ranges.
target 10'-49' high: use max. range odds to hit.
target 50'+ high: cannot be hit.

19.08 MELEE ATTACK AT FLYING CREATURES

Creatures in Air Zone 1 are hittable as per Horse Riders; see 18.15.

19.09 COMBAT AND NOSEDIVES

A flying creature hit for BP damage has 10% chance of nosediving out of control. A critical hit causes 20% chance of nosediving out of control. Stunning causes 100% chance of nosediving out of control. A creature who is not stunned and has intact wings and tail has 50% + DEX Skill chance of pulling out of a nosedive; check once per 5 segments fallen. Nosedive speed is 80% of Maximum Descent.

19.10 DAMAGE FROM FALLING

A creature has 2%xDEX chance of safely falling up to 1' per DEX (-1' per AC greater than 4). (Creatures with DEX Skill greater than 2%xDEX may substitute DEX Skill chance of safely falling.) Thus a DEX 18 thief of 5th level (DEX Skill 30%; 2%xDEX = 36%) has 36% chance of safely falling up to 18' in AC 0-4, up to 17' in AC 5, up to 16' in AC 6, etc.

If a creature does not fall safely, see below:

DAMAGE PER AIR ZONE - UP TO FIVE AIR ZONES

Type of Armor, Creature	onto rock, hard dirt	onto sand, vegetation	onto water
AC 0-1 non-flier	2D10	2D6	D10
AC 2-4 non-flier	2D6	D10	D6
AC 5+ non-flier	3D6	2D6	D10
flier	2D6	D10	D6

Thus a Samurai in AC 5 who falls off a cliff and lands in a lake 60' below suffers 5D10 damage. A Dragon with a critical hit to the wing who nosedives 100' onto sand suffers 5D10 damage.

5% chance of stunning per Air Zone fallen minum 1%xCON. Falling causes automatic bash (roll D3 + 1 per 2 Air Zones fallen for type of bash.) (See 18.23; No. 10 bash maximum.)

20 WATER COMBAT

20.01 AIR BREATHER MOVEMENT

Wading: Creatures that cannot breathe water may wade in calm water up to their height or turbulent water (such as a river during the spring thaw or the ocean) up to half their height. Wading speed is half normal walking speed. Waders cannot dodge. Waders attack at -5% to hit per AC; they are -1 blow. Impact weapons which strike under water do half damage and have half standard chance to critical hit.

Swimming: Creatures that cannot breathe water may swim at 30% normal walking speed if in AC 0-4. 10% of normal walking speed at 1 FP/turn if in AC 5+. Swimmers cannot dodge; they attack at -10% to hit per AC; they are -2 blows. Impact weapons do half damage and have half standard chance to critical hit. Weapons with length 5+ cannot be used while swimming. Swimmers who stay under water too long may drown; see Medical Matters: 22.04.

20.02 WATER BREATHER MOVEMENT (in feet/segment)

Type of Creature	Normal Speed	Maximum Speed
Dragon	10'	50'
Fish (inc. whale, dolphin): see 30.04	--	--
Fune Yurei	6'	12'
Kappa	5'	10'
Kojin	6'	12'
Orochi	5'	10'
Shojo	5'	10'
Umubozo	5'	10'

Long Distance Swimming

Swimmers' maximum distance swim is (in miles per day) twice normal speed (in feet per segment). **Air breathers** who must stop frequently and float to rest may swim (in miles per day) equal to normal speed (in feet per segment). Thus a human in AC 0-4 may swim up to 3.6 miles per day, while an Orochi may swim 10 miles in a day.

20.03 WATER ZONES

Swimming under water is done in a three-dimensional setting--like aerial combat--and water may be similarly divided into water zones, each 10' deep. Water zone 1 is the 10' immediately below the surface of the water.

Air breathing creatures have a natural tendency to float up 10' per 3 segments unless weighted down by +25% body weight. An air breather who wishes to swim under water must subtract 1'/segment from his swimming speed unless he is encumbered by objects weighing at least one-fourth of his body weight. (Also 45.03.)

No creature can ascend or descend faster than one water zone per segment. Each water zone ascended/descended by swimming counts as 10' towards movement (but air breathers' tendency to float toward the surface does not count in this connection).

20.04 WATER CRAFT

Pontoon-Walking (see ninja 17.04, device No. 7): a ninja can walk up to half normal speed with DEX Skill chance of staying on feet if hit; 10% + DEX Skill chance of staying on feet if engages in physical combat. Any bash will knock such a person off balance. It takes one segment to untie one's feet from pontoons, during which one floats in the water. Chance of standing up again on pontoons if knocked over is DEX Skill - 50%; check once per segment.

Straw paddle boat (see ninja 17.04, device No. 4): a ninja can paddle this boat with a normal speed of 60'/segment (720'/turn), maximum speed of 75'/segment (900'/turn). If the ninja engages in physical combat, his chance of not upsetting the boat is 25%+DEX Skill.

Small Ship (Merchants & Fishermen): name is D3 syllables + MARU. 2000 Bu cost; 8 tons weight (+3 tons cargo); 8' x 25'; 10 man crew; 1 mast, square sail.

Small War Galley (Clan Army): name is D3 syllables + KAN. 125 Koku cost; 5 tons weight; 10' x 30'; 30 rowers and 10 warriors; 1 mast, square sail. Rowed at 65'/segment (780'/turn); maximum speed of 75'/segment (900'/turn).

Large War Galley (Clan Army): name is D3 syllables + KAN. 1500 Koku cost; 45 tons weight; 15' x 60'; 60 rowers and 50 warriors; 1 mast, square sail. Rowed at 35'/segment (420'/turn); maximum speed of 40'/segment (480'/turn).

Transport Ship (Daimyo & Merchants): name is D3 syllables + MARU. 50,000 Bu/2500 Koku cost; 100 tons weight (+50 tons cargo); 1 mast, square sail, 20 oars. Rowed at 5'/segment (60'/turn). Crew 30; up to 120 passengers (as cargo).

Maximum Sailing Speed

Wind Velocity	Per Segment	Per Turn	Per Day
Breeze	30'	360'	16 miles
Wind	50'	600'	27 miles
Blustery Wind	80'	960'	43 miles
Typhoon	135'	1600'	70 miles

Factors affecting Speed

Windage	Sailing	Rowing
01-20 (01-45 deg.)	standard speed	standard speed
21-70 (46-135 deg.)	-10% speed; drift with wind at 10% speed to left/right	-5% speed
71-00 (135 deg. +)	blown back at 30% speed	-10% speed

Loading

Merchant Vessels: -5% speed per 10% cargo carried.
Warships: -10% speed per 10% additional men carried.

Shipwreck Chances: check once per 4 hours

Wind Velocity	Intensity of Precipitation: None	Intermittent	Light	Heavy
Calm	0%	1%	3%	5%
Breeze	1%	3%	5%	20%
Wind	3%	5%	10%	35%
Blustery Wind	5%	10%	25%	50%
Typhoon	--	--	--	95%

21 The ASTRAL PLANE

The Astral Plane of being is inhabited by Kami, Buddhist Spirits who have not entered Nirvana, Demons, Ghosts, and other beings whose primary forms of existence are non-material. Mages may use spells to view it (SEE ASTRAL PLANE, level 4/BMR 4) or to temporarily inhabit it (ASTRAL FORM, level 2/BMR 2). (See 33.00-41.00 for all Astral Beings.)

The Astral Plane and all the beings there are invisible to those on the material plane. Astral beings, however, can see the material plane as a diaphanous, almost transparent haze, which can be thickened into full visibility by concentration. Unless they concentrate on the material plane, they cannot see it clearly, nor are they able to affect any creatures inhabiting it. Concentration on the material plane enables an astral creature to target material creatures at -20% and to attack material creatures (see 21.02) at -20%. Such concentration, however, distracts the being's attention from the surrounding astral plane, lowering astral visibility to 20' radius and lowering chances of targeting, attacking, parrying or dodging in the astral plane by 20%. It takes one segment to concentrate and one segment to break concentration.

Changing from Astral Form to Material Form or vice versa takes one segment. An astral creature who has taken material form can see the astral plane faintly for 5' radius but cannot see it clearly unless he concentrates (as above).

The Astral Plane's landscape includes the natural geographical features of Japan including oceans, rivers, and mountains, but without any living plants or animals. The only manmade features on the astral plane are temples or shrines at which a service is being conducted--or at which services were regularly conducted for more than 500 years. Thus an area which is a city on the material plane will be a stretch of wilderness on the astral plane, dotted by infrequent shrines or temples, some of which may occasionally disappear or appear.

Some regions in the Astral Plane are the domain of powerful spirits. A spirit may control an area of 50' radius x Spirit Level cubed as home territory. In this domain, there may be forests or grasslands, huts or palaces or places of worship as the ruling spirit desires. There will be no animal life--except for Hengeyokai servants of the spirit.

Astral range of vision is that of a sunlit but overcast day. There is never any night on the astral plane. There is never any weather such as wind or rain on the Astral Plane. The temperature is always cool but never cold (60 degrees).

Speed of movement on the astral plane is the same as standard for walking, swimming, or flying.

21.01 CERTAIN BASIC MAGIC SPELLS can be learned for affecting the Astral Plane and cast by those on that plane (but not by those only viewing the plane). These spells only affect the Astral Plane, not the analogous material plane. They are ASTRAL FOG, ASTRAL FIRE and ASTRAL SMOKE. In addition, Illusionists and Symbolists are capable of casting Illusions on the Astral Plane without inhabiting it, as long as they can see it. All Mages can cast Circle of Protection which sets up a barrier on the Astral Plane with a chance of 40% + 20%/3 MKL of caster of hurling back a would-be invader D6x50'.

Astral beings may be sensed by DETECT ASTRAL OBSERVATION (level 3/BMR 3). However, such spells as Detect Alignment, Detect Enemies, etc. will not function on astral beings unless the Mage on the material plane can **see** the astral being, rather than merely detecting his presence. Astral beings may cast such spells as Detect Alignment, Detect Enemies, etc. on the material plane--if they are concentrating on it, but at -20% to target.

21.02 ASTRAL COMBAT takes place when an astral being concentrates on the material plane and attacks a material creature or when two astral plane beings attack one another.

Astral vs. Material: attack is by magic, body part or grappling. No melee or missile attacks are possible. Goryo and Ikiryo can inflict BP damage by Tearing Off Limb or Head (see 39.02), but all other attacks result in FP loss only--even if a critical hit occurs. If all a victim's FP are consumed, no damage is done to BP.

If an Astral attack results in a critical hit at certain hit locations, possession is possible for certain types of spirits. (See 24.07.)

Astral attack vs. Material Plane is -20%. In addition, the following factors apply:

vs. a non-mage . . . . . -25%
vs. a creature of INT 6– . . . . . -50%
vs. an unintelligent animal . . . . . -75%
vs. someone using DETECT ASTRAL OBSERVATION . . . . . +20%
vs. someone using SEE ASTRAL PLANE . . . . . +25%
vs. another Astral being currently in Material form - no possession possible . . . . . +30%

Astral vs. Astral: attack is by biting, ego weapons, and body parts attack (including grappling). Standard damage is done. If all FP are consumed and victim is not an astral being but there by virtue of magic, he will fall out of the astral plane and return to the material plane. (Treat as a 10' fall.) If all BP are consumed and victim is not an astral being but there by virtue of magic, his body will reappear on the material plane, dead but without signs of violence.

21.03 ASTRAL DEATH
If an astral plane creature dies on the astral plane, it loses D10 PCF/PMF points. If this causes either PMF or PCF to drop to 0, it dies. Otherwise it is put out of action for one year per point lost. Such a spirit retreats to its own domain, the only place it can remain active until it has regained its power. It may be pursued to there and fought--or left to heal its wounds.

22 MEDICINE

A Japanese who was ill or injured could not approach a Shinto Shrine; he was ritually impure. A Shinto priest could not touch such a person (even to treat the ailment), or he would himself become ritually impure (and incapable of exercising any religious functions--including throwing miracles). Repurification of a layman was a simple matter involving only a visit to the local shrine once he was healthy again, but repurification of a Shinto priest involved ceremonies lasting one hour per level and costing him a minimum of 50 Bu per hour.

Depending on the ailing person's symptoms, one of three sorts of medical men would be consulted: the herbalist (see section 10.06+), the exorcist (see section 24.07) or the isha (physician). Buddhist priests learned Isha skills miraculously (see section 24.14), but anyone with INT, WIS and DEX of 12+ could become one, if he could find an established isha willing to teach him.

22.01 MEDICAL SKILL (INT+WIS+DEX)/3

22.02 LEARNING ISHA TREATMENTS
An apprentice Isha cannot learn treatments above his level. He can make only three attempts to learn a given treatment.

Study for standard time, then check at 5%xMed Skill.
If fail, review 10 days, then check at (5%xMed Skill) -5%.
If fail, review 20 days, then check at (5%xMed Skill) -10%.

Standard time = Study days - 1 day per Medical Skill point.

22.03 ISHA TREATMENTS

Treatment	Lvl	Study Days	EP per use
Cure Frostbite	1	30	10+D6
Cure Heat Prostration	1	20	10+D6
Cure Stunning	1	30	10+D6
Treat Burns	1	60	10+D6
Diagnose Illness	2	60	15+D6
Relieve Fever for D3 hours	2	90	10+D10
Relieve Pain	2	60	10+D10
Resuscitate Drowning/Suffocated	2	60	50+D10
Cure Laryngitis for 1 hour	3	40	5+D6
Cure Backache/Sore Feet	3	30	5+D6
Extract Teeth	3	30	5+D6/tooth
Remove Barbed Arrows	3	40	10+D6/arrow
Set Broken Bones	3	60	10+D10/bone
Treat Mild Natural Poisoning	3	120	20+D10
Amputate Limb Safely	4	150	50+D20
Treat Common Cold for D6 hours	4	20	10+D10
Treat Mild Magic Poisoning	3	120	50+2D20
Treat Beriberi for D100 days	5	90	50+1/day
Treat Leprosy for D100 days	5	90	50+5/day
Treat Medium Natural Poisoning	5	120	40+2D10
Treat Pneumonia for D6 hours	5	30	50+(5xD10)
Assist in Childbirth	6	210	100+(5xD10)
Treat Medium Magic Poisoning	6	150	30+(5xD10)
Treat Smallpox for one day	6	150	50+D20
Treat Tetanus for D6 hours	6	60	100+D10
Treat Typhus Fever for one day	6	150	50+D20
Dispel Herbalist-caused Disease	7	210	300+(10xD20)
Dispel a Command affecting Body (Sleep, Clumsiness, or etc.)	7	240	500+(10xD20)
Treat Intense Magic Poisoning	7	210	100+(D20x10)
Treat Intense Natural Poisoning	7	150	100+(D20x5)
Treat Paralysis for 10 days	7	120	200+(D20x20)

22.04 DESCRIPTION OF AILMENTS AND TREATMENTS IN FURTHER DETAIL

AMPUTATION: may be necessitated by critical hit to arm/leg, frostbite or burns: 5% chance. If done by untrained person, 50% chance victim dies.

BERIBERI: symptoms are weakening of muscles, lowering CON and STR by -1 per month. Victim dies when CON or STR reaches zero. Believed in medieval Japan to be contagious. Treatment prevents further deterioration for D100 days. Cases may be spontaneously cured; chance is 1%xCON. Check once a month.

BROKEN BONES: heal in 1+D3 months. If not set in one day by an Isha, chance of healing so victim is crippled is 10%. A crippled arm is -25% at fighting with a weapon it holds. A crippled leg causes the victim to run at half speed. A crippled spine causes the victim to run at half speed and fight at -50%.

BURNS: caused by anyone taking BP injury from fire. Treatment does not cure damage, but does prevent scarring. Otherwise there is 10% chance of scarring doing -D3 to APP.

CHILDBIRTH: If no assisting isha is present, chance of mother dying is 1% (5% if first pregnancy); chance of child dying is 2%.

COMMON COLD: produces sneezing and discomfort which renders the victim -10% to fight, resist spells or target. 5% chance untreated cold will turn to pneumonia. A cold lasts D10 days if untreated, D6 days with victim only at -5% if treated. Chance to catch cold is 1% cumulative to 30% per day of average temperature 30 degrees or less. Check once per 10 days.

DIAGNOSIS: enables isha to diagnose whether cause of ailment is natural disease, magically caused disease, possession, vitality drain or poisoning.

DISPELLING HERBALIST CAUSED DISEASE OR AILMENT CAUSED BY SPELL OF COMMAND: the Isha must learn how to dispel each magically-caused disease separately. Chance of success is 5%xMed Skill minus 5% per level the Mage who cast the spell is higher than the Isha.

DROWNING: see suffocation.

FEVER: caused by some Gaki attacks or by some illnesses. The effect is to prevent the victim from regenerating HP and to drain 1 FP/hour. Relieving Fever by an isha lasts for D3 hours during which the patient may regenerate BP and FP--and also renews 5+D5 FP.

FROSTBITE: caused to anyone taking BP damage from ice. Treatment does not cure BP damage, but does prevent scarring, loss of extremities, etc. Otherwise there is a 10% chance of scarring causing -D3 to APP and a 5% chance of loss of digits, causing -D3 to DEX.

HEAT PROSTRATION: may be caused by attempting a strenuous activity on a day of 83 degrees + (check at 1%xTEMPERATURE - 4%xCON). Check once an hour. Victims faint and remain unconscious for D6 turns. After fainting, chance to succumb to heat prostration again that day is +10%.

LEPROSY: a disease causing areas of tissue to become insensitive so that they may be burned or chewed (by rats) without the victim noticing. The effect thus seems to be a gradual rotting away of the body beginning with the extremities. Chance of infection: 1% per month cumulative spent in an infected person's presence. Chance of developing a new insensitive area: 10%; check once a month. (Incubation period is from successful infection until first insensitive area appears.) Treatment stops progress of disease, but cannot help areas already insensitive.

PAIN: caused by torture, backache, etc. The effect is to cause FP damage regenerable in D20/Con turns. (No BP are ever lost through pain.) Mild Pain: D6 FP lost; Medium Pain: 2D6 FP lost; Intense Pain: 3D6 FP lost. Treatment renews 5+D5 FP lost through Pain, not otherwise.

PARALYSIS: caused by critical hit to spine. If treatment is commenced within one month, it has 25% chance of relieving paralysis at each area affected in 5D6 days. Chance of success is -5% per additional month treatment delayed. Fully paralyzed victim has 50% chance to develop pneumonia; check once a month.

PNEUMONIA: like the common cold but accompanied by Fever. Lasts 2D6 days. Treatment affects as does Common Cold plus relieves Fever. Chance of catching pneumonia is 1% cumulative to 5% per day of average temperature 0 degrees or less. Check once per 10 days during winter.

POISONS: the GM will want to create a list of natural poisons to which characters may be exposed; some examples are given below. Herbalists also create magical poisons. Poisons fall into three grades:

MILD: Victim loses D6 FP/turn for D6 turns; no BP lost. Caused by corrupt food, corrupt water, jellyfish poison, poison ivy. Affects as 1% Alcohol; see 22.07.

MEDIUM: Victim loses D10 FP/turn for D10 turns with 20% chance per turn that damage will affect BP if not enough FP left. Caused by snake poison, Nue poison. Affects as 2% Alcohol; see 22.07.

INTENSE: Victim loses D20 HP/turn for D20 turns with 10% chance per turn of instant death due to heart attack. Caused by pufferfish poison, Giant Centipede poison. Affects as 3.5% Alcohol; see 22.07.

Treatment involves administering antidote, constructed for the particular poison the victim is suffering from. The usual price of the ingredients for the antidotes are:

Natural Poisons: 5 Mon vs. Mild, 1 Bu vs. Medium, 50 Bu vs. Intense.

Magic Poisons: 5 Bu vs. Mild, 25 Bu vs. Medium, 30 Oban vs. Intense.

The antidotes take one turn after swallowing to work and then reduce further damage from the poisoning to:

Mild: 0 points thereafter.

Medium: 1 FP/turn for half remaining turns of damage.

Intense: D2 FP/turn (10%/turn chance BP may be affected if not enough FP left) for half remaining turns of damage; 1 FP/turn for remaining turns of damage.

REMOVING BARBED ARROWS: If not removed by an Isha, barbs do D6 additional damage on removal.

SMALLPOX: Chance of infection: 10% if victim touched. Anyone having had the disease is immune. 1 week incubation. Fever lasts D6 days accompanied by pox; 10% chance of scarring (-D6 to APP). If perform strenuous activity within 3D10 days after fever breaks, 50% chance fever will reoccur. Treatment prevents scarring, infection, reduces recovery time to 10 days maximum.

STUNNING: caused by bashing, head hits, etc.

SUFFOCATION: Anyone who cannot breathe for 6 segments will begin to suffocate. He cannot throw spells or miracles; he fights at -25%. After an additional CON segments of not breathing, the victim will faint and remain unconscious for D6 turns. If unable to breathe for an additional 2 turns after fainting, the victim's heart will stop and he will be apparently dead. If resuscitation is not done successfully within 5 turns after the heart stops, victim is dead. Chance of successful resuscitation is Isha's Med Skill + Victim's CON. Check once per 6 segments of resuscitation.

TETANUS: caused by infection of a BP wound which is NOT a critical hit and has not been washed out. Chance of infection is 5% if wound is bandaged, 1% if not bandaged. Disease develops in D6 days, causing spasms and fever. Chance of spasms causing heart attack and death: 10% per day. Lasts 2D6 days. Does not produce immunity if survived. Treatment prevents heart attack, spasms and further deterioration from fever. Chance of tetanus victim developing pneumonia is 50%.

TYPHUS FEVER: caused by exposure to victim of epidemic. 7 day incubation; fever lasts D6 days. 25% chance of developing pneumonia. Treatment prevents infection and further deterioration from fever.

22.05 DISEASE RESISTANCE AND CONSTITUTION

Chance of catching the Common Cold, Heat Prostration, Leprosy, Pneumonia, Smallpox, Tetanus or Typhus Fever is affected by CON. (See 1.06.)

22.06 DRUNKENNESS

A being's capacity for alcohol is influenced by body weight and CON. A drunken being cannot fight, spellcast, resist magic or evoke miracles as well as a sober one. A being has one ounce of blood per pound of body weight. (Thus the average male Japanese adult has 120 ounces of blood.) Sake is 16% alcohol; plum brandy 40%. The table below gives the degrees of drunkenness by percentage of alcohol consumed to blood volume...with the amount of sake and brandy so affecting the average male Japanese given in parentheses. (10% of the alcohol consumed goes to the bloodstream, so the Blood Alcohol percentage is one-tenth of that given below.)

1% (3 oz. brandy; 7 oz. sake): roll CON or lower on D20 or suffer effects as per 22.07.

1.5% (4 oz. brandy; 11 oz. sake): roll CON or lower on D20 or suffer effects as per 22.07. If roll made, effects as per 1%.

2% (6 oz. brandy; 14 oz. sake): roll CON or lower on D20 or suffer effects as per 22.07. If roll made, effects as per 1.5%.

2.5% (7 oz. brandy; 18 oz. sake): roll CON or lower on D20 or suffer effects as per 22.07. If roll made, effects as per 2%.

3.5% (10 oz. brandy; 25 oz. sake): roll CON or lower on D20 or suffer effects as per 22.07. If roll made, effects as per 2.5%.

4.5% (13 oz. brandy; 32 oz. sake): roll CON-5 or lower on D20 or fall into drunken stupor for D6 hours. Affects as per Mild Poison. If roll made, effects as 3.5%.

5.5%+ (16 oz. brandy; 39 oz. sake): roll CON-10 or lower on D20 or being has swallowed potentially fatal amount of alcohol. Chance of vomiting: 50%+(2%xCON). If being vomits or roll is made, effects as per 4.5%. Otherwise being falls into drunken stupor and dies within 10+CON turns.

22.07 EFFECTS OF DRUNKENNESS

Alcohol %age	Hit %age	Save vs. ILL, COM Evoke Buddhist Miracles	Evoke Shinto Miracles	Remember Spell Enchant Target
1%	-5%	-10%	--	-5%
1.5%	-10%	-15%	-5%	-10%
2%	-20%	-25%	-10%	-15%
2.5%	-30%	-50%	-20%	-40%
3.5%	-80%	-100%	-50%	-90%

Within 40-CON hours after drinking 2.5% or higher, a being will be HUNGOVER and -5% to save vs. Spells of Command or Illusion or to Evoke Buddhist Miracles.

Alcohol Percentage	DEX Skill	Alcohol Percentage	DEX Skill
1%	-10%	2.5%	-40%
1.5%	-20%	3.5%	-80%
2.0%	-30%	4.5%+	-100%

Detect Range is -5% per 1% of Alcohol Consumed to Blood Volume.
Detect Factor is -10% per 1% of Alcohol Consumed to Blood Volume.

If victim of **interrogation** is drunk, chance of getting answer and chance answer is true are +5% per 1% of Alcohol Consumed to Blood Volume. (This does not affect chance that samurai or daimyo will never respond to interrogation.)

22.08 HASHISH INTOXICATION

Opium was not used in medieval Japan, but hashish was sometimes obtained from the hemp plants raised for rope and cloth and used as an herbal remedy or intoxicant. Unlike alcohol, hashish is not a depressant but a tranquillizer. Overuse cannot result in death. Hashish is purchased from herbalists at the rate of 40 Bu for 4500 milligrams (.001 lb), 1 Bu for 100 milligrams and 10 Mon for 30 milligrams. The table below gives the degrees of Hashish intoxication in terms of milligrams of Hashish per 100 oz of blood volume (and thus 100 lbs of body weight).

25 mg/100 oz: roll CON or lower on D20 or suffer effects as per 22.09.
40 mg/100 oz: roll CON or lower on D20 or suffer effects as per 22.09. If roll made, effects as per 25 mg.
55 mg/100 oz: roll CON or lower on D20 or suffer effects as per 22.09. If roll made, effects as per 40 mg.
70 mg/100 oz: roll CON or lower on D20 or suffer effects as per 22.09. If roll made, effects as per 50 mg.
150 mg/100 oz: roll CON-10 or lower on D20 or suffer effects as per 22.09. If roll made, effects as per 70 mg.
250+ mg/100 oz: roll CON-10 or lower on D20 or fall asleep for 2D6+CON turns. If roll made, effects as per 150 mg.

22.09 EFFECTS OF HASHISH INTOXICATION

MG/ 100 oz	Hit %age	Save vs. ILL, COM	Evoke Miracle	Remember Spell Enchant Target
25	-5%	-15%	--	+5%
40	-10%	-25%	-5%	-5%
55	-20%	-40%	-10%	-10%
70	-30%	-60%	-20%	-15%
150	-70%	-80%	-50%	-40%
250+	-100%	-100%	-90%	-70%

A Mage who successfully casts Trance while under Hashish Intoxication will go one level deeper (e.g. Trance 4 instead of Trance 3). If the spell cast is the ultimate depth of Trance for the Mage-type, the Mage will fall asleep for 2D6+CON turns. Spells cast while in Trance are not affected in targeting by hashish consumption.

DEX Skill and Detect Range are not affected by Hashish Intoxication. Detect Factor is -10% per 25 mg hashish consumed per 100 oz of Blood Volume.

If victim of interrogation is intoxicated with hashish, chance of getting answer and chance answer is true are +1% per 25 mg of hashish consumed to 100 oz of blood volume. (This does not affect chance that samurai or daimyo will never respond to interrogation.)

22.10 DEATH See After a Character Dies, 25.00.

23 RELIGION

The two religions of Japan are Shintoism and Buddhism. Shintoism is the native faith, but Buddhism was long ago absorbed and modified by the Japanese culture. Most Japanese believe at least half-heartedly in both faiths, and some are pious laymen attached to both a Shinto Shrine and a Buddhist Temple. One cannot, however, be both a Shinto priest and a Buddhist priest. Buddhist prayers, blessings and miracles cannot be performed within the confines of a shrine; Shinto prayers, blessings and miracles cannot be performed within the confines of a temple.

23.01 SHINTOISM

Shinto means the Way of the Kami. (Japan traditionally is the land of eight million Kami.) A Kami is a spirit superior to mortal man, which fills man with awe. Each mountain, each swamp, each forest has its Kami. Each Martial Art and each Fine Art has a Kami, the semi-divine founder who originated it. The common ancestors of a village are its guardian Kami, and the Emperor on his accession to the throne becomes a living Kami. There is no clear hierarchy among these various Kami, but certain rankings of precedence and power do energe on examination.

The greatest of the Kami is AMATERASU, the Sun Goddess, who threw consternation into the ranks of her fellow Kami when one day she retreated into a cave in indignation over a prank of her scapegrace brother, SUSANOWO. Not wishing to live in a world of darkness, the other Kami finally lured Amaterasu out of the cave by having the Kami of Happiness dance naked, while two male Kami participated in the first wrestling match.

Amaterasu's brother was banished from the realm of the Kami. He went to Japan and began working off excess energy killing the monsters who inhabited it. In this way he slew a great Serpent Demon and married a maiden whom the demon had been holding captive. He and his bride then ruled Japan on both the material and astral planes from the province of Izumo (about 300 miles north of the Imperial Capitol, on the west side of Japan).

Later Amaterasu sent her human child, JIMMU TENNO, to Japan to become its first Emperor and lead the humans there. Jimmu had to go to Izumo and negotiate a compromise with his uncle, now known as THE KAMI OF IZUMO. They finally agreed that Jimmu would become the ruler over material plane Japan, while the Kami of Izumo would remain the ruler over astral plane Japan and its many spirits. Thus began the semi-divine line of the Imperial Dynasty.

23.02 KAMI categorized by Spirit Level (see 32.00, 41.01).

LVL 7 AMATERASU: The Sun Goddess (described above).

LVL 6 THE KAMI OF IZUMO: Ruler of Astral Japan (described above).
JIMMU TENNO: the First Emperor (described above).
HACHIMAN: the Kami of War, the protector of Japan from barbarian invaders. He was once an Emperor of Japan. His mother, the Empress Jingo, carried him in her womb for three years while she was busy conquering Korea.
INARI: the Kami of Rice and the other Grains sometimes known as the Fox Kami, because the White Fox is his missenger.

LVL 5 THE SEVEN KAMI OF GOOD LUCK: these may appear singly or together in a Treasure Ship. Their appearance signals the start of good luck in the field they rule. EBISU: Markets and Honest Work. (He wears bronze-soled sandals which are worn through by his toil.) DAIKOKU: Mercantile Wealth. BISHAMON: Fighting. FUKUROKOJU: Wisdom and Longevity. BENTEN: Love and the Fine Arts. HOTEI: Eating (the kami of gourmands). JUROJIN: Wealth.
KOMPIRA: Protector of Seafarers.
KOSHIN: Protector of Travelers by Roads.
GEKKAWO: Maker of Marriages, whose invisible silken thread is used to bind a man to the woman he will marry. (This is no assurance of love or affection, just of marriage. However, lovers sometimes pray to Gekkawo to help them persuade their parents to allow them to marry.)
THE PRESENT EMPEROR OF JAPAN: as a person, the Emperor is a normal human. However, when acting as the High Priest of Amaterasu, he is regarded as a living Kami. There are legends of the Emperor criticizing the appearance of a tree which promptly withered or stumbling over a stone which immediately humbly rolled away to be out of his path in the future.

LVL 4 FOUNDER OF A MARTIAL OR FINE ART
KAMI OF THE WIND
KAMI OF THE RAIN
KAMI OF THE FIRE
KAMI OF THE SOIL
KAMI OF MOUNT FUJI: Mt. Fuji (Fujisan) is a volcano which during the feudal period occasionally erupted, spreading ashes all over the summit. Assume a 60 degree temperature difference between the base and top of the mountain. Mt. Fuji is visible from over 300 miles away. Pilgrimages to it were occasionally undertaken by the adventureous, who knew it to be a place where great Kami dwelt and strange beings lived. It is 12,000' high.

LVL 3 The local masters: the Kami of a swamp, pool, river, mountain, plain, forest, etc.

LVL 2 SHORYO: the spirits of ancestors who become the Kami of the village or city ward lived in by those who have followed them. Such spirits would be the people who long ago had founded the village or city district and still feel called upon to protect it.

For Inari Foxes and other animal messengers of Kami, see Religious Spokesmen: section 41.08.

See 41.01 for powers of the various Kami.

23.03 BUDDHISM

Buddhism views the life of each individual as entangled in the five Passions of Anger, Joy, Hatred, Desire and Grief. The aim of the religion is to enlighten the spirit, to free it from the passions, and thus allow it to enter into Nirvana, a state of freedom from passion and illusion. Until that is accomplished, the spirit is doomed to one reincarnation after another, never able to escape the life-death cycle and achieve rest.

In this age, people cannot pass directly from Earth to Nirvana. Instead when enlightened, they go to the Land of Amida Buddha. There they are able to gather the spiritual strength necessary to achieve Nirvana itself.

Anyone who enters Nirvana is a Buddha. (Devout Buddhists speak of their dead loved ones as Buddhas to indicate the hope that they have passed into Nirvana.) Buddhas may appear in the Hells or on Earth, even though they remain simultaneously in Nirvana.

23.04 BUDDHIST SPIRITS CATEGORIZED BY SPIRIT LEVEL

LVL 7 **Buddhas**: The major Buddhas include:
Amida Buddha who vowed that anyone who sincerely called on him would be guided to be eventually reborn in the Pure Land. He has a benevolent expression.
Emperor **Yama** Buddha, Lord of the Hells (places of pain and discipline for spirits unable to be reached by other approaches). He wears a great crown. His face is set in a scowl of anger. Dead demons are sent to the Hells to become his torturers until their life there ends and they reincarnate once more.

EMPEROR YAMA

えんま大王

Yakushi Buddha, who vowed to cure physical illness and dispel spiritual confusion. He knows all the Isha Treatments (see 22.03) with 100% chance of success. He carries a jar of cure-all medication. He has a benevolent expression.
Rushana Buddha: the conception of the Buddha not just as the mortal Gautama who lived in India and achieved enlightenment, but as the Enlightened One, who has incarnated again and again, seeking to bring Enlightenment to the world--and who has done this until there exists not one bit of land in which he has not died through the millennia--not only in just our world, but in the ten billion worlds of reality--the Buddha of the Multiverse. He wears a serene expression.

盧遮那

RUSHANA BUDDHA

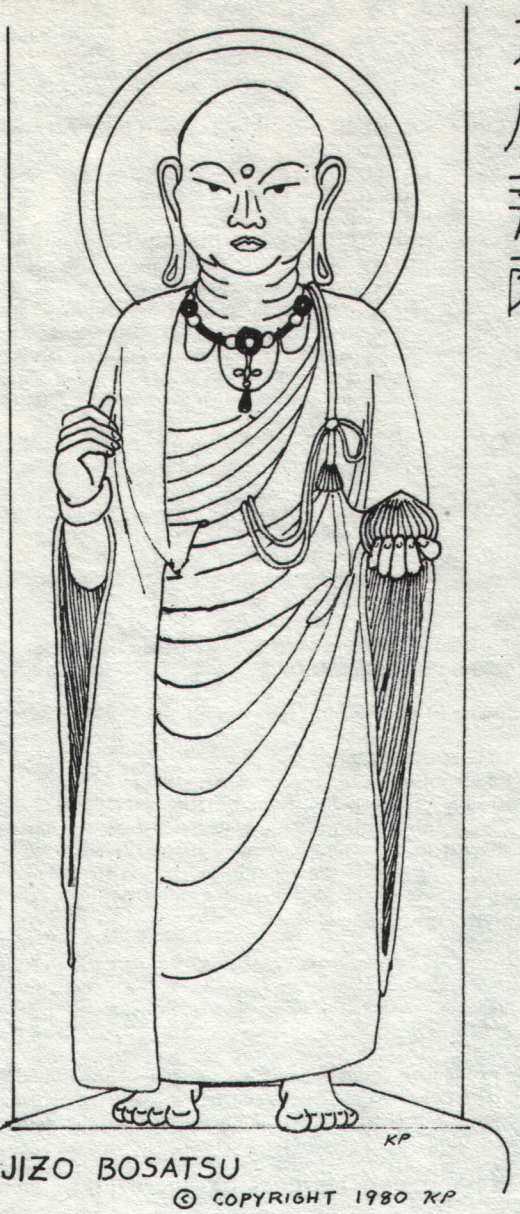
© COPYRIGHT 1980 KP

LVL 6 Anyone who has attained Enlightenment, but who has chosen to remain in the Life-Death Cycle to help redeem others rather than enter Nirvana is a BOSATSU. The major Bosatsu include:

Kannon, the Merciful One, an attendant of Amida Buddha. He may appear as a handsome and kindly figure to the pious--or as a figure of ugly wrath toward those in error.

Jizo: special protector of children and pregnant women. He usually appears as a benevolent Buddhist priest with bald head and robes. He carries a bo, which he uses to protect children from demons. He is the Guardian of Earth in the present era.

地蔵菩薩



JIZO BOSATSU

© COPYRIGHT 1980 KP

Nikko (Sunshine), guardian of Yakushi Buddha.

Gakko (Moonlight), guardian of Yakushi Buddha.

Both Nikko and Gakko know all spells affecting LIGHT.

Monju, guardian of Rushana Buddha. He rides a lion (as Karashishi; see 41.08) and carries a Jewel of Wisdom, which will raise a deserving pious character's WIS by D3 points if he wishes.

Miroku, who will enter into Nirvana at 56 billion, 70 million years after Gautama's death, leading all spirits still in the Life-Death Cycle into Nirvana with him. He is an ascetic, clad in the robes of a hermit. His face is troubled by the errors of men.

LVL 5 MYO: Giant spirits armed with weapons such as swords or tridents of lightning, snaring ropes or bow and arrows. They wear short robes from the waist down and present a fearful appearance with hair shooting out like flames and barbed canine teeth. (The Hindu god Shiva appears in Japanese Buddhism as Fudo Myo, a messenger for Rushana Buddha.)

SHITENNO; giant spirits in armor who are the Kings of the Four Directions. (The Four Devas of Hinduism.) They carry weapons.

GOHOTEN: the Guardian of Buddhist Doctrine, a figure in clerical robes who carries a large staff. He is responsible for preventing perversions of Buddhist teachings and may chastise impious clerics or sinners who disguise themselves as clerics and act in such a way as to endanger the teachings of Buddha.

LVL 4 NIO: giant spirits in armor and carrying weapons, the Two Kings who guard the gateway to every Buddhist Temple. They wear menacing expressions.

HACHIBUSHU: formerly kings of the birds and beasts who were converted by Gautama and became protectors of Buddhism. They appear as humanoids with bird or beast head.

LVL 3 TENNIN: the angels of Buddhism, spiritual attendants on the higher powers. They appear as winged beings clad in robes of feathers. They may carry weapons. They are APP 20.

See 41.04 for powers of the various Buddhas and Buddhist Spirits.

23.05 BEING DEVOUTLY RELIGIOUS

Japanese do not feel that being devoutly Buddhist is any hindrance toward being devoutly Shintoist, nor vice versa. Neither faith is monotheistic, and each accepts the other's highest spirits as somehow symbols of its own highest spirits. The standards demanded of devout Buddhist laymen and clerics do, however, differ from those demanded of devout Shinto laymen and clerics.

FUDO MYO

© COPYRIGHT 1980 XP

Devout Buddhists

Pious Buddhists will worship at the local temple on the major Buddhist holidays (see Calendar, 26.00+). They will have a small Buddhist shelf with miniature statues of one or more Buddhist divine powers in their home and will offer offerings and prayers to it on the 8th, 18th, and 28th of each month. They will also keep the vows listed below. (Non-devout Buddhist clerics will not learn miracles higher than No. 4.)

Devout Layman's Vows	Devout Cleric's Vows
no rape or adultery	no sex
no eating animal meat	no eating meat of animal/fish
no theft	no theft
no treacherous murder	no treacherous murder
tithe to temple	no luxuries; renounce worldly inheritance
no lying	no lying
no intoxication	no intoxicant use

Devout Shintoists

Pious Shinto worshippers will pray at the local shrine on the major Shinto holidays (see Calendar, 26.00+). They will have a small shrine shelf with a miniature shrine on it in their homes and will offer prayers and offerings to it on the 1st, 15th and 28th day of each month. They will also keep the vows listed below. (Non-devout Shinto clerics will not learn miracles higher than No. 4.)

Devout Layman's Vows	Devout Cleric's Vows
no rape or adultery	no rape or adultery
no theft	no theft
tithe to shrine	tithe to shrine
no treacherous murder	no treacherous murder
obedience to the Emperor	obedience to the Emperor
keep up offerings to ancestors' spirits	keep up offerings to ancestors' spirits

23.06 OFFERINGS

The usual offerings at a Buddhist Temple are incense and money. (This also applies to the home Buddha shelf.) The usual Shinto Shrine offerings include money (but NEVER incense), rice, salt, water, sake, paper, cloth, flowers, and rope. After foods are offered to the Kami, they are then eaten by the worshippers--either at a normal meal (for offerings to the home shrine) or at a feast at the local shrine.

A donation should be made when praying at a temple or shrine or when going to talk to the local cleric(s). An appropriate gift is 1 Mon for a peasant or poor man, 5 Mon for a man of average commoner income, 1 Bu for an average samurai or rich commoner, and one Oban for a noble or daimyo. (Clan lords and the Shogun or Emperor would, of course, pay much more than that.)

23.07 SHINTO CEREMONIES

On major Shinto holidays the Kami of the shrine will go forth riding in a Mikoshi, a small (five foot cube) portable shrine carried on an ornate and massive norimono. It is carried by a gang of 20-50 sturdy young men of the area, who usually zigzag down the road jostling the mikoshi up and down while chanting. This procession may also be performed on a major Buddhist holiday, for after all, are not the Buddhas really Kami? The mikoshi goes forth so the Kami may inspect the neighborhood to bless the homes of the faithful and their labors (see 24.03). It may also bring the Kami to visit some place in the neighborhood with a special significance in the Kami's history.

A Mikoshi procession also provides an opportunity for feasting and fun during which the young men with the shrine may accidentally damage the home or business of anyone who has not paid proper respect to the Shrine or Kami by running into it with the mikoshi.

When praying at a shrine, the worshipper washes his hands and mouth in Waters of Purification (see 24.16), claps three times (or rings a bell rope) and contemplates his prayer silently. He then throws in an offering (see 23.06) of appropriate amount, claps his hands three more times to indicate he is finished and leaves.

A Shinto wedding ceremony takes place at the home of the groom. The bride arrives with trousseau, dressed in white to show she has died to her old family with a red robe underneath to show she is reborn into a new family. Sake is poured into two cups which are drunk from, exchanged, and drunk again, exchanged and drunk a third time. (Marriage is usually arranged only after consulting a diviner to make sure the horoscopes are compatible and a tracer of family history to make sure there is no Eta blood or other disgraced/outcast person lurking in the background of either family.)

See also 24.05 for more details.

23.08 BUDDHIST CEREMONIES
When praying at a Buddhist Temple, the worshipper washes his hands and mouth in Waters of Purification (see 24.03). He then claps his hands three times (or rings a bell rope) and contemplates his prayer. He may also light incense. He then gives an offering of appropriate amount (see 23.06), claps his hands three more times to indicate he is finished and leaves.

At the back of the Temple is its graveyard. Tombstones bear the spirit-name (see 4.00) of the dead, not the name of the person in life. The dignity of the spirit name depends upon the amount of offerings given in the name of the person after death.

23.09 HOLY RELICS
The Holy Relics of Shintoism fall into three classes: mirrors, swords and jewels. Such Holy Relics were once bestowed by a Kami on its worshippers. The Holy Relics of Buddhism are a body part of a Buddha or Bosatsu. Each Shrine or Temple contains somewhere in its heart a Holy Relic. There is a chance that a hero at a time of battle against demons may obtain the favor of the head cleric of a Shrine or Temple--and the favor of the Kami or Buddha/Bosatsu honored there (see Influence 6.01-.06), and thus gain the right to use this Relic in his battle.

Any good person in possession of a Holy Relic must be targeted as if he is Superior Relative Level to the attacking Mage (see 14.02-.03). He is blessed against Fatigue and Illusion (see 24.03) and may if a cleric perform Prayer for Protection at no FP loss (see 24.04). He may Exorcise at +25% to target and at +25% chance ot success. He may Banish or Propitiate at +25% to target and at +25% chance of success. He may convert at +25% chance of success. (But prospective convertee gets normal save.) He has a +5% chance of successfully praying for a miracle. Evil Miracles will be -25% to target him.

23.10 PILGRIMAGES to the various Shrines and Temples were taken by those with spare time and money either for love of religion or for love of travelling. Among the more popular pilgrimages were:
a. The pilgrimage to the Shrine of Amaterasu at Ise. This shrine was torn down every 20 years and a new one built on the spot of fresh materials never used anywhere else. Frequently done in the First Month.
b. The pilgrimage to Mount Fuji: only attempted in the 6th-8th Months. Climbing the mountain itself to the top was a perilous climb fraught with both physical and spiritual hazards.
c. The pilgrimage to 33 Temples in honor of Kannon's 33 aspects.

It was also common for nobles and entertainers to spend some time each year on retreat at a temple in one of the building's spacious guest chambers. An offering of 100 times the usual donation (see 23.06) was expected for the privilege. The usual length of such a retreat was again 33 days.

24 CLERICS

24.01 BECOMING A CLERIC
Shinto Cleric (also 23.01, 23.05)
One can become a Shinto Cleric by inheritance, being born the child of a Shinto cleric. Such a child is called to the worship of the Kami his father's shrine was devoted to. If he refuses his father's wish to serve at the family shrine, he will be considered a Poor Child in terms of family standing; see 2.04. (To determine which Kami the father's shrine was devoted to, check as per a Dancer Mage Section 10.03).

One can also become a Shinto Cleric by:
a. Being a Dancer or Shaman given a vision of a particular Kami and choosing to become a devotee of his. Chances of acquiring clerical powers by doing so are: 95% - (6%xAL) + (1%xCHA). Such a chance occurs only during the character's first vision of his Patron Kami.
b. Being a non-Mage with CHA 10+ who goes out into the wilderness and prays to a Kami with a chance of being noticed of 3%x(20-AL) + (2%xCHA) + 10% per characteristic (except AL) of 20+. The Kami will notice the person after D20+1 days of prayer. Such a person is chosen by the Kami as a cleric. Again only one chance occurs during a lifetime.
c. Influencing a Shinto Cleric to adopt one as a child. This has a chance of 80% - (6%xAL) + (1%xCHA) of conferring clerical powers.

Buddhist Cleric (also see 23.03, 23.05)
One may become a Buddhist priest or priestess for many different reasons, not all of which will bring on clerical powers. (Only a, d, and e bring on such powers.)

a. As a path toward Enlightenment, the person joins an ascetic order or becomes a wandering cleric or hermit. (All characters of AL 1 or 2 with WIS 20 will take this path if they are at all drawn toward Buddhism.)
b. Being forced into the priesthood for political reasons so as to cause disinheritance or keep one out of political intrigues.
c. After retiring from political office or business management in the hope that it may help one's soul's future.
d. After an incident which causes one to realize how full of illusion and tragedy the world is. (Such an incident as having one's lord or husband die or accidentally/mistakenly killing a holy man, or any similar incident as judged by DM discretion may justify such a decision.) Such a person will join an ascetic order or become a hermit--and gain EP in future as a cleric.
e. As a way of life. Such a person joins the priesthood or becomes a wandering cleric during his first level.
f. After a fall into Disgrace (or after one's husband, father, master or lord has fallen into disgrace).

The Priest (or Priestess) will signify his new vocation by shaving his head--and continue to do so at least once a month. Buddhist priestesses cover their shaven heads with a wimple. The Priest will wear Buddhist robes rather than the standard kimono.

The Buddhist Priest who was forced into the clergy by others for political reasons and who has not exercised any clerical powers is usually kept in honorable but strict confinement by a clerical order politically allied with his enemies. He may attempt to escape and reclaim his political power. If successful, he will permit his hair to grow to its normal length as a sign he is a layman again. Such an ex-priest is accepted as a layman by most people--permitted to marry, lead armies, etc. He would not be permitted to become Emperor.

24.02 CLERICAL POWERS fall into five basic groups:
a. Blessings, Prayers and Religious Ceremonies.
b. Clerical Powers over Hengeyokai and other Non-Humans.
c. Burial and other Rites for the Dead.
d. Conversion and other Miracles.
e. Clerical Enchantment of Materials.

24.03 BLESSINGS
Blessing against Fatigue: 30' range. Cleric must expend 1 FP per two turns of benefit. Area effect. Those affected lost 1 FP less from moving at Maximum Speed, are +5% to hit, are +5% morale, and are +1 turn of Fighting Energy.

Blessing against Illusion: 30' range. Cleric must expend 1 FP per being blessed. D6 turn duration. Only castable by devout Buddhist Cleric. Reduces Illusion's effective Circle by one for saving purposes.

Blessing of Labor: +5% to harvest results, other toil. Causes +5% increase in income for artisans, peasants; +5% enhancement to mages. 100' range; 10% FP.

Blessing of the Home: if there is a devout layman or cleric within the home blessed, this blessing acts as a Prayer of Protection (see 24.04) during the first attack launched within a month of the blessing--or for D6 attacks launched within a day of the blessing. Costs 10 FP per home.

24.04 PRAYERS
Prayer for a Miracle: if Miracle occurs, no FP loss. If Miracle does not occur, Cleric loses D6 FP--and there is a chance of 1%xAL that the Kami or Buddhas are displeased with the Cleric for attempting to petition them, and that the Cleric will not be able to perform another Miracle for 24 hours.

Prayer for Aid: reduces a material's BMR by D3 levels at a cost of D6x10% FP. May be done repeatedly to materials. May only be done to materials to be used for Clerical Scrolls, Waters of Purification, or other items embodying miracles. May only be done once in 10 days. Affects 1 pound.

Prayer for Protection: like Mage's Word of Guard (see 13.12) but protects against **any** spell. Costs the cleric 1 FP per being protected per turn of protection with a 10 turn maximum duration.

24.05 RELIGIOUS CEREMONIES

Japanese religious worship is a long process of ritual. Services last 60 minutes + 1 minute per level of clerics involved + 1 minute per each 10 levels of laymen involved. (Thus services with a 5th level and a 10th level cleric presiding and with an audience of 25 2nd LVL laymen would last 60+15+5=80 minutes.) Such services are performed on days of worship at shrines or temples--and may also be held on special occasions if so ordered by a cleric of LVL 5+. Clerics may only participate once a day.

Buddhist ceremonies consist of chanting the sutras (the holy books of Buddhism). These are written in Chinese, and many laymen and clerics may chant the words by rote without understanding them.

Shinto ceremonies are designed to please the Kami. There is dancing and singing (usually by priestesses and their daughters), prayers by priests and worshippers. There may also be sumo wrestling, mounted archery, and horse racing.

While Religious Ceremonies are being performed, a circle is formed inside which the effects of Prayer for Protection extend to all within. The range of this effect is 5' radius per cleric involved when not inside a Shrine or Temple, otherwise as per the dimensions of the Shrine or Temple.

Ascetic pious Buddhist Clerics may utter chants of praise to Buddha or to a particular sutra (e.g. Namyoho renge kyo, which means "the Admirable Lotus Sutra") for 10+D20 turns at a cost of 1 FP per 5 turns per chanting Cleric. This acts to give all within the area (range as above) +20% vs. targeting and +20% to saves vs. Illusions, Commands, Evil Miracles, and all spells cast by Demons.

24.06 DETECTING HENGEYOKAI IN HUMAN FORM

Buddhist Cleric's chance
1%xLVL + 1% x (20-AL) + 2%xWIS - (2%xHengeyokai's LVL)

Shinto Cleric's chance
5%xLVL + 1% x (20-AL) + 1%xWIS - (2%xHengeyokai's LVL)

Person must be within sight, 20' maximum range, 1 turn duration, costs 10% FP.

Thus if a Hengeyokai Tree of LVL 10 transformed itself into a beautiful maiden but aroused the suspicions of two Clerics of AL 3, WIS 18 and LVL 8, the Buddhist Cleric would have a chance of successful detection of (8%+17%+36%-20%) = 41%, while the Shinto Cleric would have a chance of (40%+17%+18%-20%) = 55%.

24.07 EXORCISM AND POSSESSION

Astral beings who attack material beings from the astral plane may possess their bodies as a result of certain critical hits.
a. Fire Gaki possess on a critical hit to the Head, Face, or Crotch (see 18.22, No. 1, 3, or 15).
b. Hengeyokai on a critical hit to the Face.
c. Yurei with a mission to fulfill on a critical hit to the Head.
d. Goryo, Ikiryo and Heroic Spirits on a critical hit to the Head, Face or Crotch.
e. Demons on a critical hit to the Head, Face or Crotch--or on any critical hit to a material being in astral form.
f. Spirits contacted by a Medium, Shaman or Dancer in trance state.

A possessed person has two consciousnesses within his body: his own and that of the spirit. Unless the two consciousnesses are in agreement, they cannot fight, cast spells, perform miracles, or undertake any other creative activity. They do not regenerate FP loss.

The Shaman, Dancer or Medium who is possessed in a trance is voluntarily cooperating with the spirit. Any other person who voluntarily cooperates with a Fire Gaki, Hengeyokai, Yurei, Goryo, Ikiryo, Heroic Spirit or Demon will be regarded by the spirit as a vassal. Such a possessed person fights, spellcasts, etc. in a rage (see 13.09, level 6) at +25% to hit, +10% to critical hit, no parry/dodge, -10% to target. A possessed Cleric cannot cooperate with a spirit to perform miracles unless the spirit is a pious believer in the Cleric's religion.

A spirit which has possessed a vassal is twice as difficult as standard to exorcise and may attack the Exorcist and his companions if forced out (10% chance x Spirit Level). It may also attempt at some later time to return to kidnap/rescue the formerly possessed person in order to retain him as a vassal.

Shinto Exorcism is done by means of an Exorcising Bow (+10% to target if enchanted as a Simple Magic Device, a feat only achievable by Shinto Cleric Mages). The Shinto Cleric attempts to Propitiate (see 24.08) the possessing spirit, which will generally demand D6 Bu x CHA if the propitiation is successful--and withdraw once the money has been donated to a Shrine in the spirit's name.

Buddhist Exorcism is done by means of a Medium (who may be a devotee of Shintoism or Buddhism). The Buddhist Cleric has a chance of 95% - 2% x Spirit's Level of transferring the possessing spirit temporarily into the Medium in D100/cleric's level turns. (Such Mediums never cooperate with possessing spirits.) Once the spirit has possessed the Medium, the Cleric's chance of Banishing (see 24.08) it is his standard chance + 1%xCHA/2. If he fails, the spirit will at once leave the Medium and attempt to repossess its former host.

A banished or propitiated spirit will typically depart immediately and will never trouble the victim or place again. The Exorcising Cleric must be within 10' of the possessed person. The cleric and his companions will not be attacked unless the spirit has chosen to regard the host as his vassal, in which case it may attack for one turn per Spirit Level at half its standard PCF/PMF/MKL. In no case will the spirit attempt to possess anyone else.

A Cleric may attempt to exorcise an illness on the grounds that it might have been caused by a malefic spirit or by bad karma. Chance of instant cure is:

Beriberi	2% x Cleric's LVL
Common Cold	3% x Cleric's LVL
Heat Prostration	5% x Cleric's LVL
Leprosy	1% x Cleric's LVL -5
Paralysis	1% x Cleric's LVL -5
Pneumonia	1% x Cleric's LVL
Smallpox	1% x Cleric's LVL -5
Tetanus	1% x Cleric's LVL -5
Typhus Fever	1% x Cleric's LVL -5

24.08 BANISHING AND PROPITIATING

Clerics can affect the same non-human beings as Summoners. Buddhist Clerics Banish such beings; Shinto Clerics Propitiate them. The Cleric's effect on these beings depends on the number of Miracles he knows; it must be targeted as a Sixth Circle Spell of Command with the spirit adding 1%xAL to its chance to save. See 10.22 for details.

24.09 BURIAL: a Buddhist ceremony

Buddhist Clerics may perform burial rites to dismiss the spirits of the dead to the paths of the dead (though not necessarily the Buddhist path). (See 25.00+ for details.) Without these rites, the spirits would haunt the place of their death, (see 25.04), unable to leave it until they have killed someone there. A body is required for burial rites to be performed. Once a body has been buried, its official gravesite may be moved without disturbing the previous grave by a re-enactment of the burial rites during which the spirit is taken from the original grave and buried at another spot. This may be done to permit a family easier access to a grave.

24.10 OTHER RITES AFFECTING THE DEAD (learnable only by Clerical Mediums and Clerical Diviners.)

Determine Spirit's Path: learnable as a spell of level 2/BMR 2. Castable from 50 days to two years after a person's death. Caster's chance of success is 30% + 3%/MKL + 3%/miracle known. Determines which path of the dead a spirit has taken; see 25.00+.

Determine Location of Reincarnated Spirit: learnable by Buddhist Clerics only as a spell of level 3/BMR 3. Castable from 50 days to two years after a person's death. Chance of success is 25% + 2%/MKL + 2%/miracle known. If successful, cleric gets information about child's given name, home lived in, and father's occupation.

Age Reincarnated Person's Body to Maturity. (GMs who value realism highly may choose to rule out use of this spell except by Hermits of AL 1 who know all the Miracles.) Learned as spell of level 4/BMR 4. Chance of success is 5% + 1%/level of Cleric + 20% if Cleric is Head of Shrine or Temple. Honorable people who are responsible for thus aging a child back to maturity will compensate the parents of the child for the loss of their baby by paying money, arranging for the adoption of a new child, or both. In any case, the reincarnated character will owe filial duty to his new parents.

Restore Experience: learnable only by Buddhist clerics and as a spell of level 5/BMR 5. This has the effect of restoring 50% + 5D10% of EP and memories. Otherwise a reincarnated person who has been located by acquaintances and aged to maturity will only remember D10% of his former life. Thus such a person will retain D10% (or 50% + 5D10%) of his EP, and if he meets someone from his past has the above chance of remembering that person. He also retains the above percentage of the Skill Points accumulated toward learning or mastering a Fine or Martial Art and has the same chance of retaining weapon specialization or any other similar skill.

24.11 CONVERSION

The ability of a Cleric to convert the impious. Chance of success is 50%. If the prospective convertee objects, the chance of success may be reduced by (1%xAL of victim). In addition, if the prospective convertee is non-human, he may attempt to save as vs. a Circle III spell of Command; see 14.08. A successfully converted person becomes a believer in the cleric's religion and is -D3 to AL; he is not necessarily pious.

24.12 MIRACLES

Miracles are different from Magic Spells. A Miracle does not have a BMR which must be laboriously overcome. A Miracle is prayed for rather than cast and targeted. A cleric's power to evoke a miracle depends not on his intelligence, but on his piety, experience, alignment and/or charisma.

A beginning cleric can only evoke one miracle: Purify. With experience he acquires the ability to evoke the other Miracles in the order given. He may not acquire a Miracle until he has acquired all the lesser ones before it. Each time a cleric gains the amount of EP indicated for the next miracle of his faith, he checks to see if he has acquired it. If he fails, he must earn that same amount of EP once again before he may check again.

Chance of acquiring a new miracle is:
BUDDHIST: 95% - (5% x AL)
SHINTO: 95% - (6% x AL) + (1% x CHA)

Miracles are evoked by Prayer (see 24.04). The chance that a prayer for a Miracle will succeed is the same as the chance the cleric will acquire a new miracle. Unless otherwise specified, the range and duration of a Miracle are as per a PMF (see 9.04) of twice the highest Miracle the cleric knows.

A Cleric may evoke one Miracle a day for each Miracle he has acquired. Thus a Cleric who has acquired RECOGNIZE EVIL (No. 10) may evoke 10 Miracles a day: 10 Recognize Evils; or 2 Purify, 3 Holy Guard, 3 Remove Curse, 2 Recognize Evil--or any other ten occurrences of some or all of the Miracles he has acquired.

Since the theology of Shintoism and Buddhism differ greatly, Clerics of the two faiths acquire different sets of miracles with only a few abilities gained in common.

24.13 SHINTO MIRACLES

No.	EP Check	Miracle
1	none	PURIFY: makes spoiled or poisoned food/water nourishing and safe. 1' range; affects D100 lbs. (Nullifies the Evil Miracle of Corrupt Food and Water; see 34.06.)
2	5000	HOLY GUARD against spells of Non-Humans. +20% to save vs. spells of Command or Illusion cast by non-humans. +20% vs. targeting of spells cast by non-humans.
3	5000	REMOVE CURSE: dispels one curse, evil miracle, or magic spell of attack; cleric must be in area targeted by curse, etc. Chance of success is 5% + (1% xLVL of Cleric) + (2% per Miracle acquired by Cleric).
4	5000	DETECT TRANSFORMED BEING: 1'/LVL range; being must be visible; chance of success is 30% + 5%xLVL + 2%xWIS. Detects material beings whose shapes or features are magically altered.

Only pious clerics may learn Miracles No. 5+.

5	15,000	DISPEL HENGEYOKAI SPELLS (including transformation) at 1'/LVL range; 10% + 1%/LVL chance of success. Affects all spells of one **known** hengeyokai.
6	15,000	DETECT ILLUSION: allows cleric to detect the exact nature of one illusion and to disrupt it (see 14.09, 11.17) as a Mage of MKL 5. (Clerical Mages disrupt as +5 MKL with this Miracle.) Cleric must be in area into which Illusion was cast.
7	15,000	DETECT TRANSFORMED KAMI AND LESSER DEMONS at 1'/LVL range with 10% + 1%/LVL success chance.
8	20,000	ENLIST AID OF THE PIOUS/INNOCENT: affects one animal, child, or intelligent adult of AL 1-5. Effects are as Charm Person. Range, duration as Charm Person.
0	20,000	RECOGNIZE CHIEF MOTIVATION: allows the Cleric to recognize at a glance the chief goal of a person: to get rich, get famous, avenge his father, etc., etc. 10' range.
10	20,000	RECOGNIZE EVIL (AL 17-20), HOLINESS (AL 1-3); person must be visible; 5'/LVL range.
11	20,000	BERSERKER STATE: fight at +10 PCF. Possessed by Hachiman. Defend vs. Magic at PMF 100/ MKL 20.
12	20,000	WALLS OF PROTECTION: may create walls of Dense Stone, Fire, Ice, or Wind. (See 13.03-.06) as Mage of MKL 5, PMF 10. (Clerical Mages may create Walls of Protection as +5 MKL, +10 PMF.)
13	25,000	CIRCLE OF HOLINESS: as Prayer for Protection (see 24.04) with radius of 5' + 1'/LVL. Lasts 10 turns. Negates Circle of Evil (see 34.03).
14	25,000	WORDS OF COMMAND: The Cleric has a chance of casting a spell of Command as a Miracle. Such spells are acquired in order, beginning with the first spell of the First Circle and ending with the last spell of the 10th Circle; only Clerics with WIS 15+ may advance past the Third Circle. A Cleric acquires a new spell each 100,000 EP. Commands are cast as minimum MKL for level of spell with PMF of 2xMKL. (Clerical Mages may cast Commands at their own MKL/PMF if higher.)
15	25,000	COMMAND WEATHER: see 13.09, level 11.
16	25,000	INTENSE BERSERKER STATE: fight at PCF 50+. Otherwise as per Miracle No. 11.
17	25,000	EVOKE AID OF LESSER KAMI (Spirit Level 2-4). (See 41.02-.03 for chance of attracting Kami's attention.) Check first for LVL 4 Kami, then LVL 3, then LVL 2.
18	25,000	ENSHRINE SPIRIT: causes the spirit to enter an object to be worshipped as a Kami. Such an enshrined spirit will not act hostilely to others as long as yearly offerings are made to it on the festival of its enshrinement. Its area of attention is the same as that of any other Kami of its level (see 41.02). The Spirit may save against this Miracle as vs. a Third Circle spell of Command with +5%xSpirit Level added to save percentage. Demons also add 1%xAL to their save percentage. 100' range.
19	100,000	LESSER VISION of the Kami of Izumo; may ask three questions. They will be answered if the Kami considers them properly respectful and significant. This miracle is only attemptable once a month--after the preceding 30 days have been spent in prayer uninterrupted by anything except sleeping and eating.

No.	EP Check	Miracle
20	100,000	GREAT VISION of Amaterasu; may ask three questions. They will be answered if the Kami considers them properly respectful and significant. This miracle is only attemptable once a month--after the preceding 30 days have been spent in prayer uninterrupted by anything except sleeping and eating.
21	200,000	EVOKE AID OF GREATER KAMI (Spirit Level 5-6) as for Miracle No. 17.
22	500,000	REVIVE DEAD HERO (see Hero as defined under the Shinto Paths of the Dead, 25.02+). Must be cast within 24 hours of death. 1' range.

24.14 BUDDHIST MIRACLES

No.	EP Check	Miracle
1	none	PURIFY: makes spoiled or poisoned food or water nourishing and safe. 1' range; affects D100 lbs. (Nullifies Evil Miracle of Corrupt Food and Water, see 34.06.)
2	5000	MAY USE 1ST OR 2ND LEVEL ISHA TREATMENT.
3	5000	REMOVE CURSE: dispels one curse, evil miracle or magic spell of attack; cleric must be in area targeted by curse, etc. Chance of success is 5% + (1%x LVL of Cleric) + (2% per Miracle acquired by Cleric).
4	5000	MAY USE 3RD TO 5TH LEVEL ISHA TREATMENT.

Only pious clerics may learn Miracles No. 5+.

5	15,000	MAY USE 6TH TO 7TH LEVEL ISHA TREATMENT.
6	15,000	DETECT ILLUSION: allows cleric to detect the exact nature of one illusion and to disrupt it (see 14.09, 11.17) as a Mage of MKL 5. (Clerical Mages disrupt as +5 MKL with this Miracle.) Cleric must be in area into which Illusion was cast.
7	15,000	DETECT TRANSFORMED BUDDHIST SPIRITS AND LESSER DEMONS at 1'/LVL range with 10% + 1%/LVL chance of success.
8	20,000	ENLIST AID OF THE PIOUS/INNOCENT: affects one animal, child, or intelligent adult of AL 1-5. Effects, range, duration as Charm Person.
9	20,000	RECOGNIZE CHIEF MOTIVATION: allows the Cleric to recognize at a glance the chief goal of a person: to get rich, get famous, avenge his father, etc., etc. 10' range.
10	20,000	RECOGNIZE EVIL (AL 17-20), HOLINESS (AL 1-3); person must be visible; 5'/LVL range.
11	20,000	BERSERKER STATE: fight at +10 PCF. Possessed by Kannon of Wrath. Defend vs. Magic at PMF 100/MKL 20.

Only pious ascetic clerics may learn Miracles No. 12+.

12	20,000	WALLS OF PROTECTION: may create walls of Dense Stone, Fire, Ice or Wind (see 13.03-.06) as Mage of MKL 5, PMF 10. (Clerical Mages may create Walls of Protection as +5 MKL, +10 PMF.)
13	25,000	CIRCLE OF HOLINESS: as Prayer for Protection (see 24.04) with radius of 5' + 1'/LVL. Lasts 10 turns. Negates Circle of Evil; see 34.03.
14	25,000	WORDS OF ILLUSION: The Cleric has a chance of casting a spell of Illusion as a Miracle. Such spells are acquired in order, beginning with the first spell of the First Circle and ending with the last spell of the 10th Circle. Only Clerics with WIS 15+ may advance past the Third Circle. A Cleric acquires a new spell each 100,000 EP. Illusions are cast as minimum MKL for level of spell with PMF of 2xMKL. (Clerical Mages may cast Commands as their own MKL/PMF if higher.)
15	25,000	COMMAND WEATHER: see 13.09, level 11.
16	25,000	INTENSE BERSERKER STATE: fight at PCF 50+. Otherwise as per Miracle No. 11.
17	25,000	EVOKE AID OF LESSER BUDDHIST SPIRITS (Spirit Level 3-4). (See 41.05-.06 for chance of attracting a Buddhist Spirit's attention.) Check first for LVL 4, then LVL 3.
18	25,000	ENLIGHTEN SPIRIT: causes the spirit to become enlightened as to the illusion of worldly pleasure and pain and set its heart on entering Nirvana either singly or with others it has itself brought to enlightenment. Such a spirit becomes a Guardian of Buddhism and retains its spirit level. The Spirit may save against this Miracle as vs. a Third Circle spell of Command with +5%xSpirit Level added to its save percentage. Demons also add +1%xAL to their save percentage. 100' range.
19	100,000	LESSER VISION of Kannon Bosatsu, may ask three questions. They will be answered if Kannon considers them properly respectful and significant. This miracle is only attemptable once a month--after the preceding 30 days have been spent in prayer uninterrupted by anything except sleep, ascetic meals, etc.
20	100,000	GREAT VISION of Rushana Buddha. May ask three questions. They will be answered if the Buddha considers them properly respectful and significant. This miracle is only attemptable once a month--after the preceding 30 days have been spent in prayer uninterrupted by anything except sleep, ascetic meals, etc.
21	200,000	EVOKE AID OF GREATER BUDDHIST SPIRITS (Spirit Level 5-7). As for Miracle No. 17.
22	500,000	ASSURE NIRVANA: castable on self or others. If cast on self, Cleric becomes AL 1, WIS 20. Affects choice of Paths of the Dead; see 25.01.

24.15 EXPLANATION

Evil Miracle: Demons know Evil Miracles (some analogous to the true Miracles of religion) which they teach their minions. (See 34.06.) Some Miracles are defined as nullifying some Evil Miracles.

Remove Curse: any spell of attack (including an illusion) is a Curse. So are the spells of a Goryo/Ikiryo, Evil miracles and any similar sending of attack.

Visions: the GM should attempt to roleplay the Kami or Buddhist Spirit contacted. No Spirit will answer questions it considers frivolous or impertinent. If the Cleric persists after a rebuke in asking such questions, the Spirit will not be consultable again.

Words of Command/Illusion: These Miracles allow the Cleric to cast a Command/Illusion as a Learned Spell at a higher than normal MKL/PMF. The Shinto Cleric begins with the ability to cast CHARM PERSON through this Miracle; the Buddhist with BLURRED IMAGE. Each 100,000 EP the Cleric acquires the next spell in the spell lists as an instance of this Miracle.

24.16 CREATING WATERS OF PURIFICATION.

These waters are used to wash the hands and mouth of the visitor to the Buddhist Temple or Shinto Shrine so his prayers will be acceptable. Such waters must be fully enchanted and purified (by Miracle No. 1) of pure spring or melted snow water. Anyone taking Purified Water for private use is expected to donate 2D6 the customary offering (see 23.06).

24.17 WRITING HOLY SCROLLS.

The Cleric must enchant a fresh brush (from the bone and hair of a domestic animal), piece of silk cloth, and ink for each Holy Spell. (The ink must have 6 + 1/Miracle No. ingredients.) These materials are enchanted by use of PRAYER FOR AID (see 24.04). After the enchantment is complete, the Cleric must meditate one month. He may then write a scroll of any Miracle he can perform, taking one day per miracle number to write it. Shinto Holy Scrolls are written in court dialect; Buddhist in Chinese. A Holy Scroll has one use with a miracle success chance of the writer's -20%. It cannot be used save by a Cleric.

24.18 HALLOWING A WEAPON
A Shinto Cleric who is a Weaponsmith or a Master of a Martial Art may create a holy weapon. In order to do this, he must observe the following steps. The weapon must be either a possible Bane Sword or a Wise Sword.

The weapon must be kept at the Shrine on the altar for three years. During this time it must be tempered as a Bane Sword. It must also weekly have Astral Form and Remove Curse cast successfully on it. At the end of this three year period, the Maker must evoke a Vision of Amaterasu (thus the maker must know Miracle No. 20 or have a Scroll of it) and ask her to supervise the final tempering of the sword--which will be done with the maker's heart's blood causing his death.

Such a weapon has the properties of a Bane and Wise Sword. It hits Demons, Evil Bakemono and Evil Hengeyokai at +2 to its normal bonus. It hits on both material and astral planes and gives its wielder See Astral Plane. It also enables the wielder to Exorcise as a 20th level Shinto Cleric.

If a hallowed sword is wielded by a character who is not AL 1-5, it will behave as a displeased Ego Sword.

25 AFTER A CHARACTER DIES

For the first 49 days after death, the spirit hovers about the place of death in the form of a butterfly or dragonfly or in astral form. During this time, the spirit is not visible by any being, not even by a Medium or Summoner. On the 50th day after death, the spirit chooses a path of the dead. If not buried by Buddhist rites (see 24.09), the Spirit will take a Shinto path.

25.01 BUDDHIST PATH
The spirits of devout Buddhists have a chance of going on this path equal to:
- 1% x days of participation in Buddhist religious ceremonies
- +1% x (20-AL)
- -50% if killed unfairly (in a way that would qualify the person to become a Goryo; see 25.03)
- +1%xdays of sutra readings ordered in the person's name (at ten times usual cost of donation; see 23.06)
- +5%/LVL for Buddhist Cleric

The eventual aim of the Buddhist path is to reach Nirvana, but the path may first lead through the darkest Hells or through reincarnation as a beast or as another human. Once having chosen the Buddhist path, a spirit cannot afterwards after another death choose a Shinto path. To find the world of the spirit's next reincarnation, roll 1-50 (percentile dice divided by two and drop any remainder) + 3 x (AL - 3).

01-10: Pure Land of Amida Buddha, a way station on the path to Nirvana from which there is no return to the mortal world. If a Summoner or Medium attempts to contact the spirit, it saves as WIS 20 vs. the Command.
11-20: Rebirth as a human of a higher social class.*
21-30: Rebirth as a human of the same social class.*
31-40: Rebirth as a human of a lower social class.*
41-60: Rebirth as an animal.** Check for new reincarnation in D100 months.
61-75: Rebirth as a Gaki (see 34.00).
76-90: Rebirth in one of the Higher Hells. No return to land of the living save through Medium/Summoner magic; save depends on WIS. Failure to save sends spirit on return to the Lower Hells. Reincarnates again in D100 years.
91+: Rebirth in the Lower Hells, ruled by Emperor Yama Buddha. No return to land of mortals is possible unless Emperor Yama gives consent--and spirit is drawn by a Medium/Summoner spell. Afterwards will return to the Lower Hells. Reincarnates again in 10,000 years.

*A dead noble with 11-20 or a dead outcast with 31-40 reincarnates in the same social class. The GM must decide where the baby the spirit has reincarnated into will be born. The PC's original STR, BVC, APP, CON, HT and FRAME are rerolled. WIS is +1.

**The GM must decide where the animal baby the spirit has reincarnated into will be born. There is a 10% chance the animal is Hengeyokai. Reroll Hengeyokai Characteristics as for human. Reroll all characteristics if the animal is not intelligent.

The newborn human or animal has only D10% of his memory of his previous life--and that will persist only until the age of two; then it will evaporate totally. (See 24.10 for Clerical Rites affecting death for ways to get around this in game terms--if the spirit's comrades wish to retrieve him--and are lucky--and have the cooperation of a good cleric.) Always recheck horoscope (see calendar 26.00+, horoscope 10.12) for effect on a newly reincarnated character.

25.02 THE SHINTO PATHS
A Spirit that does not take the Buddhist path will enter upon one of the following Shinto paths. Check in order listed to see which is chosen.

25.03 THE GORYO (the Revengeful Dead)
If a person died by betrayal, his chance of returning as a Goryo is:
- 5% x LVL
- + 1% x AL
- +D20% if Samurai (2D20% if Noble or Daimyo)
- -20% if devout Buddhist
- -10%/LVL if Buddhist Cleric

See 34.02 for powers of Goryo. Once a Goryo has killed the person(s) who betrayed/killed him, he must check as above to see if he remains a Goryo and continues to carry out his vengeance against the family and descendants of those he hated. Otherwise he will choose the Buddhist path (with +D3 to AL) or another Shinto path. A Goryo can be stopped in his vengeance by enshrining or enlightening him.

25.04 THE YUREI (the Ghost)
Normally Yurei are at rest, but if a character is not given proper burial or dies without fulfilling an overriding duty (see 6.09), his ghost will continue to appear to mortals. See 39.07 for powers of Yurei.

a. Only human beings require Buddhist burial. Those who are not buried by Buddhist rites are bound to haunt the place where they died, unable to leave it until they have killed another human there. Once this has been accomplished, they may choose the Buddhist path (with +D3 to AL) or another Shinto path. Such a Yurei may be stopped in his compulsion by enshrining or enlightening him.

b. A Yurei who has died without fulfilling an overriding obligation may either try to fulfill the obligation after death or weep in frustration at not being able to do so. Chance to return as a Yurei if the GM rules an overriding obligation remains unperformed is:
- 1% x Honor Points/10
- +1% x CHA
- +1% x LVL
- -5%/LVL if Buddhist Cleric

25.05 THE HERO (the Guardian Spirit)
A character who has performed a notable deed such as slaying a Great Demon or saving a village from a tidal wave or any other deed that has become a legend has a chance to return to the scene of his deed to insure no one forgets it nor undoes what he accomplished there. He thus becomes a Local Master Kami (see 23.02), of Spirit Level 3. His chance of becoming such a Kami is:
- 1%/LVL
- +1% x total Honor Points
- +1% x CHA
- +10% if of superhuman strength

For the powers of such a Kami, see 41.01.

25.06 If none of the above paths are appropriate/chosen, the spirit goes off to the MEIDO, the Shinto world of the dead. For the first 33 years after death, Mediums and Summoners may summon it to return as a Yurei. It may spontaneously show itself as a Yurei if its family is in danger of being wiped out (chance is 20% + 5%/surviving male descendant). After 33 years have passed, the spirit becomes one of the SHORYO, the Ancestral Spirits who are among the lower Kami. It may still be summoned by Mediums or Summoners, but it may save if it chooses (with WIS +5 vs. the Command) and appears as Spirit Level 2. For the powers of Shoryo, see section 41.01.

26 THE CALENDAR and WEATHER

26.01 MONTHS

The Japanese use the Chinese lunar calendar. There are 12 months in the standard year. Odd months have 29 days; even months 30 days. The full moon occurs on the 15th day of each month; the new moon occurs on the last day of each month. There is a nineteen year cycle, with an intercalary 12th month added in the 3rd, 6th, 9th, 12th, 15th, 17th and 19th years of the cycle. The first month of the year occurs approximately in the Western February.

26.02 YEARS

Years are numbered by the Kami Name of the Emperor. Each time the Emperor changes his Kami Name (which he may do if a signal event happens either to celebrate a triumph or ward off another disaster), the year numbering will change. Each time a new Emperor comes to the throne, the numbering will change.

26.03 WEEKS

The Japanese used ten day weeks rather than seven day ones. There was no day of rest, but people were accustomed to letting employees off work and closing businesses for major holidays (except for those businesses that stayed open as part of the holiday). Devout Shintoists would try to attend the Shrine not only on major festivals but on the 1st, 15th and 28th of each month, and devout Buddhists would try to attend the Temple not only on major festivals but on the 8th, 18th and 28th of each month.

26.04 FESTIVALS

B = Buddhist
C = Chinese origin
P = Popular
S = Shinto

in addition, the Emperor's birthday was always kept as a national holiday.

First Month (sign of the Rat): 40 degrees and clear

S 1-6: New Year celebrations and gift exchange. Houses are decorated with pine and bamboo on the front door. Farmers decorate ploughs, fishermen their boats, and artisans their tools.//Feasting and visiting.//Calligraphy practice (D20 x normal Skill Points gained.)//Traditional time for pilgrimage to shrine, especially to Ise.

Second Month (sign of the Bull): 50 degrees and 35% rainy

S 3: Setsubun: first day of Spring. Throwing of roasted red beans out of the house or shrine to expel evil spirits (as Clerical Blessing of the Home (see 24.03.))

B 1-7: Equinox: Buddhist rites for the dead. (On the 3rd, the actual day of the equinox, the sun was believed to whirl round and round at sunset.) Parallel Shinto rites are sometimes also held.

Third Month (sign of the Tiger): 60 degrees + 50% rainy

C 3: Doll Festival. These are valuable and delicately made symbols on display for one week and then put away. They show the Imperial Court; a set includes 15 dolls. (Price for a set of no special quality or history is 5 Bu. 1 Bu if cheap and of poor quality; 50 Bu if suitable for noble family.)

Fourth Month (sign of the Hare): 65 degrees + 50% rainy

B 8: Buddha's birthday. Images of the Infant Buddha are displayed at the Temple.

Fifth Month (sign of the Dragon): 70 degrees + 50% rainy

C 5: Boys Day: kite flying and kite fighting are common. A carp kite is displayed at the home for each son born and still alive.

Sixth Month (sign of the Snake): 80 degrees + 50% rainy

P 1-7: Rice planting festivals. Dancing and singing. Festivals for local Kami common in farm areas.

P 30: All debts must be paid or debtor will be regarded as deadbeat and extended no more credit in future. Such loss of face may lead to debtor committing suicide.

Seventh Month (sign of the Horse): 85 degrees and humid (35% rainy)

P 1: mid-year gifts and visiting.

C 7: Tanabata: festival of the uniting of the Celestial Herdboy and Weaver Girl, the two stars separated by the Milky Way and only able to cross it this night of the year--if it doesn't rain. Weaver artifacts begun on this day target or save vs. targeting at +7%. Calligraphy practice as at New Year.

B 13-15: Bon Festival for the dead, especially those in the Hells. The dead of a family return from wherever they otherwise are to observe the living. (They are not visible to anyone unless they take on material form.) Families visit the graves of their dead and hang lanterns on the doors of the home. On the 16th, the spirits depart; the lanterns are taken to the graves (on the coast, they are put on floats and pushed out to sea). Such a lantern has a 5% chance of freeing a Yurei bound to the place of its death from its state of compulsion. There is feasting, dancing, singing--and frequently Shinto festivals as well.

Eighth Month (sign of the SheepP: 75 degrees + 50% rainy, with a chance of typhoons.

B 1-7: Equinox: as for Third Month.

P 8: Full Moon is the most beautiful of the year.

Ninth Month (sign of the Monkey): 65 degrees + 50% rainy, with a chance of typhoons.

Tenth Month (sign of the Bird): 50 degrees + clear

P 15: Rice Harvest Festivals. Usually combined with a Shinto Festival for the Kami of Izumo.

S 20: Festival of Ebisu, the only one of the eight million Kami to remain at large during this month. (All the other Kami have deserted their proper shrines and are attending the great temple of the Kami of Izumo. Ebisu is slightly deaf and does not hear the summons.) On this day, tradesmen sell off surplus stock and entertain customers.

Eleventh Month (sign of the Dog): 40 degrees + clear

S 8: Feast of the Bellows to the Kami of the Oven and Hearth. Fires are lit in Shrines to Inari to worship the Kami as the patron of Swordsmiths. Weaponsmith work commenced this day will be carried out as if the Mage were a Fox for enchanting purposes.

Twelfth Month (sign of the Boar): 35 degrees + clear

Last Month

P 30: All debts must be paid. As Sixth Month.

26.05 WEATHER

Most weather resembles that standard for the month but of course some variation occurs. The chance that there is the same weather as the day before is 50%; otherwise roll on the table below according to the month.

Month	Precipitation	Overcast	Typhoon	Clear	Catastrophe
1st	01-10	11-15	--	16-99	00
2nd	01-35	36-45	--	46-99	00
3rd	01-50	51-70	--	71-99	00
4th	01-50	51-70	--	71-99	00
5th	01-50	51-60	--	61-99	00
6th	01-50	51-60	--	61-99	00
7th	01-35	36-40	--	41-99	00
8th	01-40	41-45	46-55	56-99	00
9th	01-40	41-45	46-55	56-99	00
10th	01-10	11-15	16-17	18-99	00
11th	01-10	11-15	--	16-99	00
12th	01-10	11-15	--	16-99	00

Overcast

01-10 Heavy Fog: as 3 volumes: see 13.04, 16.06.
11-20 Light Fog: as 1 volume: see 13.04, 16.06.
21-70 Mist: -10% to range of vision. See 16.06.
71-00 Clouds: as 16.06; cannot see sun, stars or moon.

Typhoon: 50+ miles per hour wind plus heavy precipitation. Does **not** reduce temperature.

26.06 TEMPERATURE

Absolute temperature affects the nature of precipitation and interacts with wind velocity to produce relative temperature. Check calendar (26.04) for normal temperature for month.

01 . . . . . 20 degrees colder
02-05 . . . . . 15 degrees colder
06-13 . . . . . 10 degrees colder
26-75 . . . . . standard temperature
76-87 . . . . . 5 degrees warmer
88-95 . . . . . 10 degrees warmer
96-99 . . . . . 15 degrees warmer
00 . . . . . 20 degrees warmer

Precipitation: (If temperature is 35 degrees +, precipitation appears as rain; if colder, as snow.)
01-15 Heavy Precipitation: as 5 volumes of Snow/Rain. See 13.04.
16-40 Steady Light Snow/Rain as 2 volumes: see 13.04.
41-00 Intermittent Light Snow/Drizzle (check per hour at 20% chance) as 1 volume of Snow/Rain; see 13.04.

Humidity: usually roughly equal to temperature with summer days at 80 degrees and 80% humidity, winter days at 35 degrees and 35% humidity.

Wind Velocity: roll percentile dice; -20% if clear, +20% if precipitation. Typhoon: see below percentile table.

01-40 Calm
41-70 Breeze (as 1 volume of Breeze; see 13.06)
71-90 Wind (as 1 volume of Wind; see 13.06)
91-00 Blustery Wind (as 2 volumes of Wind; see 13.06). Typhoon (as 5 volumes of Wind; see 13.06).

Each 30' per segment of Wind lowers relative temperature by one degree.

26.07 EFFECTS OF RELATIVE TEMPERATURE

Heat (83 degrees +): Cross country travel is 2/3 normal. FP regeneration is lowered one category (sleeping as if resting, resting as if walking). Heat Prostration is possible; see 22.04. Fighting Energy is minus AC of armor worn. (If a character's fighting energy is 6 turns and he has AC 3, his Fighting Energy lasts 3 turns.)

Warmth (78 degrees +): Cross country travel is 3/4 normal.

Cold (35 degrees –): Not wearing proper clothing: double standard chance of catching Common Cold, Pneumonia. (35% - CON) chance of Frostbite if moving about outside; (50% - CON) chance of Frostbite if stunned, sleeping, etc. outside; check once per hour. (See 22.04.) Wearing dry padded kimono, cloak/coat: (20% - CON) chance of Frostbite if moving about outside; (35% - CON) chance of Frostbite if stunned, sleeping, etc. outside; check once per hour.

Extreme Cold (20 degrees –): +30% to chance of Frostbite. A person who is stunned, sleeping, etc. will freeze to death in CON/4 hours (one hour minimum).

26.08 EFFECTS OF WIND ON MISSILE ATTACKS

Missile	Breeze	Wind	Blustery Wind	Typhoon
Crossbow	--	-5%	-10%	-20%
Halfbow	-10%	-15%	-25%	-50%
Longbow	-5%	-10%	-20%	-40%
Yarinage	--	-5%	-10%	-20%

26.09 CATASTROPHIC WEATHER
GM determines type of catastrophe according to the locality. Such a catastrophe occurs only in a limited area with the rest of the region having standard weather for the season. Among the types of catastrophes are: earthquake, thunderstorm, tidal wave, and volcanic eruptions.

26.10 EARTHQUAKE
The scale below ranges from 2-4 on the Richter scale. The GM may extrapolate to heavier earthquakes which may create fissures, landslides or avalanches, etc.--but such catastrophes should not occur randomly.

Intensity of Earthquake
01-70 Mild Earthquake: lasts D3 segments with effect as light bash (roll D6).
71-95 Medium Earthquake: lasts D6 segments with effect as LH bash (roll D10). Those stunned or sleeping lose D10% FP per segment.
96-00 Heavy Earthquake: lasts 2D6 segments with 20% chance of Medium Earthquake after-shock D20 turns later and 80% chance of D6 Mild Earthquake after-shocks during next D6 hours. Effect is as Heavy bash (roll 4+D6). Those stunned or sleeping lose 2D10% FP/segment and have 10% chance per segment of suffering a critical hit due to being tossed about.

Chance of Building Collapse

Intensity of quake	Type of building: lightweight	wooden	stone
Mild	65%	10%	2%
Medium	80%	20%	10%
Heavy	95%	40%	50%

Damage Done By Building Collapse
Lightweight D6
Medium 5D6
Heavy 10D10

Chance of Starting City Fire, Tidal Wave

Intensity of quake	city fire	tidal wave
Mild	5%	2%
Medium	15%	5%
Heavy	50%	15%

26.11 THUNDERSTORM (with Lightning bolts)
Each storm generates D3 lightning bolts capable of affecting characters or places known to them. Such a lightning bolt will strike in the vicinity of a campaign character (PC or NPC) with a 5% chance of hitting him. A character struck by lightning has a 95% chance of dying. GM may choose character struck at random, according to who is in the highest and most exposed position or according to who has most greatly and recently offended the Kami of the locality.

Each thunderstorm has a 10% chance of starting a forest fire which will burn itself out in 2D6 days and a 50% chance of starting a city fire.

26.12 TIDAL WAVE
The ocean withdraws to below the low tide line for three turns, then returns as a 100' wave at 10' per segment with automatic bash causing stunning. Victim is sucked under and drowned if air breather. Water breathers suffer 25 HP damage.

26.13 VOLCANIC ERUPTION
As per Mild Earthquake plus emission of lava (flowing at 2' per segment and doing 2D6 per segment). Poison Smoke may also be released (GM discretion).

26.14 CITY FIRE
Roll on encounter table (43.01) to determine in what area of the city it starts and where it spreads. There is a chance of 80% that any lightweight building in the affected area is burned down, a chance of 20% for a wooden building. The chance the fire spreads to another section is D6x10%. A fire that does not spread has been put out by firemen.

27 BUSINESS

Peasants, Artisans, Merchants, and Investors may attempt to improve their usual income by use of the following skills.

27.01 PRODUCTION SKILL = 1% x(DEX+CON+INT+WIS+LVL)
A farmer, fisher, or artisan has Production Skill chance of improving his income by D20%. Check once per year. If the roll is failed, income drops D6% instead.

27.02 TRADING SKILL = 1% x(INT+WIS+BVC+LVL)
A merchant or artisan trader has Trading Skill chance of improving his income by D10x10%. Check once a month or per roleplayed trading encounter (appropriately weighted). If the roll is failed,

the trader loses D6x10% income. If trading with a fellow trader/entrepreneur, the one with the higher Trading Skill has half the usual chance of making D6x10% additional income, and failure results in his loss of D3x10% income. 10% of the income gained by a successful Trader comes out of the pocket of the people he trades with; the rest of his profits come from increased sales because he is able to beat his competitors' prices.

27.03 INVESTMENT SKILL = 1% x (WIS+INT+LVL)
An Investor has Investment Skill chance of increasing his capital. Capital must be invested for 3D6 months before it begins yielding income. Unsuccessful investments result in the loss of D10x10% of the capital invested after the initial investment term. Successful investment returns D6x50% of the capital invested per year. The initial capital may be withdrawn on 2D6 months notice with an Investment Skill chance that it may all be recovered. Otherwise only D6x10% of the initial capital is recoverable.

27.04 FURTHER AND MORE DETAILED TRADING AND INVESTMENT may be done by use of the C&S Sourcebook. Mining operations in Japan include COAL, IRON, COPPER, SILVER, LEAD, ZINC, SULPHUR, GOLD, and SEMI-PRECIOUS STONES. Other mines as detailed in the Sourcebook do not exist. The Sourcebook's GP equal 25 Bu each.

In this case, since you are dealing with income rather than profit, also figure TAXES. Peasants are taxed 50% to the clan lord, who in turn forwards half of what he receives to the Imperial Government which depending on its strength must in turn forward some or much to the Shogunate Government. Merchants and artisans need not pay taxes to the clan lord but are assessed 10% (peacetime) to 25% (wartime) to the local city government. They may also be asked to pay protection of 10% to the local gambler gang. Fighting peasants are not taxed, but must fight in the clan lord's army during wartime--and pay others to care for their families.

28 DESIGNING FEUDAL JAPAN

28.01 GEOGRAPHY
The GM should either visit a map store and buy a topological map of Japan or draw his own version of the island chain, placing such principal features as Kyoto the Imperial Capital on the West, Tokyo the Shogunate Capital on the East, Mount Fuji between them about a quarter of the distance away from Tokyo, the Ise Shrine in the mountains about halfway between Mt. Fuji and Kyoto. Principal cities include the capitals of the major clans and major harbors which served as ports of trade for both domestic and foreign merchants.

28.02 POLITICAL FACTIONS
The GM should first determine the political strength of the Imperial Dynasty--and whether the power behind it is the Emperor himself, a Retired Emperor (typically a Buddhist priest at least nominally) or the Emperor's Father-in-law (and his powerful clan). Then determine whether a Shogunate exists and how strong it is--and whether the Shogun or his Father-in-law is the power behind it. This decision will also determine the relative strengths of the clan lords and the administrators of the chief Temples and Shrines. (See 2.00.)

Clan Daimyo: Although there are 250 clans in Japan, there will be only D6+1 major clans; other clans will be allied to them (see 6.07). If one clan holds the Shogunate or provides the Consort to the Shogun or Emperor, the daimyo allied to rival clans will be -20% status points; daimyo allied to the favored clan will be +20% status points. Clan lords have castles whose power and improvement is apt to be strictly regulated by a powerful Emperor or Shogun. Lesser samurai may be given lesser castles or forts to hold for their clan lords. (See Castles: 28.09+.)

Shrines: Although there are eight million Kami in Japan, most are Local Masters. Only a few Kami are worshipped nationally by far-flung chains of shrines with a Head Shrine under the administration of a Chief Priest located near the Imperial Capital. These Kami are Amaterasu, Hachiman, the Kami of Izumo, Inari and Jimmu Tenno. There are many shrines to other Kami such as Kompira or the Kami of Good Luck or Gekkawo scattered throughout Japan but none of these have political/military importance on a national level.

Temples: There are many Buddhist Temples but most are controlled by the local Head Priest and only a few temples are organized into chains with a Head Temple under the administration of a Chief Priest located on Mount Hiei to the north-east of the Imperial Capital. These temples are to Amida Buddha, Yakushi Buddha, Rushana Buddha and Kannon Bosatsu. The GM must decide whether these are ascetic or fighting orders.

Towns: In addition to the Imperial and Shogunate Capitals and the castle towns which inevitably spring up around any clan fortress, there are also 2D6 mercantile towns, usually located on major trade routes or at major ports.

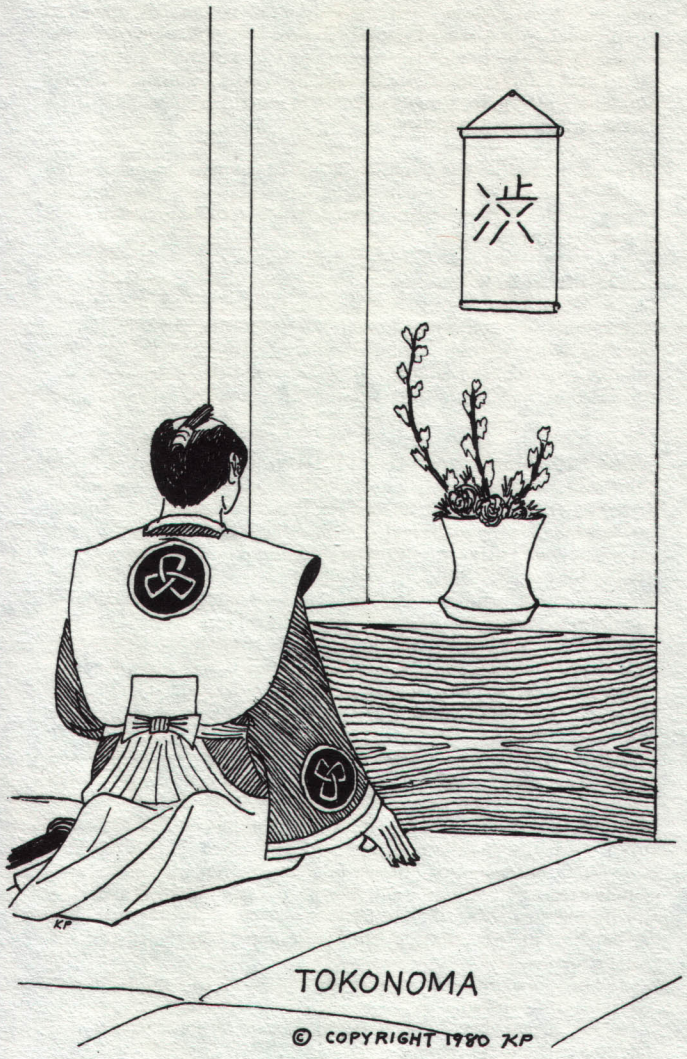
28.03 POPULATION
Japan has a population of about 30 million, of which two million are samurai or nobles, four million are merchants, seven million are artisans, and seventeen million are peasants. About 25 million koku of rice are produced annually in an average year; nutrition is also provided by harvests of other grains, fruits, and the catches of fishermen.

28.04 CONSTRUCTING THE LIGHTWEIGHT HOME OR SHOP
The same structure served country and town dweller, the commoner shopkeeper and the daimyo teahouse. It was made out of cheaper or more expensive materials and workmanship according to the wealth of the builder. Putting up the basic structure is done as follows:
1. Site Clearing; see 28.12.
2. Four piles of stones at the corners of the house with a bamboo framework of rock and a bamboo ridgepole on top.
3. Tile, shingles or thatching roof on top of the bamboo framework.
4. Wooden flooring: may be polished in areas to be halls, kitchen or verandah; may be tiled in area to be bath. Grooving dividing flooring into rooms in multiples of 3'x6' rectangles. The usual room is 4-8 such rectangles.
5. Corresponding grooved ceiling (with attic between ceiling and roof). This ceiling is strong enough to support the weight of a human.
6. Construction of a small fireproof storehouse of brick separated from the house and placed somewhere in back of it. This lockable storehouse is capable of holding bulky items not used every day, family treasures not used every day. In the country, it is also used for storing the harvest. (See 16.03.)
7. Purchase of the following items (consuming half the cost of the total structure):
   a. wooden sliding doors put on as housewalls at night or during winter storms, lockable.
   b. translucent paper sliding screens put on as housewalls during daytime or night at summer.
   c. opaque sliding screens put into grooving to divide up rooms; removable to enlarge rooms.
   d. tatami mats which come in 3'x6' rectangles. Put down in all rooms but halls, kitchen, and bath.

This structure takes one day for five adults to construct. It covers 500-1000 square feet at an approximate cost of:
cheaply built . . . . . 5 Mon per 18 square feet
standardly built . . . . . 12 Mon per 18 square feet
expensively built . . . . . 50 Mon per 18 square feet

This lightweight structure has no specific bedrooms, family rooms, etc. Instead at night futon (comforters) are brought out to sleep in; during the day the futon are stored away in chests, freeing the room for other uses. Heating is not provided by a fireplace (though the kitchen has a stove) but by a kotatsu, a small portable brazier with a quilt over it, so one may stick one's legs under the quilt. If there is a bath, a fire is kept burning under it at all times and people take frequent baths, which helps keep off the winter cold--and the summer sweat. The bath water is only changed once a day; since the bathers wash themselves off outside the bath, it does not get dirty. Clothes and other such belongings are kept in chests of drawers placed in wooden alcoves.

The house of anyone not desperately poor will have a small garden attached--either with flowers and trees, or with mosses, or with sand and strikingly distinctive stones. This garden will cost D20 times as much as the house itself.



In the area of the home used for entertaining guests and for family gatherings, there stands the tokonoma, an alcove where a hanging scroll may be hung or on whose stand an object of art or a flower arrangement may be placed. This alcove will generally have something beautiful and treasured there. Running vertically along the alcove on its left is a piece of wood, chosen for its beauty and placed so that its orientation in its original tree is preserved. If this piece of wood is put in upside down, the Spirit of the Tree will return as a Goryo (see 39.02).

28.05 THE MANSION (or Inn or Geisha/Courtesan House)

The Mansion was much larger and more expensively furnished (including a far more elaborate garden) than the small house, but both were made of the same lightweight materials. A mansion would definitely have a room for a bath, servants quarters, and probably a detached teahouse (four and a half mats in size) in the garden. Such a Mansion is expensively built (50 Mon per 18 square feet) with an average area of 60'x90' to 90'x120' for the structure and ten times that area for the attached gardens which are worth 10+D10 times as much as the mansion itself. Property lines are marked by bamboo, reed or wooden fencing 10-25' high. The best rooms will be those at the back of the mansion overlooking the garden. See below for the Fortified Mansion, commonly used as the townhouse of nobles and daimyo.

28.06 THE FORTIFIED MANSION

All clan lords and powerful nobles had several fortified mansions, typically one in the Imperial Capital, one in the Shogunate Capital and one in the capital of their own province. These fortified mansions were long narrow buildings (usually no more than 24' deep and often as much as 480' or longer on a side) which faced on the street and surrounded the interior garden and central mansion of the noble. These buildings constituted the barracks of the noble's men and contained armories and storerooms.

Their walls were made of stone and their roofs were tiled. A central gate faced the main street with lesser gates beside it and on the other walls of the quadrangle.

Inside the quadrangle were several small homes belonging to the noble's principal councillors and officials, elaborate gardens (with several teahouses) and the noble's residence, a wooden structure of 90'x120' to 150'x200'. These residences might have reinforced sliding screens, with iron sides and wooden slats along their lower halves which could be locked in place from the outside, locking someone into or out of a room.

The fortified mansion was guarded day and night by loyal samurai (and sometimes had dogs patrolling the gardens at night). In addition other precautions were taken to guard against thieves (and possibly ninja). Sections of floor might be false, set to dump anyone who walked on them into a pit. Or there might be nightingale floors, which creaked if walked on. Between the ceiling and roof there might be threads connected to bells which rang if someone crawled by and touched the threads. There might also be Calligraphic Magic Devices set to detect the entry of thieves or ninja and set off alarms.

A quadrangle side of 24' x 480' would take 20 men 15 days to build and would cost:

cheaply built. . . . . .1500 Bu
standardly built . . . . . .3000 Bu
expensively built . . . . . .9000 Bu

Anti-infiltration measures would increase the cost by 50%.

The lord's residence takes five times as long to build as a typical lightweight structure and cost twice as much. The gardens would run 20+D20 times the cost of the lord's residence.

Nightingale Floor: moving silently chance is -50%.
Bell Thread Attic: chance of moving silently is -100%.
Pit Flooring: chance of setting off is 1% per pound.

28.07 SHRINES

The Shinto Shrine's approach is marked by great wooden torii (two large timbers with two crossbeams sticking out past the supports). There will be at least one of these on the path to a shrine, more usually three. Some shrines have many, erected by worshippers to fulfill vows made when they or loved ones were in need of the help of the kami. No one may pass under a torii or enter the shrine who is ill, bleeding or in mourning. If they do, the wrath of the kami whose shrine is defiled will fall on them. (A Torii takes three days to make and costs 25 Bu.)

The Shrine itself is made out of undressed wood timbers with a thatched roof. Inside it there may be statues of Zuijin, Komu Inu or Karashishi (see 41.08). There will be an altar. There are no statues of the Kami themselves. Behind the altar lies a locked room in which there is a Holy Relic of the Kami. Only the Shrine's Head Priest may go in this room.

The Shrine has special guards who watch to protect it from sacrilege. These are Trained Fighters who may be priests or merely pious laymen. Such men are typically skilled in archery, swordcraft and use of the yari.

The Shrine resembles the residence of a noble and construction costs are much the same. Guards are housed in either lightweight structures or in barracks like that of the fortified mansion. There may be gardens, but need not be.

28.08 TEMPLES

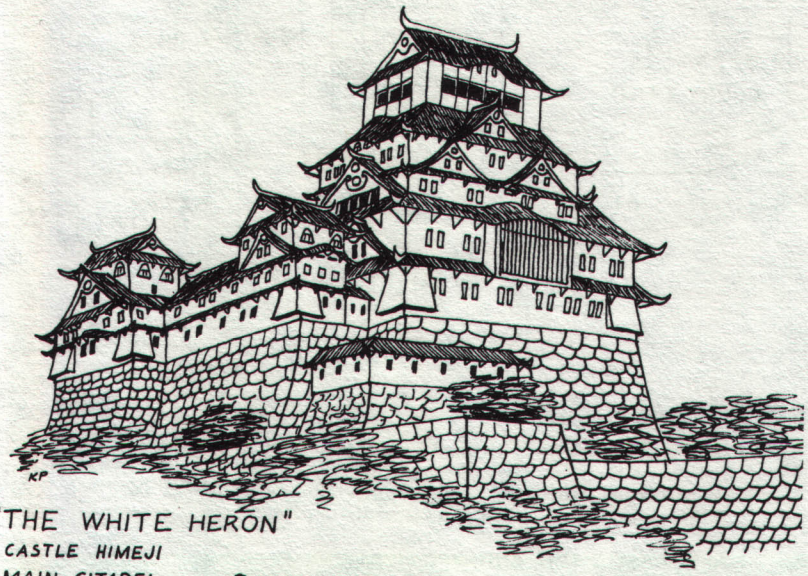
The Buddhist Temple is made of dressed wood with a tiled roof. It features statues of one or more of the Buddhas or Bosatsus and their attendants. At the gates stand statues of the Nio, the heavenly kings, to keep out evil spirits.

The Temple of a fighting order resembles the fortified mansion with the temple structure being placed inside the quadrangle. The Temple of an ascetic order resembles the mansion. Gardens are common, being favored as places in which the priests may meditate on the path to enlightenment.

28.09 CASTLES

The Japanese castle was the only large fortified structure in feudal Japan, and not many were built. Only the head of a powerful clan would have a castle. Most clan lords and nobles lived in fortified mansions and depended on the courage of their samurai rather than on the strength of their walls to keep the foe at bay. Towns had no militia and thus depended on the favor of the local clan lord or the good will of the Shogun or Emperor. During the reign of a strong Emperor or Shogun, building or repairing a castle without permission from higher authority was considered an act of defiance tantamount to rebellion.

The Japanese castle was considerably larger than the European one, perhaps because only its walls were built of stone rather than also its interior structures. It was usually built on a mountain or incorporated a local lake, river or ocean beach into its defense plan. Its extensive stone walls were topped with wooden walls, which in turn were sometimes topped with a spiked iron fence. The towers and donjon were wood. These castles were susceptible to fire in time of peace and war alike, but fairly sturdy against conventional Japanese attack.



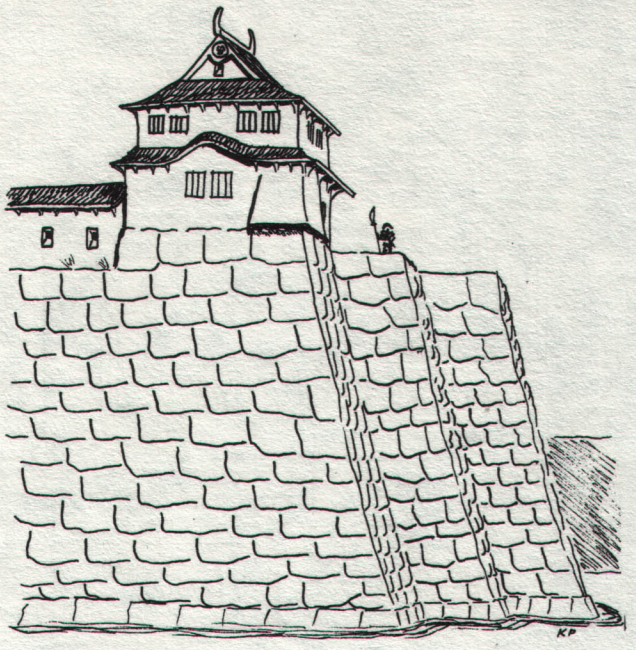
"THE WHITE HERON"
CASTLE HIMEJI
MAIN CITADEL

©COPYRIGHT 1980 KP

Basic attacks against a castle were: a) storming the gates or walls with troops, b) use of a battering ram, c) use of miners to undermine the walls and plant explosives below, and d) use of traitors and/or ninja to open the gates from within, set fire to the interior structures, etc. Fire arrows, cannons and catapults were not used during the medieval period.

After the ground was clear, a stone foundation was constructed, creating a flat or terraced base. Walls were curved, since this requires less stone and gave a smaller area to defend.

Stone walls were built of uncut stones carefully fitted together. These were topped by wooden walls pierced with holes for the castle's longbowmen and crossbowmen, who stood on the stone wall's broad top (half its width at base), mounting to the top by narrow stairs.



OUTER CASTLE WALL, OSAKA

© COPYRIGHT 1980 KP

Outside the wall was a moat, filled with water if there was a river, lake or sea nearby. The moat was faced with stone, and its depth enhanced the height of the wall. A bridge or causeway spanned the moat and was in turn commanded by a tower. (But there was no use of drawbridges or portcullises.)

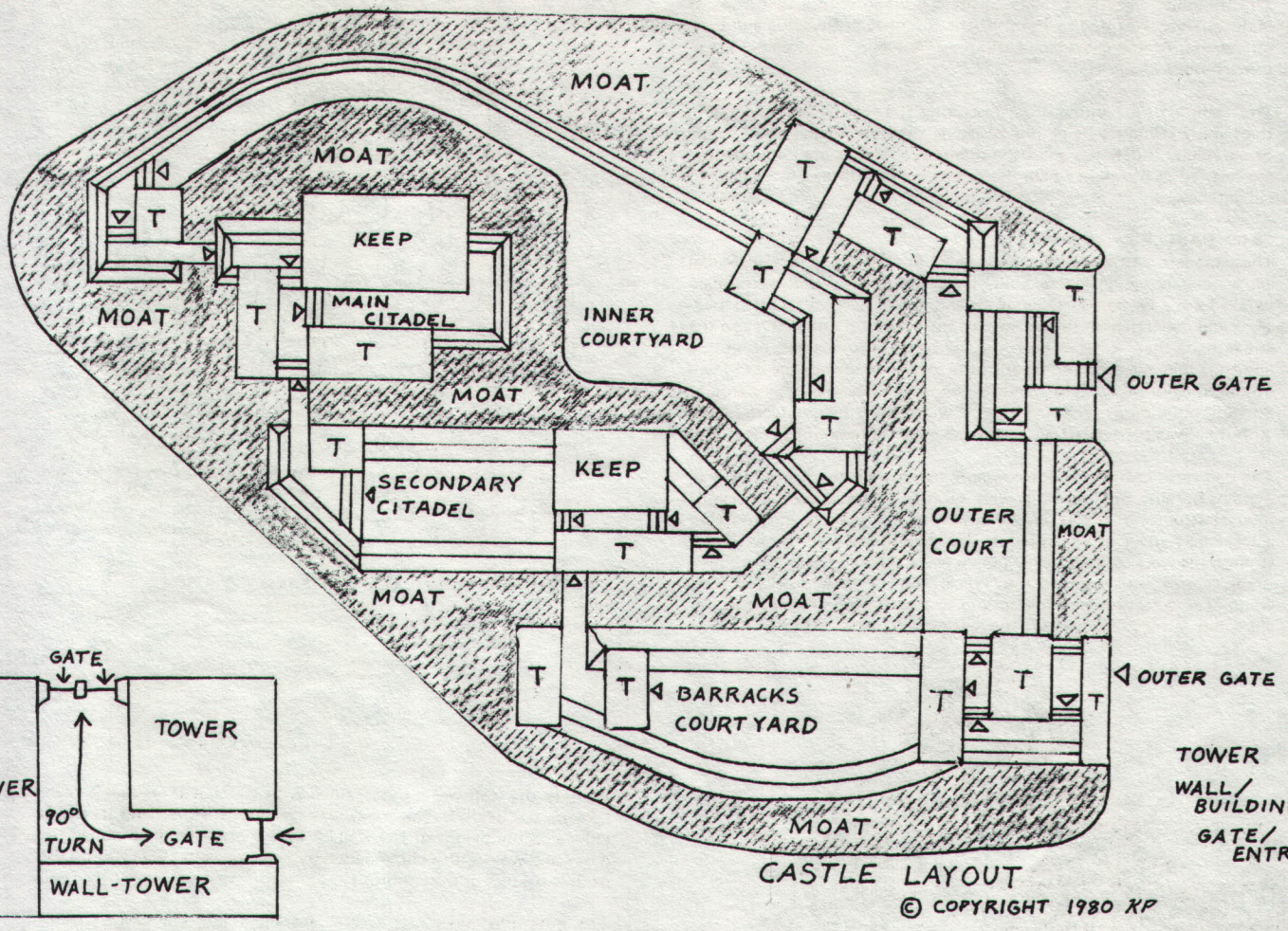
The outermost wall had several entrances into the castle's outer courtyard: one for distinguished nobles, one for tradesmen, etc. The usual gate was wood with iron reinforcement. The typical gate structure was the masugata, a boxlike structure in which the path made a 90 degree turn--commanded by a gate tower. The path approaching a gate would abruptly turn toward the gate and grow narrower and steeper during the last 20'--all designed to slow down the onrush of an attacking army and make use of a battering device more difficult.

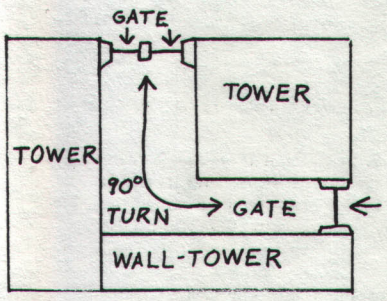
Other towers were built at strategic points in the wall. All towers were wooden and usually two to three stories high. During peace time they might be used for moon-viewing, to house a shrine or temple, or as the customary spot for a samurai to commit seppuku. Long rectangular towers in the inner citadels were built for servants quarters, soldiers barracks or for the castle's ladies.

Usually the inner walls enclosed several citadels, each with a courtyard with a donjon in its center. Usually the main citadel was at the back of the castle (at the top of the mountain if built on a mountain) with the other citadels either before it or to either side.

Towers and donjons all had central pillars running from top to bottom as reinforcement in case of earthquake. Like the fortified mansion, they might also have anti-infiltration devices.

Usually the layout of a castle's gates and walls necessitated a spiraling path, so that attackers had to pass under the fire of the lesser citadels to get to the main citadel. Sometimes this path was deliberately maze-like and confusing, so that finding the gates that led to the main citadel was no easy task. There might be as many as 20 gates between the outermost wall and the chief citadel's donjon--and many more gates leading to other areas of the castle.





MASUGATA GATE PLAN
TOWERS HAVE FIRE PORTS FOR CROSSFIRE

Each citadel had a well and storerooms for food. The main citadel also had secret storerooms for food and weapons and money whose location was known only to the commander and trusted assistants. The main citadel also usually contained the quarters for the castle's chief ladies. Inside the main citadel was the donjon tower, which had an odd number of stories, usually three, five or seven. It also had hidden arrow ports covered with plaster, easily broken from the inside--and windows hidden under the eaves of its gables through which one might throw stones on attackers. All the windows in donjon and towers were pushout windows, which could be detached to allow easier missile fire from within. Ceilings might contain trapdoors to allow dropping huge stones on the heads of invaders below.

The castle's gates might be inscribed with various calligraphic magic signs such as Remove Fire and other defenses against Magic attack. Use of magic protections against Illusions and Commands would also be common. The end tiles on the roofs of towers and donjon had the faces of guardian kami drawn on them. Mages and Clerics thus had +20% additional chance when within 50' of the roof tiles to summon spirits to defend against attacks by demons or hostile spirits. A Circle of Protection might also be inscribed around each citadel, activatable by the defenders in time of need.

The castle guards would be vigilant against not only enemy armies but enemy ninja who would attempt to enter the castle secretly so as to gain information or assassinate a leader.

28.10 HOLDINGS OF LORDS

Emperor/Shogun: Capital (Type 10 City) plus D3 Castles of Types 3 + D3.

Lords of Major Clans: Clan Capital (Type 6+D3 City) plus Castle of Type 3+D3.

Lord of Minor Clan: Clan Capital (Type 3+D6 City) plus 1%x5000 koku administered chance of a Castle of Type D3.

28.11 CASTLE TYPE AND SPECIFICATIONS

walls	**No. 1**	**No. 2**	**No. 3**	**No. 4**	**No. 5**	**No. 6**
thickness	6'	8'	10'	12'	15'	20'
height (stone)	15'	20'	25'	30'	35'	50'
(wood on top)	10'	10'	15'	15'	20'	20'
spiked iron fence on top of wood wall	--	--	--	10'	10'	15'
moats						
width	20'	30'	40'	50'	60'	100'
depth	10'	15'	20'	25'	30'	50'
No. of citadels	2	2	2	3	3	5
No. miles of wall (half outer wall, half interior)	5	1	2	4	5	8
Wall towers height (15' per story)	15'	15'	15'	30'	30'	30'
Donjon height (20'/story)	20'	60'	60'	100'	100'	140'
mages resident (MKL 3D6+4)	1	D2	D3	D3+1	D3+2	D3+3
calligraphic alarms	D6	2D6	3D6	4D6	5D6	6D6
calligraphic protections/ dispels/attacks	D3	D6	D10	2D6	3D6	4D6
samurai present in wartime*	200	400	800	1600	2000	3500

*Only 1/4 this number samurai are present in peacetime. Five times this number samurai are present if over 30 days notice given of attack by enemy so all clan samurai have time to return to castle.

GATES: D3 per citadel and D10 additional.
TOWERS: one per gate plus D6 additional per citadel.
STABLES: will hold horses for 10% of the wartime samurai.
WELLS: will supply water for all men and horses inside during maximum wartime capacity except in time of drought.
STOREROOMS contain:
a) 4+D6 months of food for wartime samurai and horses.
b) D3 extra weapons per wartime samurai: chiefly katana, yari, longbows and arrows, crossbows and bolts.
c) D6 x 60 times daily income for castle's lord and 5D6 x 10% yearly administered income (see 3.10).

28.12 BASIC CONSTRUCTION COSTS

MD = Man Day: one man's work in a day. These costs assume free labor, but meals and lodging must be provided for the workmen. See 3.08+ for cost of hiring workmen, etc. The table below shows time and costs relative to excellence of workmanship of construction. Cost is per Man Day.

	Cheap	Average	Excellent
Site Clearing (1 MD per 100 sq ft of unwooded land or 50 sq ft wooded land)	3 Mon	5 Mon	15 Mon
Foundation Preparation (not counting moats) for castle; 2 MD per 100 sq ft	10 Mon	1 Bu	2 Bu
Bamboo framework for lightweight building per 18 sq ft (1 MD per 1000 sq ft)	3 Mon	12 Mon	50 Mon
Stone Wall (including quarrying, transporting stone). 5 MD = 100 cubic ft type of stone	15 Bu cheap	20 Bu average	25 Bu good
Wood Wall; 1 MD = 1000 sq ft	2 Bu	3 Bu	5 Bu
Spiked iron fence; 2 MD per 1000 sq ft	--	20 Bu	30 Bu
Digging moat and facing it with stones per 100 cubic ft --2 MD	15 Mon	1 Bu	2 Bu
Iron-reinforced Masagata gate with gate tower = 3 MD	--	10 Bu	20 Bu
wall tower per story; 1 MD = 400 square feet enclosed	5 Bu	10 Bu	30 Bu
Donjon per story; 5 MD = 5000 sq ft enclosed	40 Bu	100 Bu	300 Bu
Thatched roofing per 500 sq ft; 1 MD	1 Bu	2 Bu	4 Bu
Tile roofing per 100 sq ft; 1 MD	5 Bu	10 Bu	20 Bu

Finishing the towers and donjon with interior furnishings, etc. adds 20% to their construction costs. Finishing a lightweight house or mansion adds 100% to construction costs. Stone is assumed to be available for walls and moat facings as obtained from areas excavated from moats. Finishing off a castle with bridges, sheds, wells, storerooms, arrow ports, pushout windows, etc. adds 5% construction cost of walls and moats.

Note that building a castle costs the usual clan lord far more than one year of administered income, let alone ten years of personal income. Great castles were typically built for the Emperor or Shogun by their lesser allies, whose services were politely requested as a form of taxation of both a clan's money and artisans.

28.13 THE MAGE BUILT CASTLE

Castle Walls can of course be built by magecraft rather than brute force, using the spells for materializing and erecting dense rock to provide sheets of rock of the desired dimensions.

Assuming that a Mage hired for such construction work has the necessary spells in his Focus and can therefore cast them 7 (recharges per day of a Focus) + 20 (5% FP loss per spell thrown with a Focus) = 27 times per day or once a turn for an hour. The mage may then rest for six hours at an average FP regeneration of 4 FP/hour = 24 FP or all the FP of an average MKL 7 mage and then throw 20 more such spells. (The Mage's CON and FP may be determined in detail to judge the exact number of spells he can throw per eight hour day.)

Such an average MKL 7 Mage can materialize approximately 47x7 = 329 cubic feet of dense rock per day--or materialize and erect 164 cubic feet of dense rock per day. The average MKL 15 mage can materialize approximately 42x10 = 420 cubic feet of dense rock per day--or materialize and erect 210 cubic feet of dense rock per day. This means a mage can do in one day the work of 16-21 men, which seems only reasonable. Of course the mage will probably charge a lot, but a clan lord with plenty of mages to volunteer to help build his castle will certainly have a superior castle.

28.14 THE TOWN

Japanese towns looked for protection to their province's clan lord, not to mercenaries nor militia. Some of the larger ones (No. 4+) had dirt walls of 10' high faced with stones with a 5' deep ditch on each side. Gates in this wall were wood-reinforced with iron and generally had nearby towers used both by ward guards and by firemen. In addition some of the larger towns were near the outworks of castles and citizens could retreat to the castle in case of attack.

In the table below, population indicates the town's adult citizens (20% being fit for military service as UTI Type XI Troops). A smaller number of trained fighters (suitable as UTI Type C Troops) is listed separately.

The Shogunate and Imperial Capitals are Type 10 Cities. Capitals of Major Clans are Type 6+D3 Cities. Capitals of Minor Clans are Type 3+D6 Cities. Major ports are Type 3+D6 Cities. Other towns are Type D6 Cities.

Town Type	Population	Trained Fighters
1	1500	100
2	2000	135
3	3000	200
4	4000	265
5	5000	335
6	10,000	650
7	20,000	1300
8	50,000	3000
9	100,000	6000
10	200,000	10,000

28.15 THE SHRINE AND TEMPLE

Type	Population	Ascetic Order Trained Fighters	Fighting Order Trained Fighters
1	25	D6	25 minus D3
2	50	2D6	50 minus D6
3	200	4D10	200 minus 4D6
4	500	5D20	500 minus 5D20
5	1000	2D100	1000 minus D100
6	3000	6D100	3000 minus 3D100

Temples/Shrines have storerooms containing:
a) D3 years food for priests.
b) 5D6 x 10% yearly administered income of Head Priest (see 3.10).
c) For Fighting Orders: D3 extra weapons per Trained Fighter: chiefly naginata, kusarigama, yari, yarinage.

28.16 THE VILLAGE

Type	Population	Trained Fighters
1	50	3
2	100	5
3	200	10
4	400	20
5	700	35
6	1000	50

28.17 SCALING WALLS

Siege ladders were not used in Japan. Standard chance of climbing a stone wall is 30% + DEX Skill; if grapple used, 60% + DEX Skill. Check every 10' up.

28.18 MINING

The average mining crew is ten men: 5 with picks or shovels, 5 in charge of shoring and transporting the excavated material. Supplies cost 100 Bu + 5 Bu per foot tunneled. In a 12 hour shift, a tunnel 6' high and 6' wide can be dug the following distance:

Type of Soil	Distance Tunneled	Chance of Cave In
Marsh	3'	25% per 12 hours
Under Moat	6'	25% per 12 hours
Sand	6'	20% per 12 hours
Loose Soil	24'	15% per 12 hours
Medium Soil	20'	10% per 12 hours
Packed Soil	16'	10% per 12 hours
Rocky Soil	12'	5% per 12 hours
Clay	12'	10% per 12 hours
Rock	3'	5% per 12 hours

If the miners' tunnel reaches the area of the castle, a check must be made on its accuracy:

Roll	Tunnel's Location	Effectiveness of Explosives
01-05	gate	100%
06-50	wall	100%
51-70	5+D10' from wall	60%
71-85	15+D10' from wall	30%
86-95	25+D20' from wall	10%
96-00	50'+ from wall	0%

28.19 STRENGTH OF DIFFERENT MATERIALS (10'x10' section)

Type of Material	Thickness	HP Absorbed
paper screen	1/2"	5
wood shutters	1"	60
wood wall	1"	60
wood gate latching	--	100
earthen city wall	10'	100
iron gate latching	--	150
iron-reinforced wood gate	2"	800
cheap stone	10'	6000
average stone	10'	7000
good stone	10'	8000
Magic Dense Rock	10'	9000

28.20 STRENGTH OF VARIOUS ATTACKS

Impact Weapons do full damage on paper, wood, and stone. SLASHING WEAPONS do full damage on paper or wood, half damage on iron-reinforced wood, and no damage on stone.

Explosives: Clan artisans provide kegs of 50 lbs for 25 Bu. Normal customers must buy at Fireworks Shop at 1 Bu per .1 lb. Buying in large quantities will result in coming to the attention of the authorities. DAMAGE is 3D20 per pound.

Reliability of Explosives

Roll	Result
01-05	hang fire for D20 turns: roll again then.
06-20	explosive doesn't explode; may try to re-ignite.
21-40	explosive backfires bringing down last section of tunnel; 10' caved in per lb of explosive 25% standard damage to structures above.
41-70	explosive backfires slightly bringing down last section of tunnel; 5' caved in per lb of explosive. 40% standard damage to structures above.
71-90	No backfire but only 50% of standard damage to structures above.
91-00	All available force hits structures above.

Throw Wheel: A battering ram-type device consisting of a heavy rock slung on a cable from a projecting arm on a movable base which can be hauled back with a rope, then released to swing with great force against the chosen target. This takes a crew of five men, weighs 500 lbs (but is on wheels so pushable as if weighs 200 lbs), and can be constructed in 1 day by five men. It does 100+5D6 damage. Strikes once per turn. Sustains 40 pts damage.

Tortoise Shell Cart: A battering ram-type device consisting of a heavy wooden pestle suspended on lengths of cable which could be swung back and forth. Around the pestle was a heavy shield of cowhide protecting those within (-10% to missiles plus an additional -25% since those within are unseen though generally located). This takes a crew of five men, weighs 500 lbs (but is on wheels so pushable as if weighs 200 lbs) and can be constructed in 1 day by five men. It does 40+D20 damage; strikes twice per turn. Sustains 60 pts damage to cowhide, 40 pts to interior mechanism.

29 MASS COMBAT

(Non-wargamers: use 29.01-.05, 29.32-.40.)

29.01 TROOP TYPE ABBREVIATIONS

Note that there are no mercenaries in feudal Japan, though Clerical Fighting Orders might be influenced to ally with a clan--or even with rebellious peasants. Infantry does not use the square, phalanx, etc.--with the exception of Ashinaga infantry. Weapons: see 7.09+.

SC: Samurai/Noble Cavalry. They maneuver in open order. They use longbow, tachi, naginata, yari, and nodachi. One-third of each clan's samurai are mounted; the rest are foot troops.

SI: Samurai/Noble Infantry. They maneuver in open order. They use longbow, katana, naginata, yari and nodachi.

FPI: Fighting Peasant Infantry, part of the clan army. They maneuver in normal or open order. They use yari, masakari, nodachi, and yarinage. (In castles, they also use crossbows.)

FCI: Fighting Cleric Infantry. They maneuver in open, normal or closed order. They use bo, tetsubo, kusarigama, naginata, and yarinage.

UPI: Peasant Infantry. They maneuver in open order. They use kama, bo, masakari and nata.

UTI: Townsmen Infantry. They maneuver in open order. They use katana, yari and yarinage.

UBI: Bandit Infantry. They maneuver in open or normal order. They use half-bow, yarinage, katana, yari, bo, nodachi, masakari, and tetsubo.

SKI: Kojin Infantry. As Samurai but may maneuver in close or normal order.

FAI: Ashinaga Infantry. They maneuver in normal or close order. They use jo, yari, and half-bow.

SHI: Hachibushu-led Infantry. Group of animals led by a Buddhist Spirit who typifies the species. Typically Wolves, Foxes, Bears, Stags or Eagles. Standard animal armor type (0-1= light; 2-4= medium; 5-8= heavy). No weapons save for standard body parts/grappling.

29.02 LEVEL OF TRAINING

S: Samurai/Noble. Applied to Kojin and Hachibushu-led Animals, this signifies high charisma.

F: Trained Fighters, owing allegiance to a particular Clan Lord, Head Priest of a Fighting Clerical Order, etc. These men are used to fighting in formation.

U: Untrained. Applies to assemblages of peasants, townsmen, etc., who whether or not they are Trained Fighters are not used to fighting in formation together. Bandits fall in this group, since they rarely must fight full-scale battles.

It takes 1 year or 3 battles to convert Untrained troops to Trained Fighters.

Each year a Clan Lord has 5% of original troop strength added as young (X1) troops.

29.03 LEVEL OF EXPERIENCE

A: Veterans of 11+ battles (usually LVL 8+D10)

B: Seasoned Troops of 6+ battles (usually LVL 6+D3)

C: Average Troops of 3+ battles (usually LVL 3+D3)

X: Troops of Uncertain Quality

- X1 Green Troops of 0-2 battles (usually LVL D3)
- X2 Poorly Led Troops: 2D6 battles fought; see 29.08
- X3 Disaffected Troops: 2D6 battles fought; see 29.09

Note that Troops gradually rise in Level of Experience in the course of the campaign. If X2 or X3 Troops have their problems remedied, they are converted to A, B, C or X1 Troops depending on the number of battles fought. PCs who have not fought in actions with 50+ men per side are X1.

29.04 COST OF MAINTAINING AN ARMY

Troop salaries are the same in peacetime and wartime. Troops furnished their own armor, arms and mounts if any. Other expenses, however, were only incurred during wartime and had to be met by the clan lord or head priest. (A Clan Lord or Head Priest usually has 5D6 x 10% of yearly administered income; see 3.10.)

Provisions: Nobles brought along their own luxury foods on their own packhorses. General provisions of food and drink cost 15 Mon per man per day (4 lbs); 600 Bu per 100 men for a 10 day period (4000 lbs).

Baggage Transport carried provisions, extra weapons, tents for nobles, etc. The packhorses used carried 600 lbs unencumbered, 725 partially encumbered, 900 fully encumbered. They move at 24 miles a day unencumbered (145'/turn), 20 miles a day partially encumbered (120'/turn); 18 miles a day fully encumbered (110'/turn). Baggage is 50 lbs per Noble, 15 per Samurai, 10 per Fighting Peasant or Fighting Cleric for a 10 day journey. One man must lead each packhorse, and additional troops may be detailed to guard the baggage train. Clan Lords or Head Priests typically have 1 packhorse per 100,000 Bu (5000 Koku) of administered income. Additional packhorses may be bought at 150 Bu.

Fighting Artisans: an army which is to besiege a castle needs artisans to construct battering rams and miners to tunnel and place explosives. These are paid as Artisans (see 3.08) and do not fight as battle troops.

Mages: Mages whose services are accepted by a clan lord rank as Samurai. Army Mages may include Diviners, Herbalists, and specialists in Commands, Illusions and Basic Magic. There is one MKL of Mage per 100 Samurai with 1/3 of the MKLs belonging to Mages MKL D3+1; 1/3 to Mages MKL D6+3; 1/3 to Mages MKL 8+2D6. Thus a clan army of 50,000 Samurai would have 500 MKL of Mages, of whom 55 might be MKL 3, 24 MKL 7 and 11 MKL 15. Additional mages are paid as per 3.08.

Clerics: There will be approximately one Cleric per Noble of LVL D20. Additional Clerics are paid as per 3.08.

Isha: Isha are paid as per 3.08.

Ninja: Ninja may be used as reconnaisance, saboteurs or to negotiate with possible traitors. They may also be used as assassins or infiltrators. They do not engage in pitched battle formations. They are paid as per 3.08.

Entertainers: A strong Clan Lord, Shogun or Emperor, setting out on a long military campaign, may take musicians, actors, dancers or geisha/courtesans with him to entertain himself and his fellow nobles. Pay is as per 3.08.

Since Japanese armor is highly modularized, no one was needed at the battlefield to repair armor. Broken parts were discarded, and new parts laced in. Broken weapons were also customarily discarded, since repairs could not be effected on the battlefield. Replacement weapons are carried as additional baggage, bought at towns passed, or looted off the slain.

29.05 NUMBER/EXPERIENCE OF TROOPS

Clan Troops: see Clan Lord's Administered Income, 3.10. For each 500 Koku, he has in his army 3 Samurai and 10 Fighting Peasants. He also has D20 Nobles, chiefly relatives. (The Shogun has D10x20 Nobles; the Emperor has D10x100 Nobles.) +100 Koku per Martial Artist; +2000 per Martial Art Master.

Experience Type	Noble	Samurai	Fighting Peasants
A	05%	10%	0%
B	10%	20%	15%
C	25%	30%	25%
X1	40%	20%	40%
X2	15%	15%	15%
X3	5%	5%	5%

Reserve troops are the same proportion of experience types as active fighting troops are initially. There are no "replacement" troops.

Other Troops: see 28.15 for townsmen infantry, 28.16 for Fighting Cleric Infantry, 28.17 for peasant infantry. Ascetic Clerical Orders fight as Townsmen. See 37.03 for number of Ashinaga in an army. Kojin use the same chain of command as Ashinaga; see 37.03. Bandits: see 17.01. Hachibushu-led Animals: D100 x 100 animals.

Troop Type	Experience Type
Fighting Clerics	as Samurai
Ascetic Clerics	X1
Townsmen	X1
Peasants	X1
Bandits	50% X1; 40% X2; 10% C
Kojin	as Samurai
Ashinaga	as Fighting Peasants
Hachibushu-led Animals	C

Armor

Heavy (AC 5-8): SC, SI, SKI
Medium (AC 2-4): FPI, FCI, FAI; 20% UBI; 20% UTI
Light (AC 0-1): UPI, 80% UTI, 80% UBI.

29.06 BATTLEFIELD COMMAND AND ORGANIZATION

Armies are typically composed of allied clans (see 6.07-.08), with the superior clan's Lord acting as Army Commander, devising strategy with the aid possibly of a wise Cleric or Diviner or Clan Councillors. Groups under his leadership consist of his own clan and allied clans and any allied clerical fighting orders participating. Each Group is under the command of its own Clan Lord or Head Priest. Each Group is divided into Units of about 20-300 men, each under the leadership of a trusted councillor of the Group Leader.

Any attempt to command troops by anyone NOT appointed by the Clan Lord/Head Priest will reduce morale by 25% and lower Troops' experience to type X3--Disaffected.

29.07 COMMAND LEVEL

Command Level should be determined for the commander of each Unit, Group, and the Army as a whole. A warrior's Command Level reflects his own military ability (fighting prowess plus cunning) plus the prestige of his social position--including the social status of his immediate commander.

Commander	Strong	Average	Weak
Emperor	CL 4+D2	CL 3+D3	CL D6
Shogun	CL 6	CL 3+D3	CL D6
Clan Lord	CL 3+D3	CL D6	CL D3
Head Priest of Fighting Order	CL 3+D3	CL 2+D3	CL 1+D3

Unit Commander of X2 Troops: CL 1
Unit Commander of other troops

01-15	-2 Leader's CL (CL 2 minimum)
16-30	-1 Leader's CL (CL 2 minimum)
31-90	same CL as Leader
91-95	+1 Leader's CL
96-99	+2 Leader's CL
00	+3 Leader's CL

If Unit Commander must command Leader's Troops due to Leader's death, reduce his CL by D2--unless designated heir of Leader.

Unit, Group and Army Commanders add +10% to Troops' effective strength in defense. They must be designated from the initial number of nobles, samurai, etc. (see 29.04-.05).

29.08 POORLY LED TROOPS (X2)

Any troops led by someone with CL 1 behave as X2. Any troops confused by orders behave as X2--unless the commander makes his Insubordination Roll (see 29.12) and issues his own orders. Any troops disorganized by movement or ambush (see 29.10) behave as X2. Such troops move at 2/3 normal speed and fire missiles/magic/miracles only from front ranks.

29.09 DISAFFECTED TROOPS (X3)

If a Group's Commander has been killed or is badly disabled (including by enemy magic), the troops will be disaffected. If a Group's Commander is being treated badly by his Superior Ally, the troops will be disaffected--unless the Commander explicitly forbids it. If a Group's Commander betrays an ally who has not treated him badly, there is a 25% chance his troops will become disaffected. If a Group's home territory is being attacked without any defenses being undertaken by their Commander or his Allies, there is a 75% chance his troops will become disaffected.

29.10 DISORGANIZED TROOPS

A Unit, Group or Army becomes disorganized and has its movement/combat effectiveness lowered (as X2 Troops) by the following circumstances:

a. Troops crossing mountains, rivers, etc., when the customary paths (if any) are not suitable for normal Column of March.
b. Troops ambushed (see 29.18).
c. Troops fleeing (no movement penalty).
d. Troops in hot pursuit of enemy (no movement penalty).
e. Troops who previously become disorganized and have not yet rallied. (See 29.13.)

29.11 THE BATTLE TURN

Each Battle Turn lasts two minutes and consists of two Phases. During a Phase, Troops may do one of the below:

a. Move and/or Long Range Attack (Magic/Missile/Miracle)
b. Melee

The order of the Battle Turn is:

1. Determination of troops involved.
   Determination of PCs' Bravery Level (see 29.35+).
2. Signalling/Messengers (see 29.16).
3. Phase One
4. Morale Check (both sides)
5. Phase Two
6. Morale Check (both sides)

29.12 OPTION: TROOPS' FIGHTING ENERGY

Troops can fight at top efficiency for only so long, and experienced troops can fight longer at top efficiency than inexperienced ones. Exhausted troops inflict half damage and move at half speed; they must rest 4+D6 turns to regain Fighting Energy. (During rest, troops may move but not engage in combat; they may not move at maximum speed.)

For Fighting Energy purposes:

1 Phase of Battle . . . . . = 1 Turn
1 Phase of Maximum Movement . . . . . = 1 Turn
1 Phase resisting Command/Illusion Spells. . . . . = 1 Turn

Troop Experience	Length of Fighting Energy
A	14 turns
B	10 turns
C	7 turns
X	4 turns

Troops entering battle directly after a day's march without resting are at half Fighting Energy (e.g. A troops can only fight at full strength for 7 turns). One half hour rest per hour of previous movement is required for full Fighting Energy. (If troops were moving at maximum speed, one hour rest per hour of movement is required.)

29.13 TROOP FORMATIONS

Battleline: the Unit is formed in ranks, all facing the same direction. The line is 2-3 ranks of figures deep. The battleline is relatively straight but may bend to conform to terrain. This formation is used by all troops except UPI/UTI; UBI must check morale each turn to use it; if they fail, they assume Crowd Formation.

Column: The Unit is formed in files, all facing the same direction. UPI/UTI/UBI must check morale each turn to use this formation; if they fail, they assume Crowd Formation.

Column of March: Like Column but conforming to the width of the road/path. UPI/UTI/UBI must check morale each turn to use this formation; if they fail, they assume Crowd on the March Formation.

Crowd: The Unit is disorganized; figures face in different directions.

Crowd on the March: like the Crowd but conforms to the width of the road/path and faces in the direction of travel.

Skirmish Line: a single rank of figures facing the same direction. This formation is used by SC/SI/FCI/SKI. Evading skirmishers may move full movement away from the enemy and complete movement facing the enemy. (Only 50% chance of being caught facing away from the enemy if pursued and caught up with by troops of equal or higher speed.)

29.14 MOVEMENT

For INTERMINGLE, PENETRATE and PUSH BACK/FORWARD, see Melee Movement, 29.28.

Advance: Unit advances at normal or maximum speed. If troops reach enemy within half move, defenders do not have time for long range attack, and neither side checks morale before entering melee.

Density/Formation Change: A Unit which is not Disorganized may change density (open, normal close order) or formation at the cost of half movement that phase. A Unit may not move at maximum speed the same phase as doing this.

Dismount/Mount: Cavalry may mount/dismount at the cost of half movement that phase. A Unit may not move at maximum speed the same phase as doing this.

Fall Back: Unit withdraws normal move distance without turning face from enemy.

Flight: Unit becomes disorganized and men flee the battle (or if Flight is not possible reform into a Crowd). Unit is in open order, typically with backs to enemy. Flight is at maximum speed. If fleeing troops manage to disengage from melee, they will continue to flee until they make a morale check (at -3) and rally.

Hot Pursuit: Troops with Unshaken Morale (see 29.22) will pursue fleeing enemy troops at maximum speed without waiting for orders--and become Disorganized.

Rally: Disorganized troops may regroup and become organized. (Only Type A troops led by a Commander of CL 4+ may Advance while rallying; others must Stand or Fall Back.)

Time in Turns Needed to Rally: check Morale each Turn

	Cause of Disorganization			
Troop Type	Difficult Terrain	Ambush	Flight	Hot Pursuit
A/B	2	2	1	1
C	3	3	1	2
X	4	4	2	3

Retreat: Unit withdraws maximum move with face turned from enemy. Type C/X troops flee if attacked. (Cavalry always has time to face the enemy again unless pursued by troops of equal or higher speed.) If a Unit is attacked while Retreating and loses the melee, half the distance retreated is counted as Push Back (see 29.28).

Turn: A Unit which is not Disorganized may change the direction faced at a cost of 1/4 movement per 90 degrees turned–or may **Wheel**, pivoting at any point with the pivot point stationary while the farthest flank moves up to the maximum move without breaking line.

29.15 MOVEMENT AS AFFECTED BY TERRAIN AND WEATHER

	MOVEMENT PER PHASE (1/2 Turn)				CROSS COUNTRY MOVEMENT PER DAY (10 hours)	
	On the Road		Off the Road			
Troop Type	**Normal**	**Maximum**	**Normal**	**Maximum**	**On the Road**	**Off the Road**
SC	75'	350'	60'	280'	20 miles	15 miles
SI/SKI	60'	120'	45'	90'	10 miles	7.5 miles
FPI/FCI	65'	130'	50'	100'	11 miles	8.5 miles
Packhorses	70'	145'	55'	110'	12 miles	9 miles
UBI/UTI/UPI	70'	145'	55'	110'	12 miles	9 miles
SHI	see 30.01 for Animal Speed					

Terrain/Weather Effects

Terrain Type	**Visibility Effect**	**Movement Effect**
Roads	--	negates terrain effects **except those starred**
Open, Flat Land	standard	standard
Open Woods	150' visibility	close order troops move at half speed
Dense Woods	75' visibility	infantry moves at half speed. Mounted cavalry may not move.
Rolling Hills	conceals presence of troops not within line of sight	standard
*High Hills	conceals presence of troops not within line of sight	Infantry moves at half speed upslope; Cavalry at 1/3 speed upslope.
*Steep Cliffs	standard	Infantry descends/climbs at 1/3 speed; Horses cannot descend save by road.
Stream/Moat	standard	ford: wade at 1/2 speed; otherwise swim at 1/5 speed.
--with high banks	standard	as Steep Cliffs
--with bridge	standard	may not move at maximum speed
Lake	standard	must circle or infantry may go on boat.
Walls, Buildings, Fortifications	troops concealed if not within line of sight	cross at gates or treat as Cliffs
*Mud/Snow	standard	normal movement at half speed; maximum movement at 1/3 speed.
*Marsh	standard	infantry moves as though mud; cavalry normal movement at 1/3 speed; maximum movement at 1/4 speed.
*Fog	acts as dense or open woods depending on thickness	no movement at maximum speed

29.16 COORDINATING THE ARMY

Before the start of a military campaign, the Army Commander will have a conference with the Group Commanders in which general orders will be decided on, outlining each group's tasks. These orders will cover:

a. order of march, including arrangement of scouts.
b. camp emplacement: including order of various groups in the camp, arrangement of sentries, etc.
c. probable battle strategy.
d. agreed upon signals to be used during a battle.

If time permits, before the battle is joined, another conference will be held in which battle strategy will be revised in terms of actual location.

Once the battle has begun, Groups will proceed on the basis of previous general orders--as modified by signals and written messages brought by mounted samurai.

Signals	**Maximum Range depending upon Distractions**
conch horns/drums	1500'
flags	as per silhouetted object; see 16.06
tessen gestures	half range of flag
torch gestures	as tessen range at night
fireworks/fires	as flag range at night

Sender of Signals	**Chance Understood**
Normal Samurai/Noble	60% + 5%xCL-1
Signalling supervised by Someone who has learned Noroshijutsu (+100 Koku a year from administered income) See 15.06	100%
Signalling supervised by Master of Noroshijutsu (+2000 Koku a year from administered income)	100%

Detail of Signals

A Commander may establish only a limited number of signals--typically along the lines of "Abe Clan Retreat," "Asano Clan Advance," etc. A normal Samurai/Noble Signaller can handle up to 3 signals a turn, a person who has learned Noroshijutsu can handle up to 6 signals, a Master of Noroshijutsu can handle up to 24 different signals. It takes 1 turn for the Commander to order a signal, have it sent and received.

Messages: Messengers may be mounted on warhorses or on riding horses. They may carry verbal messages of up to 50 words (which the player must compose within 2 minutes). A Commander may send out one message per CL per turn--provided there are available messengers. Messengers move at Maximum Speed. It takes one turn after a Commander has received a message for him to issue troop orders affected by it.

Signals and Messages may be disobeyed by Insubordinate Commanders or by Troops which have lost Morale.

29.17 INSUBORDINATION

The GM should check at the start of the campaign for the character of Human or Hengeyokai Unit and Group Commanders.

01-10: self disciplined . . . -2 on Insubordination
11-20: cautious . . . -1 on Insubordination
21-50: average . . . standard
51-60: independent . . . +1 on Insubordination
61-70: headstrong . . . +2 on Insubordination
71-80: impetuous . . . +2 on Insubordination; disregards Commander's CL if under 4
81-90: rash . . +2 on Insubordination; disregards Commander's CL
91-00: vainglorious . . . +2 on Insubordination; disregards Commander's CL; + own CL to insubordination index

+5% if Noble
+10% if Non-Human
-10% if Cleric

Insubordination may result not just in charging the enemy or fleeing the enemy, but in all sorts of improvised maneuvers, some disastrous, some brilliant, but all highly unexpected--particularly by the Army Commander.

Check once each battle for insubordination:
2D6 - 1xCL of Commander's Leader -- modified as below:

Troop Type		Unit's Position		Enemy's Position	
A	+5	well concealed	-2	downslope	+1
B/C	+2	in prepared		presenting flank/rear/	
X1/X2	+1	defenses	-3	baggage train	+2
X3	+5			disorganized	+1
SC	+1			soon to be disorganized by movement/ ambush/etc.	-5

The Insubordinate Commander will act independently on the basis of his INT, WIS, LVL and CL. (The GM may wish to play him himself.)

Troop Type	Minimum Index for Insubordination
SC/SI	8
FPI	10
FCI	11
U	6

For SC/SI Troops, if the Unit size is small enough, the player may wish to check each Figure (each 20 Samurai/Nobles) for Insubordination to the Unit Commander.

29.18 USING INITIATIVE: REACTION TIMES (OPTION)

Anticipated Actions covered in general orders or considered likely under the circumstances: A/B troops react immediately; C troops require 1/3 move; X troops require 1/2 move delay.

Surprise Actions (ambush, etc.): A/B troops require 1/4 move; C troops require 1/2 move; X troops require 1 full move.

While a unit is reacting to the new situation, it will continue to follow orders. It will not change direction; speed of movement (including beginning to move if standing); formation; direction faced; target of missiles/magic/miracles. Only after the reaction time has elapsed may it change its tactics to meet the threat.

If the enemy makes contact before the reaction period is complete:
A/B troops check morale at end of melee; -2 morale if melee lost.
C troops check morale immediately -3 morale
X troops break on 1-5, rout on 6 for D6 roll made immediately on contact.

29.19 WHEN TO CHECK MORALE

a. As specified in 29.11 (the Battle Turn)
b. As specified in 29.18 (Surprise Enemy Actions)
c. As specified in 29.28 (Melee Push Back)
d. As specified in 29.29 (Commander Slain/Incapacitated)

29.20 THE CAMPAIGN

The individual battle is part of a broader campaign. The following factors represent conditions affecting an Army's overall morale, and the results are applied throughout the battle.

army is well rested	+1
army is well supplied	+1
army fighting in defense of province	+2
army defeated enemy this season	+1
army fighting hereditary enemy/seeking revenge	+2
Army Commander CL 3+	+1
Army Commander CL 5+	+3
army in castle	+1
army force-marched to battle	-1
army must forage for supplies	-1
army is unsupplied	-3
army defeated by enemy last season	-1
army defeated by enemy this season	-2
army cut off from friendly territory/castles	-2
army Commander CL 1-2	-2
planting/harvest season	-2
ninja used against army	-2
Castle planned by Chikujojutsu Artist	+3
Castle planned by Chikujojutsu Master	+9
Troop Strategy planned by Senjojutsu Artist	+3
Troop Strategy planned by Senjojutsu Master	+9

Subtract lower scoring army's score from higher one's. The difference is the higher army's Strategic Advantage--+1 point for each 10% one side outnumbers the other.

Strategic Advantage	Army Morale
2-4	+1 to troops' morale; see 29.21
6-10	+2 to troops' morale; +1 to combat determinations; see 29.23-.27
11-15	+3 to troops' morale; +2 to combat determinations
16-20	as above; -1 to enemy troops' morale
21+	+4 to troops' morale; +3 to combat determinations; -2 to enemy troops' morale; -1 to enemy combat determinations

Japanese conventional tactics (adapted from Chinese philosophers) laid down that the offensive army should be twice the number of the defenders, a besieging army ten times the number of those within the castle. An army with a chance to surround an enemy should always leave an escape route open. An army should always have scouts to check out terrain before the army entered it. An army that had to cross a river should always have an advance party cross first and establish a position--and a rear party to defend the bank being left that would not attempt to cross until the main army was over.

Most formal battles began by the archers launching a flight of turnip head singing arrows over the enemy as a warning. Ambushes and surprise attacks did, however, play a significant role in strategy.

29.21 UNIT'S MORALE RATING

A Unit's Basic Morale is the Commander's CL + his Insubordination Modifier + the Troop Type Modifier (see 29.17). Add D6 (rolled at start of campaign) and modify as below:

Unit's Relative Strength Compared to Enemy Units Attacking It	
-25% of enemy	-6
25%+ of enemy	-3
50%+ of enemy	-2
75%+ of enemy	-1
125%+ of enemy	+1
150%+ of enemy	+2
200%+ of enemy	+3
250%+ of enemy	+4
vs. social inferiors	+2
vs. social superiors	-2
Cavalry vs. Infantry	+1
Infantry vs. Cavalry	-1
10%+ casualties suffered previous turn	-1
5%+ casualties suffered from long range attack previous turn	-1

Unit's Position	
IN CASTLE	+10
ELSEWHERE: as below	
per secured side/rear	+1
per enemy Unit within 500' retreating	+1
per enemy Unit within 500' fleeing	+2
more friendly than Enemy Units within 500'	+1
more Enemy than friendly Units within 500'	-1
per friendly Unit within 500' retreating	-1
per friendly Unit within 500' fleeing	-2
in Column of March	-1
Unit Disorganized	-1
Unit in covering terrain or on hill	+2
Per unsecured side/rear	-2

Ambush: see 29.18.

29.22 THE MORALE CHECK

Level of Training			
S	F	U	Results of Morale Check
10+	12+	14+	Unit's Morale Unshaken
6-9	7-11	8-13	Unit Cautious
5	5-6	6-7	Unit Extremely Cautious
0-4	3-4	3-5	Unit's Morale Shaken
--	0-2	0-2	Unit Demoralized
-1 or less	-1 or less	-1 or less	Unit Flees

Morale Unshaken: Unit follows its Commander's orders.
Caution: Unit will not initiate attack on social superiors.

Extreme Caution: Only A/B troops in Heavy Armor will attack enemy; C/X troops retreat out of range of Long Range Attack unless supported by other Unit's Long Range Attack.

Shaken Morale: Unit retreats one turn. C/X troops will flee if attacked.

Demoralization: FPI/FCI/FAI flee if attacked by enemy at 100%+ strength of infantry or 50%+ strength of cavalry. Otherwise they retreat one turn.//UPI/UTI/UBI will flee if attacked by enemy at 50%+ strength of infantry, 10%+ strength of cavalry. Otherwise they will retreat one turn.

Flight: Unit becomes disorganized, attempts to flee the battlefield in open order. Otherwise becomes Crowd.

29.23 LONG RANGE ATTACK (MISSILE/MAGIC/MIRACLE)

Long Range Attack may occur any time targets are within range (subject to Reaction Time considerations; see 29.18). Troops may attack targets within 45 degrees of direction faced.

Cavalry may move at normal or maximum speed when engaging in long range combat. Infantry may advance at normal speed or withdraw at half speed.

Long range attack is direct fire only and may not be used against an enemy Unit engaged in melee combat with friendly Units. Nor can it be directed against troops which are fleeing or in hot pursuit, if they were in melee combat that turn with friendly Units.

MISSILE/BASIC MAGIC COMBAT DETERMINATION = Weapon Factor + Tactical Factors

Tactical Factors

Unit's Position		**Enemy's Position**	
missiles at extreme range	-3	in natural cover	-2
A troops	+3	on height	-2
B troops	+1	behind arrow slits	-6
firing from height	+1	in open order	-1
firing from defenses	+2	not in range for full phase	-2
hand-hurled weapons at 30' or less	+1	with siege shields	-4
		generally located but not visible	-5

Missile Weapons: Weapon Factor

	Target's Armor		
Weapon Type	**Light**	**Medium**	**Heavy**
Longbow	9	7	3
Halfbow	7	4	2
Yarinage	7	6	3
Crossbow	4	4	3
Basic Magic*	9	9	9

*For Basic Magic Casualty Determination (see 29.26), use the following table for determining how many Men one Mage of a given MKL represents. Divide Men by 20 to determine the number of Figures attacking for Basic Magic.

MKL	Range	"Men"	MKL	Range	"Men"	MKL	Range	"Men"
2	20'	1	8	80'	6	14	210'	9
3	30'	2	9	90'	6	15	225'	12
4	40'	2	10	150'	9	16	240'	12
5	50'	4	11	165'	9	17	255'	12
6	60'	4	12	180'	9	18	270'	12
7	70'	4	13	195'	9	19	285'	12

Commands/Illusions: use normal procedure for area magic.

Troop Type	**INT**	**WIS**	**Troop Type**	**INT**	**WIS**
SC/SI	10	12	FPI/UPI	8	10
SKI	11	13	UTI	10	10
SHI	6	10	UBI	10	8
FCI	12	15	FAI	5	5

Miracles: use normal procedure for miracles.

29.24 MELEE (CLOSE COMBAT)

Melee occurs when combatants from opposing Units confront one another with hand-held weapons (or Magic/Miracle at 10' or less range). Cavalry may melee Infantry while advancing through it, if the infantry is in open or normal order. Usually, however, mounted Samurai attack mounted Samurai by preference, since there is less honor gained by killing men on foot. Determine each side's Melee Combat Determination.

MELEE COMBAT DETERMINATION = Attacker's Tactical Factor − Defender's Tactical Factor + Attacker's Weapon Factor

Tactical Factor: the total of all circumstances below.

Troop Type		**Position, etc.**	
SC/SI/SKI	+1	upslope	+2
A	+2	on wall	+4
B	+1	disorganized	-2
UPI	-2	behind cover	+2
Cavalry vs. Infantry	+2	advancing	+1
		tired (out of Fighting Energy)	-2
		Per Morale Point higher	+1
		Per Morale Point lower	-1
		Per Commander's CL point higher	+1
		Per Commander's CL point lower	-1

Melee Weapons: Weapon Factor

SC/SI/SKI/SHI/FCI: D6 + factor indicated below
FPI/FAI: D5 + factor indicated below
UPI/UTI/UBI: D3 + factor indicated below

	DEFENDING TROOPS			
	INFANTRY			CAVALRY
Weapon Type	**Light**	**Medium**	**Heavy**	**Heavy**
Cavalry Weapon	6	5	4	3
Infantry				
L*/L weapons	5	4	2	0
LH/H weapons				
length 3-7	6	5	4	2
length 8+	6	5	4	3
Basic Magic*	8	8	8	8

*For Casualty Determination of Basic Magic as a Melee attack, use the following table for determining how many Men one Mage represents.

MKL	"Men"	MKL	"Men"	MKL	"Men"	MKL	"Men"
2	3	7	14	12	24	17	40
3	8	8	21	13	27	18	44
4	8	9	21	14	27	19	44
5	10	10	24	15	40		
6	12	11	24	16	40		

Commands/Illusions/Miracles: as per Long Range (see 29.23)

29.25 USE OF MINIATURES: FIGURES AND GROUND SCALE

20 Men/Horsemen/Animals = 1 Figure.

Figures may be mounted on bases to more easily represent standard troop density (loose, normal or close). If troops may change densities, base figures on the narrowest density and space out figures if in looser order.

	Frontage in Formation				
Troop Type	**Close**	**Normal**	**Open**	**Base**	**Depth**
Infantry	15mm	20mm	30mm	15mm	15mm
Cavalry	--	--	35mm	20mm	50mm

GROUND SCALE: 480:1
Thus 1/8" = 5'; 1" = 40'

Casualties per Figure do not necessarily equal 20. Troops with superior training, armor and experience can take more damage.

Type A . . . . . +100%
Type B . . . . . +30%
Cavalry . . . . . +25%
Type S . . . . . +40%
Medium Armor . . . . . +10%
Type XI . . . . . -30%

Thus a Unit of 200 SC Type A Troops would be 10 Figures.

Type A:	+100%
Cavalry:	+25%
Type S:	+40%
Total	+165% x 200 = 330

Thus the Unit is the equivalent of 530 men, and each Figure represents 530/10 = 53 casualties.

Compare this to a Unit of 300 FPI type C troops, of whom three are MKL 6 Mages. There are 15 Figures.

Medium Armor: +10% x 300 = 30

Thus the Unit is the equivalent of 330 normal men, and each Figure represents 330/15 = 22 casualties. (Note that for attack purposes this Unit would have 15 Figures (297 men) for standard melee/missile combat and for magic combat 1 Figure at long range (3x4 = 12 men) or 2 Figures at short range (3x12 = 36 men).

A Figure is removed from the battle only when all the casualties it represents have been lost. Until then the Figure counts as being at full strength for Casualty Determination (29.26). (See 29.29 for determining if a Special Character such as a Commander has become a Casualty.)

29.26 CASUALTY DETERMINATION (see 29.43 for types of Casualties)

Combat Factor	1	2	3	4	5	6	7	8	9	10
-6 or less	0	0	0	0	0	0	1	1	1	1
-5	0	0	0	0	0	1	1	1	2	2
-4	0	0	0	0	1	1	2	2	3	3
-3	0	0	0	1	1	2	2	3	3	4
-2	0	0	1	1	2	2	3	3	4	5
-1	0	1	1	2	2	3	3	4	5	6
0	0	1	1	2	2	3	4	5	6	7
+1	1	1	2	2	3	4	5	6	7	8
+2	1	1	2	3	4	5	6	7	8	9
+3	1	2	3	4	5	6	7	8	9	10
+4	1	2	3	5	6	7	8	10	11	12
+5	1	3	4	6	7	8	10	12	13	14
+6	1	3	5	7	8	10	12	14	15	17
+7	2	4	6	8	10	12	14	16	18	20
+8	2	4	7	9	11	14	16	18	21	23
+9	2	5	8	10	13	16	18	21	24	26
+10	3	6	9	12	15	18	21	24	27	30
+11	3	6	10	13	16	20	23	26	30	33
+12	3	7	11	14	18	22	25	29	33	36
+13	4	8	12	16	20	24	28	32	36	40
+14	4	9	13	17	22	27	31	36	40	45
+15	5	10	15	20	25	30	35	40	45	50
+16	5	11	16	22	27	33	38	44	49	55
+17	6	12	18	24	30	36	42	48	54	60
+18	6	13	19	26	32	39	45	52	58	65
+19	7	14	21	28	35	42	49	56	63	70
+20	8	16	24	32	40	48	56	64	72	80
+21+	9	18	27	36	45	54	63	72	81	90

If there are more than 10 Figures in the Attacking Unit, multiply the last column by the number of groups of ten in the Unit and add the appropriate number of casualties for the 1-9 extra Figures. Thus a Unit of 37 Figures attacking at Combat Factor +11 would be (3x33)= 99+23=122 Casualties.

(Note that no more "Men" may be killed in a given Unit than are in that Unit.)

Thus referring to the Units described in 29.25, suppose the Samurai Cavalry attacked the Fighting Peasants in Melee--with morale not affecting the combat for this example.

	Figures	Weapons	Tactical Factors	Total Combat Factor
Samurai	10	9	+5	14
Peasants	2	11	-5	6
Peasants	15	6	-5	1

Thus the Samurai would inflict 45 casualties on the Peasants; the Peasant Mages would inflict 3 casualties on the Samurai and the Peasant Warriors would inflict 11 more thus leaving the Samurai with 10 Figures and reducing the Peasants to 13 Figures.

29.27 MELEE POINTS

After completion of each Melee Phase, determine each Unit's Melee Points in order to find out what the Melee Movement has been. (See 29.28).

Cavalry at maximum speed	+3
S troops attacking social inferiors	+1
Troops in Heavy Armor	+1
Troops in 2+ ranks of Close Order	+1
Per Rank of Organized Infantry	+1
Troops advancing into the battle	+1
To the side that caused the most casualties in figures	+2
Troops causing 2 x casualties received	+2
Troops causing 3 x casualties received	+3
Troops uphill at start of melee and still uphill	+1
Troops in open order	-1
Infantry vs. Cavalry with weapons length 8+	+1

29.28 MELEE MOVEMENT

The Unit with the higher total of Melee Points (see 29.27) will bend the center of the opposing Unit back 5' per Melee Point higher, with a maximum Push Back of normal move for terrain (see 28.15).

Intermingle (Stalemate): 0-5' Pushed Back
Both Units become Disorganized. (Leave frontages and positions alone.)
Penetration: 10-25' Pushed Back
At end of phase morale check, C/X troops check at -2; and become Disorganized if morale check failed.
Push Back: 30'+ pushed back

Cavalry pushing Infantry: battleline split, with frontage for charging Cavalry of 1/4 number of front rank Cavalry. A/B Infantry check morale at -2; C/X Infantry Routs. If Infantry routs, Cavalry may continue to end of movement and engage troops behind the shattered unit in the same phase.
Infantry pushing Cavalry: Cavalry withdraws to rally.
Infantry pushing Infantry: Troups Rout.
Cavalry pushing Cavalry: Troops withdraw to rally; Rout if pursued by force of 50% their strength.

29.29 DETERMINING IF A SPECIFIC PERSON IS A CASUALTY

The Player may wish to determine whether a Unit Commander (or Group or Army Commander), a Mage, a Cleric or a PC has become a casualty. This may be done by using 29.35 or as below.

Long Range Attack:
1. Chance Person is affected is the same as Unit's percentage of Casualties. (Thus in the example above, the Commander of the Fighting Peasants had a 45/330 = 14% chance of being a Casualty, while the Commander of the Samurai had a 14/530 = 2% chance. Roll D100.
2. If Person is a Casualty, see 29.43 -- OR
   a. COMMAND/ILLUSION: check Person's save.
   b. Missiles/Basic Magic: determine Person's Peril:

3D6+CL	see table below
22+	Person Slain; if Commander, Unit checks morale
16-21	Person Disabled
13-15	Person Wounded; cannot fight for 1 turn
4-12	Person fatigued; cannot issue new orders, cast spells, evoke miracles for 1 turn

Melee:
1. See 29.44 for chance that Person is in the forefront of battle; otherwise he is in no danger. (Note that if a Commander's CL is used to augment his troops' morale/combat, he is automatically in the forefront of battle.)
2. If Person is in the forefront of battle, check the Forefront's percentage of Casualties to determine if he is a Casualty.
3. If Person is a Casualty, treat as Step Two above under Long Range Attack.

29.30 SEPPUKU OF COMMANDER

If troops are outnumbered and withdrawal to prepared position impossible, Samurai Army and Group Commanders will commit Seppuku, allowing their troops to defend them until they have finished killing themselves. Troops will then check morale and either retreat or rout.

29.31 ENTERING THE REGION OF AN AREA PROTECTED BY AN ARMY

Army's Chance

Distance Away	Chance of Discovery			
Discovered	**Castle**	**Shrine/Temple**	**Bandit/Goblin Lair**	**Town**
25 miles	01-30	01-10	--	01-25
10 miles	31-80	11-60	01-20	26-75
1 mile	81-95	61-90	21-80	76-95
500'	96-00	91-00	81-00	96-00

Ninja's Chance of Penetration: INT + DEX Skill

29.32 SEIZING THE GATE OF A CASTLE

Ninja inside Castle: 1/2 DEX Skill chance to open gate
Army within 500': 30% chance
Army using battering devices: see 28.21

29.33 CLIMBING CASTLE WALLS: see 28.18; can climb 60'/turn

Troop Type	DEX Skill	
A	13%	Defenders have 10% + DEX Skill chance of dislodging/cutting grapple per turn.
B	4%	
C	2%	
X	1%	
Ninja	see 31.03	

29.34 MINING AND EXPLOSIVES: (see 28.19-.21)

29.35 BRIBERY Influence at 10% normal chance; see 6.00+

If Bribe fails:
01-25 . . . . . messenger seized and tortured to death
26-50 . . . . . messenger crucified
51-70 . . . . . messenger escapes
71-80 . . . . . bribe apparently taken but trap laid: treat as ambush; see 29.18
91-00 . . . . . person remains silent about bribe attempt

29.36 DETERMINING IF PLAYER CHARACTERS ARE AFFECTED

1. Determine Relative Bravery (see 29.46).
2. Multiply Relative Bravery times Unit's Casualty percentage. Roll D100 to see if Casualty. If casualty, roll 3D6+DL:
22+ . . . . . .Slain
16-21 . . . . . Disabled: cannot continue to fight
13-15 . . . . . .Slightly Wounded: cannot fight for one turn
4-12. . . . . .Only fatigued
3. Multiply Relative Bravery vs. opposing Unit's Casualty percentage to determine if Casualties inflicted. If so, roll D6:
1 . . . . . .D3 men slain/disabled/wounded
2- . . . . . .D6 men slain/disabled/wounded
3-5 . . . . . 2D6 men slain/disabled/wounded
6 . . . In combat with enemy Unit Commander. (Treat as per 29.29)

29.37 MASS COMBAT FOR NON-WARGAMERS

1. Determine Army Strengths.
2. Determine Strength Advantage of more powerful army.
3. Modify Strength Advantage by Combat rolls as modified by strategic stance.
4. Determine Superior Army and Total Advantage.
5. Determine Victor and Casualties.
6. Determine if Commanders/PCs are Casualties.
7. Determine EP/Loot gained by Troops.
8. Determine EP/Loot gain by Commanders/PCs.

29.38 ARMY STRENGTHS

	Value by Experience					
Troop Type	**A**	**B**	**C**	**X**	**Troop Type**	**Value**
SC/SI/SKI	41	26	19	13	UPI	3
FCI	36	24	14	9	UTI	4
FPI	31	18	12	9	UBI	6
FAI	32	19	14	9	SHI--Small	50
					Large	20
Mage	20xMKL					

29.39 STRENGTH ADVANTAGE

Subtract smaller Army's total Strength from larger one's; express the remainder at a percentage of the smaller force. Thus if an army of 7500 points is attacking an army of 3900 points, the difference (3600) is 92% of 3900. This percentage is the Strength Advantage of the more powerful army.

29.40 COMBAT ROLL: roll D100 twice and average--for each Army.

29.41 STRATEGIC STANCE

Determine each Army's Total Campaign Advantage (see 29.20) with each point equalling 10%. The Stronger Army (see 29.39) adds its Strength Advantage to its Total Campaign Advantage. The Army Commander with the higher CL adds 5% per CL point higher to his Army's Total Campaign Advantage. Add the resulting percentage of the Combat Roll to the Combat Roll.

29.42 The side with the larger Modified Combat Roll is the Superior Army; the other is the Inferior Army. The difference between the two Modified Combat Rolls is the Total Advantage. Refer to the Victory Matrix below to see who actually wins the battle.

If there is no clear winner, determine casualties and check both armies' morale (see 29.21-.22). If both armies have morale 3+ recompute the Stronger Army, roll new Combat Rolls, modify by Strategic Stance and check the Victory Matrix again.

29.43 VICTORY MATRIX

			Check once per 2 hours		
Total	**Percentage Casualties**		**Superior**	**Inferior**	**No Clear**
Advantage	**Superior**	**Inferior**	**Wins**	**Wins**	**Winner**
0-10	10+D20%	10+D20%	01-20%	21-40%	41-00%
11-40	10+D10%	15+D10%	01-35%	36-50%	51-00%
61-80	2D10%	4D10%	01-65%	--	66-00%
81-90	2D10%	10+3D10%	01-80%	--	81-00%
91-100	2D10%	15+3D10%	01-85%	--	86-00%
101-150	2D6%	15+4D10%	01-95%	--	96-00%
151-200	2D6%	20+5D10%	01-99%	--	00%
201-250	D6%	20+6D10%	01-00%	--	--
251%	D3%	20+7D10%	01-00%	--	--

29.44 CASUALTY COMPUTATION

	Victor			Loser		
Troop Type	**Dead**	**Disabled**	**Wounded**	**Dead**	**Disabled**	**Wounded**
SC	25%	5%	70%	50%	10%	40%
SI/SKI/SHI	30%	5%	65%	50%	10%	40%
F	30%	10%	60%	50%	10%	40%
U	50%	15%	35%	65%	15%	20%

Disabled cannot fight for D3+1 months; 10% crippled if not set by Isha. Wounded cannot fight for 2D6 days.

Baggage Train: Percentage Supplies Intact

Superior		Inferior	
Won	Lost	Won	Lost
95%	75%	65%	50%

29.45 NPC CASUALTIES (check under appropriate troop type)

Army Commander	20% x Army's Casualty percentage
Group Commander	25% x Army's Casualty percentage
Unit Commander	40% x Army's Casualty percentage
Noble	40% x Army's Casualty percentage
Samurai	50% x Army's Casualty percentage
Other Fighter	75% x Army's Casualty percentage
Mage/Cleric	10% x Army's Casualty percentage

29.46 PC ACTIVITY IN MASS COMBAT

Choose Bravery Level, guidelines below.

Coward	10%
Normal Non-Fighter	50%
Normal Fighter	100%
Brave	200%
Heroic	300%
Foolhardy	500%

Chance of Being Noticed by Unit Commander:
Bravery Level x average of Winner's and Loser's Casualty Percentage

Thus if the winner suffered 10% casualties and the loser suffered 20% casualties, a PC with 200% Bravery Level would have 2x((,1+.2)/2) = 30% chance of being noticed.

A character noticed in battle gains D10 Honor Points per 100% of Bravery Level. (Thus a character at 200% Bravery would gain 2D10 Honor Points.)

SLAYINGS = Bravery Level x Enemy's Casualty Percentage
+10% if Superhuman STR
+5% if well-aspected as fighter; -5% if poorly aspected
80% maximum chance

If roll is successful, roll again and again--until a roll fails. To determine EP Worth of Enemies Slain:

LVL: PC's LVL -6 + (3D10/3)
Troop Type:
01-70 . . . . . same as own
71-90 . . . . . socially inferior (if possible)
91-00 . . . . . socially superior (if possible)

PC CASUALTY = Bravery Level x Own Army's Casualty Percentage as modified by Troop Type

Disabled = 25% + 5D10% BP injured; broken bone see 22.04
Wounded = 10% + 5D6% BP injured

29.47 VALUABLES GAINED/LOST (LOOT)

Provisions in Baggage Train per 100 Men
Food: 1000 lbs (80 Bu replacement cost)
Sake: 500 lbs (200 Bu replacement cost)
Weapons: 1 missile weapon per 20 men; 1 melee weapon per 100 men; no spare magic devices.
Armor: the equivalent in parts and lacings of 1 suit of armor per 100 men; 1 spare helmet per 100 men.

Casualty Valuables: appropriate armor and weapons (see 31.07 for chance of magic armor/weapons) plus money/jewelry (see 31.07).
Mages/Clerics: see 31.07 for chance of magic device.

30 ANIMALS

The following characteristics apply to adult unintelligent animals. (See 38.00+ for Hengeyokai.) Young animals have half standard BP and weight, move at 3/4 speed, are -2 to AC, -10 to PCF, no special dodge bonus (though dodge penalty is preserved), and are worth 10% of the standard EP. Movement shows two figures: standard move per segment and maximum move per segment.

30.01 LAND ANIMALS

Land Animal	BP	WT	Movement	AC	PCF	Dodge Bonus	Attack Mode	EP Worth
Antelope	25	200	15/75	1	5	-15%	4BMH/8BLK	50
Badger	5	10	8/10	1	8	-15%	0BSB/1BSC	25
Brown Bear	50	450	12/30	3	10	--	5BLC/2BLB; if 2 claws hit 9BLX	300
Boar	35	250	12/30	3	8	+5%	4BMH/3BSK	200
Bull	60	1500	12/30	3	10	+15%	7BLH/9BLK (trample, not kick)	250
Cat	4	10	12/45	0	18	-25%	0BSB/1BSC	25
Deer/Stag	35	300	12/50	1	5	-10%	7BLH/8BLK	50
Dog	20	75	12/50	1	8	-5%	1BMB	100
Fox	12	20	12/40	1	8	-25%	1BMB	100
Horse--see 30.02	--	--	--	--	--	--	--	--
Lion	50	800	12/70	2	18	--	2BLB/5BLC	650
Monkey	15	75	10/25	1	8	-15%	1BMB/1BSC	100
Otter	5	10	8/20	1	8	--	0BSB/1BSC	25
Rabbit	1	2	12/35	0	5	-25%	0BSB	0
Rat	3	1	10/20	0	3	-20%	0BSB	0
Scorpion	1	--	2/4	0	3	--	0BSS (Medium Poison)	25
Snake								
Constrictor	10	75	6/10	0	3	+10%	9BGX	50
Small Viper	3	3	6/15	0	3	+5%	0BSS (Intense Poison)	25
Large Viper	6	15	6/10	0	3	+5%	4BMS (Medium Poison)	50
Tiger	55	900	12/70	2	18	--	2BLB/5BLC	500
Turtle, Land	5	25	1/2	5	3	+10%	0BSB	0
Wolf	16	75	12/50	1	8	-25%	1BMB/1BSC	100

Dodge Bonus: since Dodge is expressed as a negative number to opponent's hit percentage, negative Dodge Bonuses increase the success chance of a Dodge and positive Dodge Bonuses decrease it.

30.02 HORSES: AC 1; attack mode 8BLK

Horse Type	Cost	BP	FP	WT	Unencumbered CC	PCF	Dodge Bonus	Stumble	Morale	Will Trample	EP Worth
Average Plowhorse	100 Bu	18	10	1500	400	0	--	+20%	-50%	--	10
Good Plowhorse	150 Bu	19	12	1500	420	0	--	+20%	-50%	--	10
Excellent Plowhorse	200 Bu	20	15	1500	450	3	--	+15%	-45%	--	15
Average Riding Horse	300 Bu	15	6	1000	300	3	--	+5%	-25%	5%	20
Good Riding Horse	500 Bu	17	8	1000	320	3	--	--	--	5%	20
Excellent Riding Horse	1000 Bu	20	10	1000	350	5	--	--	+10%	10%	20
Average Warhorse	500 Bu	20	8	1300	500	10	--	--	+30%	50%	50
Good Warhorse	1500 Bu	25	10	1300	550	14	--	-5%	+40%	60%	50
Excellent Warhorse	5000 Bu	28	15	1300	600	18	--	-10%	+50%	80%	50

Speed/Maximum Angle of Turn/Effect on Rider's Hit Probability

Horse Type	Walk	Trot	Gallop (Maximum Speed)
AV Plowhorse	12'/15 degrees/-10%	24'/10 degrees/-20%	50'/5 degrees/-50%
GD Plowhorse	13'/15 degrees/-10%	26'/10 degrees/-20%	51'/5 degrees/-45%
EX Plowhorse	15'/15 degrees/-10%	30'/10 degrees/-20%	55'/5 degrees/-40%
AV Riding Horse	20'/60 degrees/-5%	50'/45 degrees/-10%	90'/15 degrees/-20%
GD Riding Horse	22'/60 degrees/-5%	55'/45 degrees/-10%	100'/15 degrees/-15%
EX Riding Horse	25'/60 degrees/--	60'/45 degrees/-5%	110'/15 degrees/-10%
AV Warhorse	15'/60 degrees/--	40'/45 degrees/-5%	70'/15 degrees/-10%
GD Warhorse	17'/60 degrees/--	45'/50 degrees/--	75'/20 degrees/-5%
EX Warhorse	20'/60 degrees/--	50'/55 degrees/--	80'/25 degrees/--

SEGMENTS NEEDED TO ACCELERATE (Walk to Trot, Trot to Gallop)
DECELERATE (Gallop to Trot, Trot to Walk)

Horse Type	Accelerate	Decelerate	Horse Type	Accelerate	Decelerate
PLOWHORSE	12	12	EX Riding Horse	4	2
AV Riding Horse	6	4	AV/GD Warhorse	5	3
GD Riding Horse	5	3	EX Warhorse	3	1

STUMBLE: Basic chance is 55% when walking over debris +10% if trotting; +25% if galloping. See 18.15 No. 5 for effects of a stumble by a horse.
MORALE: See 18.01. Horses check separately but are affected by the rider's CHA.
WILL TRAMPLE: chance the horse will trample a prone body rather than shying away from it. See 18.15 No. 5 for further details.
EFFECT ON RIDER'S HIT PROBABILITY: the clumsier the horse's gait and the faster the gait, the smaller the rider's chance of hitting. Remember that the rider is +5% vs. men on foot. See 18.15 for further details.
UNENCUMBERED CARRYING CAPACITY: 1/3 of Maximum CC.

30.03 FLYING ANIMALS For movement, see 19.06; Dodge Bonus: +25% when flying

Flying Animal	BP	WT	AC	PCF	Attack Mode	EP Worth
Bat	2	1	0	8	0BSB/1BSC	10
Crow	1	1	0	5	0BSB/1BSC	0
Duck/Pheasant/Quail	3	5	0	3	0BSB	0
Eagle	10	20	1	10	1BMB/3BMC	100
Falcon/Hawk	4	5	0	18	0BSB/1BSC	50
Fishing Bird	2	3	0	3	0BSB/1BSC	0
Owl	3	5	0	10	0BSB/1BSC	0
Songbird	1	1	0	3	0BSB	0

30.04 SWIMMING ANIMALS

Swimming Animals	BP	WT	Movement	AC	PCF	Dodge Bonus	Attack Mode	EP Worth
Dolphin/Porpoise	18	250	12'/50'	1	8	--	1BMB	25
Eel	10	20	5'/10'	1	18	+15%	1BMB	25
Fish	5	25	8'/25'	0	3	--	0BSB	0
Octopus*	10	50	5'/10'	1	10	--	1BMB/3BST (tentacles)	50
Sea Snake	8	50	5'/10'	1	3	+10%	4BMS (Medium, Intense Poison)	25
Shark	20	500	10'/50'	2	18	+15%	2BLB	50
Squid**	12	75	5'/10'	1	12	--	1BMB/6BMT (tentacles)	75
Turtle, Sea	8	200	3'/6'	10	3	+25%	1BMB	25
Whale	90	70 tons	25'/200'	3	3	+25%	4GBG/10BGK (from tail)	500

*DEX Skill 10%; STR 14; +10% to bite if grapple successful.
**DEX Skill 15%; STR 18; +15% to bite if grapple successful.

30.05 LEGENDARY ANIMALS

Elephant: The elephant is not native to Japan, but in legend a Buddha or Bosatsu often appears riding a six-tusked white elephant. Movement is like that of Excellent Warhorse. EP Worth: 1500. CC: 15 tons.

BP	WT	AC	PCF	Attack Modes
150	5 tons	5	10	9BGH/10BGK (as trample, not kick) 8BLT (trunk): STR 20, DEX Skill 15

Giant Centipede: Deadly enemy of the Dragon, customarily found in the mountains. Eyes can be seen at twice standard range if sky is overcast or at night, since they shine like great burning lanterns. Can cast ENTRANCEMENT with range of 10' per foot of length. D6x10' long with weight of 30 lbs per foot. BP: 1 per foot long; FP: 3 per foot long. Move: 16'/30'. EP Worth: 100 per BP. PCF: 25 but Dodge +25%. Attack Mode: 7BGS with Intense Poison; 4BGB. AC 10 (but folklore relates that weapons anointed with human saliva hit as vs. AC 0).

Giant Toad: Huge creature as tall as a man, customarily found in the mountains or swamps. Tongue extends up to 20' away and if successfully grapples will reel victim in with critical bite having 50% chance of severing an extremity and swallowing it. EP Worth: 1000. Move: 10/24.

BP	WT	AC	PCF	Attack Modes
30	300	3	3	3BMC/2BLB/10BGT (tongue): STR 10; +5% to bite if grapple successful DEX Skill 15

Nue: Nightbird with loud, raucous, mournful voice. Acts as Waken with 500' range. Badger body, monkey head, tiger paws, serpent tail, eagle wings. Move: see 19.06.

BP	WT	AC	PCF	Attack Modes	EP Worth
70	100	4	8	0BSB/5BLC/6BLS (Medium Poison)	1000

Saru: Monkey-like semi-intelligent creature, customarily found in the mountains. Can transform self to average-appearing human with duration of one hour. Uses resin and sand to coat skin and increase AC to 10. May pose as Kami. Height, weight, CC, PCF, EP Worth, etc. as Ichime (see 37.05+). Characteristics as Ichime. DEX Skill as Thief. 1BMB, 1 BSC/Humanoid grapple.

Temba: Winged horse, customarily found in mountains. Will only serve character if so commanded by the Kami who is the Local Master of the territory. Movement: see 19.06 for flight; as Excellent Warhorse on land. BP, CC, WT, AC, PCF, ATTACK MODE as Excellent Warhorse. EP Worth: 1500.

31 HUMANS

31.01 EXPERIENCE WORTH

NON-FIGHTER: 25xLVL + 10xPCF
FIGHTER: 50xLVL + 10xPCF

Bonus Factors

5% per order of enchantment per magic weapon, armor
5% if STR 16+; 10% if STR 20
DEX Skill if Ninja or Thief
30% if Samurai Fighter, Martial Art Master
5% per Miracle known
10% x PMF

31.02 CHARACTERISTICS OF VARIOUS NPC TYPES AT FIRST LEVEL

NPC Type	HT	WT	CC	PCF	CHA	BP	FP	Characteristics
SAMURAI								
Mighty	6'1"	180	702	17	25	30	8	19-20-20-18-16-17-17
Superior	5'8"	140	308	11	16	19	6	16-16-16-15-14-14-14
Average	5'5"	123	221	9	12	15	5	14-14-14-13-13-10-12
Inferior	5'2"	113	147	8	10	12	4	12-12-12-10-10-10-10
NOBLE								
Mighty	6'1"	170	663	15	27	20	7	19-18-18-20-18-17-17
Superior	5'8"	133	239	8	17	11	5	16-14-14-17-16-14-14
Average	5'5"	120	157	7	14	7	4	14-12-12-15-15-10-12
Inferior	5'2"	111	111	6	11	4	3	12-10-10-12-12-10-10
NINJA								
Superior	5'8"	130	260	11	15	15	5	20-16-14-14-14-14-14
Average	5'4"	120	168	8	11	10	4	16-14-12-10-10-10-12
THIEF								
Superior	5'8"	130	260	9	15	13	5	20-16-14-14-14-14-14
Average	5'4"	120	168	7	11	8	4	16-14-12-10-10-10-12
FIGHTER								
Mighty	6'1"	180	702	15	25	27	8	19-20-20-18-16-17-17
Superior	5'8"	140	308	9	16	16	6	16-16-16-15-14-14-14
Average	5'5"	123	221	7	12	12	5	14-14-14-13-13-10-12
Inferior	5'2"	113	147	6	10	9	4	12-12-12-10-10-10-10
NONFIGHTER								
Superior	5'8"	130	260	7	15	8	5	15-14-14-14-14-16-16
Average	5'4"	120	120	5	12	4	4	13-10-10-10-10-14-14
Inferior	5'1"	108	97	4	10	4	3	10-08-08-08-08-12-12

Women: -.5 PCF
Hengeyokai: +1.5 PCF

Adjusting for level: see section 31.03 to adjust PCF, Body Points and Fatigue Points per level. Remember to for Weapon Specialization to affect Hit and Parry percentages with favorite weapons.

Thus by use of the above table killing a 1st level Mighty Samurai would be worth:

(50xLVL) + (10xPCF): 50 + 170 =	220
+5% for Strength	11
+30% for being a Samurai	66
	297 EP

31.03 CUMULATIVE BP, FP, PCF (Women -.5 PCF)

Samurai

	Mighty			Superior			Average			Inferior		
LVL	PCF	BP	FP	PCF	BP	FP	PCF	BP	FP	PCF	BP	FP
1	17	30	8	11	19	6	9	15	5	8	12	4
2	18½	33	11	12½	20	10	10½	16	8	9½	13	5
3	20	35	15	14	21	12	12	17	9	11	14	6
4	21½	38	19	15½	22	14	13½	18	11	12½	15	7
5	23	40	21	17	23	16	15	19	12	14	16	8
6	25	43	23	19	25	18	17	21	14	16	18	9
7	27	45	25	21	27	20	19	23	15	18	20	10
8	29	48	27	23	29	22	21	25	17	20	22	11
9	31½	50	29	25	31	24	23	27	18	22	24	12
10	34	53	31	27	33	26	25	29	20	24	26	13
11	36½	55	33	29	35	28	27	31	21	26	28	14
12	39	58	34	31	37	30	29	33	23	28	30	15
13	41½	60	36	33	38	32	31	34	25	30	31	16
14	44	60	38	35	39	34	33	35	26	32	32	17
15	46½	60	40	37½	39	36	35½	35	27	34½	32	18
16	49	60	42	40	39	38	38	35	29	36	32	19
17	51½	60	44	42½	39	39	40½	35	30	38½	32	20
18	54	60	46	45	39	40	43	35	31	41	32	21

Noble: lower Samurai figures by amounts below

Mighty			Superior			Average			Inferior		
PCF	BP	FP	PCF	BP	FP	PCF	BP	FP	PCF	BP	FP
2	10	1	3	8	1	2	8	1	2	8	1

Fighter

	Mighty			Superior			Average			Inferior		
LVL	PCF	BP	FP	PCF	BP	FP	PCF	BP	FP	PCF	BP	FP
1	15	27	8	9	16	6	7	12	5	6	9	4
2	16½	30	11	10	17	8	8	13	6	7	10	5
3	18	32	15	11	18	9	9	14	8	8	11	6
4	19½	35	19	12	19	12	10	15	9	9	12	7
5	21	37	21	13	21	14	11	17	11	10	14	8
6	23	40	23	14½	23	16	12½	19	12	11½	16	9
7	25	42	25	16	25	18	14	21	14	13	18	10
8	27	45	27	18	27	20	16	23	15	15	20	11
9	29½	47	29	20	29	22	18	25	17	17	22	12
10	32	50	31	22	31	24	20	27	18	19	24	13
11	34½	52	33	24	33	26	22	29	19	21	26	14
12	37	55	34	26	35	27	24	31	20	23	28	14
13	39½	57	36	28	35	28	26	31	21	25	28	15
14	42	57	38	30	35	29	28	31	22	27	28	15
15	44½	57	40	32	35	30	30	31	23	29	28	16
16	47	57	42	34	35	32	32	31	24	31	28	16
17	49½	57	44	36½	35	33	34½	31	25	33½	28	17
18	52	57	46	39	35	34	37	31	26	35	28	18

Ninja: modify Fighter figures by amounts below

Superior			Average		
PCF	BP	FP	PCF	BP	FP
+2	-1	-1	+1	-2	-1

Nonfighter

	Superior			Average			Inferior		
LVL	PCF	BP	FP	PCF	BP	FP	PCF	BP	FP
1	7	8	5	5	4	4	4	4	3
2	8	9	7	6	5	5	5	5	4
3	9	10	8	7	6	6	6	6	4
4	10	11	10	8	7	8	7	7	5
5	11	13	12	9	9	9	8	9	6
6	12	14	14	10	10	10	9	10	7
7	13	16	15	11	12	11	10	12	8
8	14	17	16	12	13	12	11	13	8
9	15½	19	18	13½	15	13	12½	15	9
10	17	20	19	15	16	14	14	16	9
11	18½	21	20	16½	17	15	15½	17	10
12	20	22	22	18	18	16	17	18	11
13	21½	22	23	19½	18	17	18½	18	11
14	23	22	24	21	18	18	20	18	12
15	24½	22	26	22½	18	19	21½	18	13
16	26	22	27	24	18	20	23	18	13

Thief: raise Nonfighter figures by amounts below

Superior			Average		
PCF	BP	FP	PCF	BP	FP
+2	+5	--	+2	+4	--

Thief/Ninja Cumulative DEX Skill

LVL	DEX 9-12 DEX Skill	DEX 13-17 DEX Skill	DEX 18-19 DEX Skill	DEX 20 DEX Skill
1	0%	5%	10%	15%
2	1%	7%	15%	22%
3	2%	10%	20%	30%
4	3%	12%	25%	37%
5	4%	15%	30%	45%
6	5%	17%	35%	52%
7	6%	20%	40%	60%
8	7%	22%	45%	67%
9	8%	25%	50%	75%
10	9%	27%	55%	82%
11	10%	30%	60%	90%
12	11%	32%	65%	97%
13	12%	35%	70%	105%
14	13%	40%	75%	112%
15	14%	42%	80%	120%
16	15%	45%	85%	125%
17	16%	47%	90%	125%
18	17%	50%	95%	125%

31.04 WEAPON SPECIALIZATION AND ARTS KNOWN

SW = Specialized Weapon
MA = Martial Art
FA = Fine Art
L = Learned
M = Mastered

Fighter

01-10	1 SW
11-30	2 SW
31-55	3 SW
56-75	4 SW
76-85	5 SW
86-91	4 SW; 1 MAL
92-94	3 SW; 2 MAL
95-96	2 SW; 3 MAL
97-98	1 SW; 4 MAL
99	5 MAL
00	4 MAL; 1 MAM

Non-Fighter

01-50	1 SW
51-80	2 SW
81-95	3 SW
96-97	2 SW; 1 MAL
98	1 SW; 2 MAL
99	3 MAL
00	2 MAL; 1 MAM

GM should choose appropriate weapons for NPC to specialize in or learn/master as martial art. It takes 70+ days to learn a DD1 Martial Art + 35 days per additional DD.

Cumulative Effects of Weapon Specialization

FIGHTER		NON-FIGHTER			
LVL	Hit/Parry	LVL	Hit/Parry	LVL	Hit/Parry
2	+2%/-2%	2	+1%/-1%	7	+6%/-6%
3	+4%/-4%	3	+2%/-2%	8	+7%/-7%
4	+6%/-6%	4	+3%/-3%	9	+8%/-8%
5	+8%/-8%	5	+4%/-4%	10	+9%/-9%
6+	+10%/-10%	6	+5%/-5%	11+	+10%/-10%

Cumulative Effects of Martial Art Learning

	Bash/		Parry/		Bash/		Parry/
LVL	Crit	Hit	Shielding	LVL	Crit	Hit	Shielding
2	+1%	+3%	-3%	9+	+6%	+16%	-16%
3	+2%	+6%	-6%	12+	+7%	+17%	-17%
4	+3%	+9%	-9%	15+	+8%	+18%	-18%
5	+4%	+12%	-12%	18+	+9%	+19%	-19%
6+	+5%	+15%	-15%	21+	+10%	+20%	-20%

Roll	Noble/Samurai/Entertainer Fighter	Non-Fighter	Other Social Class Fighter	Non-Fighter
01-50	--	--	--	--
51-60	1 FAL	2 FAL	--	1 FAL
61-70	2 FAL	5 FAL	--	2 FAL
71-80	3 FAL	7 FAL	--	3 FAL
81-85	4 FAL	9 FAL	1 FAL	4 FAL
86-91	4 FAL	10 FAL	2 FAL	5 FAL
92-94	5 FAL	9 FAL; 1 FAM	3 FAL	6 FAL
95-96	4 FAL; 1 FAM	8 FAL; 2 FAM	4 FAL	7 FAL
97-98	4 FAL; 1 FAM	7 FAL; 3 FAM	4 FAL	8 FAL
99	3 FAL; 2 FAM	6 FAL; 4 FAM	5 FAL	9 FAL
00	2 FAL; 3 FAM	5 FAL; 5 FAM	5 FAL	10 FAL

Time for learning/mastering Fine Art should be handled same as for Martial Art.

Martial Arts Mastership

DD	Years with Master	Minimum Level	DD	Years with Master	Minimum Level
1	1	3	5	8	7
2	2.5	4	6	10	8
3	4	5	7	12	9
4	6	6	8	16	10

If the character is below the minimum level, he will not have yet Mastered the Martial Art.

Effects of Martial Weapon Art Mastery
+3 to hit per LVL gained after mastery.
-3% to shielding/parry per LVL gained after mastery.
+1% to bash/critical hit per LVL gained after mastery
INSTEAD of Weapon Specialization bonus for that level.

31.05 MAGIC/CLERICAL ABILITY

LVL	Miracle Known	MKL	PMF	Evil Miracle Known for Demon's Vassal
1	1	1	2	1
2	1	1	2	1
3	2	1	2	1
4	4	1	2	2
5	5	2	4	3
6	7	2	4	4
7	8	3	6	5
8	10	4	8	7
9	12	5	10	9
10	15	6	12	14
11	18	7	14	19
12	19	8	16	20
13	20	9	18	20
14	21	10	20	20
15	21	10	20	20
16	22	11	22	20
17	22	11	22	20
18	22	12	24	20
19	22	12	24	20
20	22	13	26	20

Remember that Clerics must be pious to learn Miracles No. 5+. Buddhist Clerics must be Ascetic to learn Miracles No. 12+. Evil Clerics do not attain higher Evil Miracles than their Demon Masters.

Enchanting Holy Scrolls

Miracle No.	Days Needed	Miracle No.	Days Needed
1	45	12	75
2	47	13	78
3	50	14	81
4	52	15	84
5	55	16	87
6	57	17	90
7	60	18	93
8	63	19	96
9	66	20	100
10	69	21	105
11	72	22	110

An Ascetic Cleric has 250 days of Enchanting per LVL.
A Fighting Cleric has 50 days of Enchanting per LVL.

31.07 NPC PRIMITIVE TALENTS

MKL	Chances	Typical Spells Known 1	2	3	4	5	6	7	8	9	10	11
1	1	–	–	–	–	–	–	–	–	–	–	–
2	3	1	–	–	–	–	–	–	–	–	–	–
3	3	1	–	–	–	–	–	–	–	–	–	–
4	3	2	–	–	–	–	–	–	–	–	–	–
5	5	3	1	–	–	–	–	–	–	–	–	–
6	5	3	2	–	–	–	–	–	–	–	–	–
7	10	3	3	3	–	–	–	–	–	–	–	–
8	10	4	3	3	–	–	–	–	–	–	–	–
9	10	6	3	3	1	1	–	–	–	–	–	–
10	25	8	6	4	3	2	–	–	–	–	–	–
11	50	14	11	8	6	4	2	–	–	–	–	–
12	50	20	16	12	9	6	4	–	–	–	–	–
13	50	23	19	12	10	8	7	3	–	–	–	–
14	50	24	19	15	12	10	10	6	–	–	–	–
15	50	28	19	18	15	12	12	9	2	–	–	–
16	50	28	23	21	18	14	14	12	4	–	–	–
17	50	28	23	21	20	17	17	15	6	2	–	–
18	50	30	25	25	23	20	20	18	8	4	–	–
19	50	40	29	29	26	22	22	20	10	6	1	–
20	50	49	35	35	29	24	24	22	12	8	2	–
21	50	60	40	40	32	26	26	24	14	10	3	1
22	50	70	50	50	35	28	28	25	15	11	4	2

Remember that even a Primitive Mage may not learn spells over his Research Level as determined by his INT.

31.08 NPC MEDIUM

MKL	Miracle	Spells 1	2	3	4	5	6	Fine Arts 1	2	3	4	5	6	7	8	9	Martial Arts 1	2	3	4	5	6	7	8
1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
2	–	–	–	–	–	–	–	1	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
3	–	1	–	–	–	–	–	2	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–
4	–	1	–	–	–	–	–	3	–	–	–	–	–	–	–	–	1	–	–	–	–	–	–	–
5	–	2	–	–	–	–	–	3	1	–	–	–	–	–	–	–	1	–	–	–	–	–	–	–
6	–	2	–	–	–	–	–	3	3	–	–	–	–	–	–	–	1	–	–	–	–	–	–	–
7	–	3	–	–	–	–	–	3	3	1	–	–	–	–	–	–	1	1	–	–	–	–	–	–
8	1	3	1	–	–	–	–	3	3	3	–	–	–	–	–	–	1	1	1	–	–	–	–	–
9	1	3	1	1	–	–	–	3	3	3	2	–	–	–	–	–	1	1	3	–	–	–	–	–
10	2	4	2	1	–	–	–	3	3	3	2	1	–	–	–	–	1	1	5	–	–	–	–	–
11	3	5	2	1	1	–	–	3	3	3	2	1	1	–	–	–	2	2	5	–	–	–	–	–
12	3	5	3	3	1	–	–	4	4	4	4	2	1	–	–	–	2	2	6	1	–	–	–	–
13	4	6	3	3	1	1	–	4	5	4	4	2	1	1	–	–	2	2	7	1	1	–	–	–
14	5	6	5	3	2	1	–	4	5	4	4	3	1	1	–	–	2	2	8	2	1	–	–	–
15	5	6	5	4	2	2	–	4	5	4	4	3	2	1	–	–	2	2	8	2	1	1	–	–
16	6	9	5	4	3	2	–	4	5	4	4	3	2	1	1	–	2	2	9	4	1	1	–	–
17	7	9	5	4	3	2	1	4	5	4	4	3	3	1	1	–	2	2	9	4	3	1	–	–
18	7	9	5	4	3	2	2	4	5	4	4	3	3	1	1	–	2	2	9	5	4	1	–	–
19	8	9	8	5	3	2	2	4	5	4	4	3	3	1	1	–	2	2	9	5	4	1	1	–
20	8	9	8	7	4	2	2	4	5	4	4	3	3	1	1	–	2	2	9	5	4	2	1	–
21	9	9	8	7	6	2	2	4	5	4	4	3	3	1	1	1	2	2	9	5	4	2	2	–
22	9	9	8	7	6	4	2	4	5	4	4	3	3	1	1	1	2	2	9	5	4	2	2	1

31.09 VALUABLES CARRIED BY CHANCE-MET HUMANS

Money: EP WORTH = Number of Bu carried / 10

(10xstandard for Nobles/Samurai; 10% standard for Ascetic Clerics or Eta.) This money may be in the form of Mon, Bu or Oban.

Jewelry:

Social Class	Percentage	No.	Social Class	Percentage	No.
Eta/Thief/Ninja	--	--	Buddhist Cleric	--	--
Bandit	5%	D3	Shinto Cleric	10%	D3
Gambler/Otokodate	10%	D3	Mage	15%	D3
Merchant	25%	D3	Samurai	25%	D6
Artisan	25%	D3	Noble	50%	2D6
Peasant	--	--	Daimyo	75%	3D6

+10% if woman; +1% per level over 1st.

Roll	Type of Gems	carats
01-12	polished shells	D10x25
13-24	tortoiseshell	D10x25
25-36	nacre	D10x25
37-48	jet	D20x25
49-57	amber	D20x25
58-66	coral	D10x10
66-74	semiprecious stones	D10x10
75-81	lapis lazuli	D10x5
82-86	crystal	D10x10
87-91	pearl	D10x10
92-96	jade	D10x10
97	ruby	D20
98	emerald	D20
99	amethyst	D20
00	sapphire	D20

Magic Armor (if armor worn): 1%xLVL + 1%xAC

Magic Helmet (if helmet worn):

Non-Fighter: 1%xLVL + 1%xAC

Fighter: 2%xLVL + 1%xAC

Magic Amulet or Other Protection Carried

Mage: 3%xMKL (+25% if Noble/Samurai)

Fighter: 1%xLVL

Non-Fighter: .5%xLVL

Other Magic Device Carried

Mage: depending on LVL/MKL: see 11.23

Spells Known:

Mage: depending on LVL/MKL: see 9.12

Holy Scroll Carried

CLERIC: 1%xLVL + 1%xMiracle Known

Magic Weapons (if weapons carried)

LVL	Noble/ Samurai	Other Fighter	Weaponsmith	Other Mage	Other Person
1	1%	0%	0%	0%	0%
2	3%	1%	2%	0%	0%
3	5%	2%	4%	1%	0%
4	7%	3%	6%	1%	0%
5	10%	4%	9%	2%	1%
6	13%	5%	12%	2%	1%
7	16%	6%	15%	3%	1%
8	19%	7%	18%	3%	1%
9	22%	8%	21%	4%	2%
10	25%	10%	25%	5%	2%
11	28%	12%	28%	6%	3%
12	31%	15%	31%	7%	3%
13	35%	17%	35%	8%	4%
14	40%	20%	40%	9%	4%
15	45%	22%	45%	11%	5%
16	50%	25%	50%	13%	6%
17	55%	30%	60%	15%	7%
18	60%	35%	70%	17%	8%
19	65%	40%	80%	19%	9%
20	70%	45%	90%	21%	10%
21	75%	50%	100%	25%	15%

Check separately per weapon carried--with bow + arrows counting as one weapon.

Order of Enchantment

01-45	+1
46-70	+2
71-85	+3
86-95	+4
96-00	+5

32 SPIRITS / BAKEMONO

To the medieval Japanese mind, Bakemono, Hengeyokai, and Kami were all spirits--capable of walking the astral plane or of exercising strange magic powers. In this game, each intelligent non-human race has a SPIRIT LEVEL. In addition, the various Kami, Demons, and Buddhist Spirits are ranked by their Spirit Level.

0 **Minor Spirits:** Artifact Spirits; Gaki of Fragrance and Music; Hengeyokai; Kojin; Lesser Goblins; Rikombyo, Ubume; Yurei

1 **Presences:** Animated Buddhist Statues; 1st level Demons; Gaki of Fire and Corpses; Greater Goblins; Karashishi; Komu Inu.

2 **Great Presences:** 2nd level Demons; Gaki of Sex and Blood; Goryo; Hengeyokai messengers of the Kami; Ikiryo; Raiju; Shoryo; Yanari, Yuki no Onna, Zuijin.

3 **Local Masters:** 3rd level Demons; Dragons; 3rd level Kami; Orochi; Tennin.

4 **Masters:** Baku; 4th level Demons; Hachibushu; 4th level Kami; Nio.

5 **Lords:** 5th level Demons; the Dragon King; the present Emperor of Japan; Gekkawo; Gohoten; Kami of Good Luck; Kompira; Koshin; Myo.

6 **Great Lords:** Bosatsu; 6th level Demons; Hachiman; Inari; Jimmu Tenno, the Kami of Izumo.

7 **Authorities:** Amaterasu; Buddhas.

From the Shinto point of view, all these creatures/spirits are Kami, subordinate to the Kami of Izumo and beyond him to Amaterasu. From the Buddhist point of view, all these creatures (except for the Buddhas/Bosatsu) are unenlightened beings, trapped in their present form or in the life-death cycle.

32.01 NPC BAKEMONO PRIMITIVE TALENTS TYPICAL SPELLS GAINED

		Typical Spells Known										
MKL	Chances	1	2	3	4	5	6	7	8	9	10	11
5	3	1	–	–	–	–	–	–	–	–	–	–
6	1	1	–	–	–	–	–	–	–	–	–	–
7	2	1	1	–	–	–	–	–	–	–	–	–
8	2	2	1	–	–	–	–	–	–	–	–	–
9	2	3	1	–	–	–	–	–	–	–	–	–
10	5	4	1	1	–	–	–	–	–	–	–	–
11	10	5	3	2	1	–	–	–	–	–	–	–
12	10	5	5	2	2	1	–	–	–	–	–	–
13	10	8	5	2	2	1	–	–	–	–	–	–
14	10	8	6	4	3	2	1	–	–	–	–	–
15	10	9	6	4	3	3	2	1	–	–	–	–
16	10	12	8	5	4	3	2	1	–	–	–	–
17	10	13	8	5	4	3	2	2	1	–	–	–
18	10	13	10	6	5	3	2	1	1	1	–	–
19	10	15	10	8	7	4	2	1	1	1	–	–
20	10	15	10	10	10	5	2	1	1	1	1	–
21	10	15	10	10	10	7	3	2	1	1	1	1
22	10	15	10	10	10	8	5	3	2	2	2	1

33 ARTIFACT SPIRITS

Certain treasured items may gradually over years of love and care acquire a spirit, which is a level 0 spirit. These items include:

heirloom swords (ego swords automatically have a spirit)
heirloom mirrors
Buddhist temple bells
an item used by a Master of a Fine Art (such as a calligrapher's brush or fan user's fan)
a weapon used by the Master of a Martial Art

The GM should be cautious in his use of such spirits. Such spirits usually have one overriding purpose, a duty that must be fulfilled, and only once it has been achieved will they be at rest.

They may take on human form or appear on the astral plane. They appear as:

sword/weapon . . . . . a young warrior
mirror . . . . . a beautiful maiden
temple bell . . . . . a priest/priestess
item used by a Master of a Fine Art . a young student of the Fine Art

© COPYRIGHT 1980 KP

None of these spirits have any magic abilities. The Spirit of a Temple Bell has clerical powers with one miracle known per century of existence.

BP	FP	PCF	Move	LVL	EP Worth
15	15	30	12'/24'	10+D10	1500

Heirloom swords fight as with a specialized weapon; weapons used by a Master of a Martial Art as those who have learned a Martial Art.

34 DEMONS

Japanese demons do not have any systematic hierarchy. There is no one Demon Emperor (though occasionally an arrogant Demon may so style himself). Treat Demons Lords (level 6 spirits) as equivalent to Clan Daimyo in social power over other demons, though many lower ranking demons give no loyalty to any higher spirits.

Demons seldom fight each other; it is far more interesting to fight humans. However, even nominally vassal demons are not absolutely obedient to their nominal lords. When a higher Demon dispatches a lesser one to do his bidding, there is a 5% chance per Spirit Level of the lesser Demon of insubordination.

34.01 A ROUGH GUIDELINE TO DEMONS' CHARACTERISTICS

Characteristics	Lesser Demons Spirit LVL 1-3	Greater Demons Spirit LVL 4-5	Demon Lords Spirit LVL 6
AL	10+D10	14+D6	20
DEX	D20	2+3D6	5+D20
CON	D20	2+3D6	5+D20
STR*	D20	10+D10	14+D6
APP	D6	D10	D20
BVC	D20	D20	5+D20
INT	D20	2+3D6	5+D20
WIS	3D6	3D6+2	14+D6
HT/WT	as Japanese	as Tengu	as Oni

*Demon STR is not affected by low CON.
Note that for Demons, low BVC and APP produce bonuses to CHA rather than minuses.

Demon LVL	BP	FP	PMF/MKL	Move	EP Worth Average	Superior	Mighty	AC
1	30	30	4/1	12/24	1000	1200	1500	4
2	40	35	15/6	14/26	2400	2700	3000	5
3	50	40	30/13	16/28	4800	5500	5800	6
4	60	60	40/15	20/30	7400	8500	8800	7
5	75	75	50/18	22/32	16000	18000	19000	8
6	200	150	100/20	25/35	37000	40000	42000	9

34.02 DEMON-MAGIC ABILITIES

1. Lesser Demons project Fear, Greater Demons Panic; Demon Lords project Terror. See 10.21.
2. Demons are astral plane creatures but may appear on the material plane in human or animal form.
3. Demons EAT VITALITY (see 10.02) at 5 HP per Spirit LVL.
4. Demons know certain Basic Magic spells as Learned Spells; the total levels plus BMRs of these spells must be equal or below the Demon's INT.
5. Demons know certain SUMMONER SPELLS; the total levels plus BMRs of these spells must be equal or below half the Demon's CHA.
6. Demons have Night Vision and Detect Enchanted Materials as natural abilities.
7. Demons know the following spells as 1st level Learned Spells: Detect Evil, Detect Fear, Size Change.

34.03 DEMON EVIL ABILITIES

1. Demons may Tempt those not of AL 1-3. Chance of success is 50%. If the person being tempted objects, chance of success may be reduced by 1%x(20-AL of victim). In addition, if the person is human, he may attempt to save as vs. a Circle I spell of Command; see 14.08. Successful temptation renders a person impious and adds D6 to AL.
2. Demons may cast Circle of Evil by laughing and gesturing with their hands.
   a. chance of a miracle is reduced by 5% per Spirit LVL.
   b. any Circle of Protection the Demon touches with his hand is negated.
3. Possession: see 24.07.

34.04 DEMONS MUST EXPEND THE CUSTOMARY FP TO CAST MAGIC SPELLS.
They may create Magic Devices for greater efficiency in storing and casting spells. Such magic devices are usually in the form of weapons; these weapons are enchanted from the conventional metal or wood used for the weapon **plus** the requisite number of different substances in the forms of the blood, organs and other body parts of intelligent beings. Demons do not enchant Focuses.

The chance that a Demon will have such a device is 5% times Spirit Level. If roll is successful, check again to see if Demon has another, and so on until roll fails.

34.05 DEMONS MAY RECRUIT EVIL OR CORRUPTIBLE HUMANS as minions, sometimes bribing them with promises of wealth and power, sometimes with magic weapons. They are particularly on the lookout for fighters with superhuman strength; mages; and corruptible clerics to whom they give the power to cast the Evil Miracles (and who upon acceptance of the Evil Miracles lose the power to cast standard Miracles--and other clerical powers). A Demon may have 1 Evil Cleric per CHA pt.

34.06 THE EVIL MIRACLES
Demons possess one Evil Miracle per MKL. The chance of evoking such a miracle successfully is:
Demon: 60% + 5% per Spirit Level.
Evil Cleric: half chance of Demon Master + 1%xAL.
Each Miracle evoked costs D6 FP, whether successful or not. Miracle range and duration is per PMF/MKL unless otherwise specified.

An Evil Cleric can learn one Evil Miracle per standard Miracle he previously possessed. He will then check each 10,000 EP gained to see if he acquired the next Evil Miracle his Demon Master knows. His chance of acquiring a new Evil Miracle is equal to his chance of successfully evoking one.

1. CORRUPT FOOD AND WATER: affects D100 lbs turning it to Mild Poison. 1' range.
2. CAUSE PAIN: see 22.04. Lesser Demons cause Mild Pain; Greater ones Medium Pain; Great ones Intense Pain.
3. CURSE: one person is 10% worse off on all die rolls.
4. CAUSE FEVER: see 22.04. Touch range.
5. TRUSTWORTHINESS: see 13.10, level 3.
6. UNHOLY STRENGTH: fights at +2 WDF for twice standard Fighting Energy.
7. HYPNOTIC PICTURE: see 13.10, level 4.
8. ILLUSORY IMAGE: see 13.10, level 4.
9. FIND THE PATH: see 13.07, level 3.
10. RECOGNIZE CHIEF MOTIVATION: see 24.13, No. 9.
11. DEMONIC STRENGTH: +10% to hit; +10% to critical hit; +2 WDF; twice standard Fighting Energy.
12. ENLIST THE AID OF THE EVIL: see 24.13, No. 8 but affects carnivorous animals and intelligent adults of AL 16-20.
13. SHADOW MONSTERS: see 13.10, level 6.
14. PHANTOM MONSTERS: see 13.10, level 7.
15. STRIKE SENSELESS: see 13.09, level 5.
16. SPECTRAL MONSTERS: see 13.10, level 9.
17. BLAST: see 13.09, level 9.
18. AMNESIA: see 13.09, level 9.
19. CHAOTIC WORLD: see 13.10, level 11.
20. COMMAND WEATHER: see 13.09, level 11.

34.07 Demons are affected by Clerical rites of Banishment or Propitiation. (See 24.08.) The Demon saves as against a Sixth Circle Spell of Command. He may add 1%xAL to percentage needed to save. In addition, he may enhance the percentage needed to save at 5% per Spirit Level at a cost of 10% FP.

34.08 OPTION
Each individual Demon may be treated as having a particular vulnerable spot (GM should choose a point from 1 to 20 on the Critical Hit Location Scale). Any critical hit by a Heavy Weapon at this point will have a 75% chance of causing instant death and otherwise do double standard critical hit damage; a Light-Heavy Weapon will have a 50% chance of causing instant death and do double standard critical hit damage; a Light Weapon will have 25% chance of causing instant death and do double standard critical hit damage.

34.09 DEMON PHYSICAL COMBAT
Demons may grapple, using body parts as per the form in which they appear. All Demons have DEX Skill as a Thief. Demons know all Martial Weapons Arts; they gain bonuses as +10% per Spirit LVL to hit; -10% per Spirit LVL to parry/shielding; +3% per Spirit LVL to bash/critical hit. Demons of Spirit LVL 6 use weapons +3 lengths that do double basic WDF (like Oni) and missiles with double range doing double standard damage.

Demons regenerate FP at double speed, BP at normal speed. (See 1.06.)

34.10 REPRESENTATIVE DEMONS

		CHA	MIL	WT	CC
Lesser Demons	(Spirit LVL 1-3)				
Average	11-11-11-5-11-11-10	10	5	120	144
Superior	15-15-15-3-15-15-15	16	7	130	260
Mighty	18-18-18-2-17-17-16	21	9	170	475
Greater Demons	(Spirit LVL 4-5)				
Average	13-13-15-5-11-13-13	12	6	200	380
Superior	16-16-16-3-16-16-16	18	8	225	500
Mighty	19-19-19-2-18-18-17	23	10	280	895
Great Demons	(Spirit LVL 6)				
Average	15-15-17-10-16-16-17	16	8	520	1200
Superior	20-20-18-15-20-20-18	25	12	600	1850
Mighty	23-20-20[13]-20-22-22-20	33	15	720	3170

	PCF	DEX Skill	Magic Weapons
1st LVL Demon			25% 1 magic weapon
Average	7	10%	
Superior	10	25%	
Mighty	13	55%	
2nd LVL Demon			30% D2 magic weapons
Average	15	10%	
Superior	18	30%	
Mighty	21	60%	
3rd LVL Demon			40% D3 magic weapons
Average	25	13%	
Superior	28	40%	
Mighty	31	75%	
4th LVL Demon			50% D3+1 magic weapons
Average	40	15%	
Superior	42	45%	
Mighty	48	85%	
5th LVL Demon			2 magic weapons + 50% D2 more
Average	55	30%	
Superior	60	85%	
Mighty	66	125%	
6th LVL Demon			3 magic weapons + 50% D3 more
Average	90	40%	
Superior	100	105%	
Mighty	115	125%	

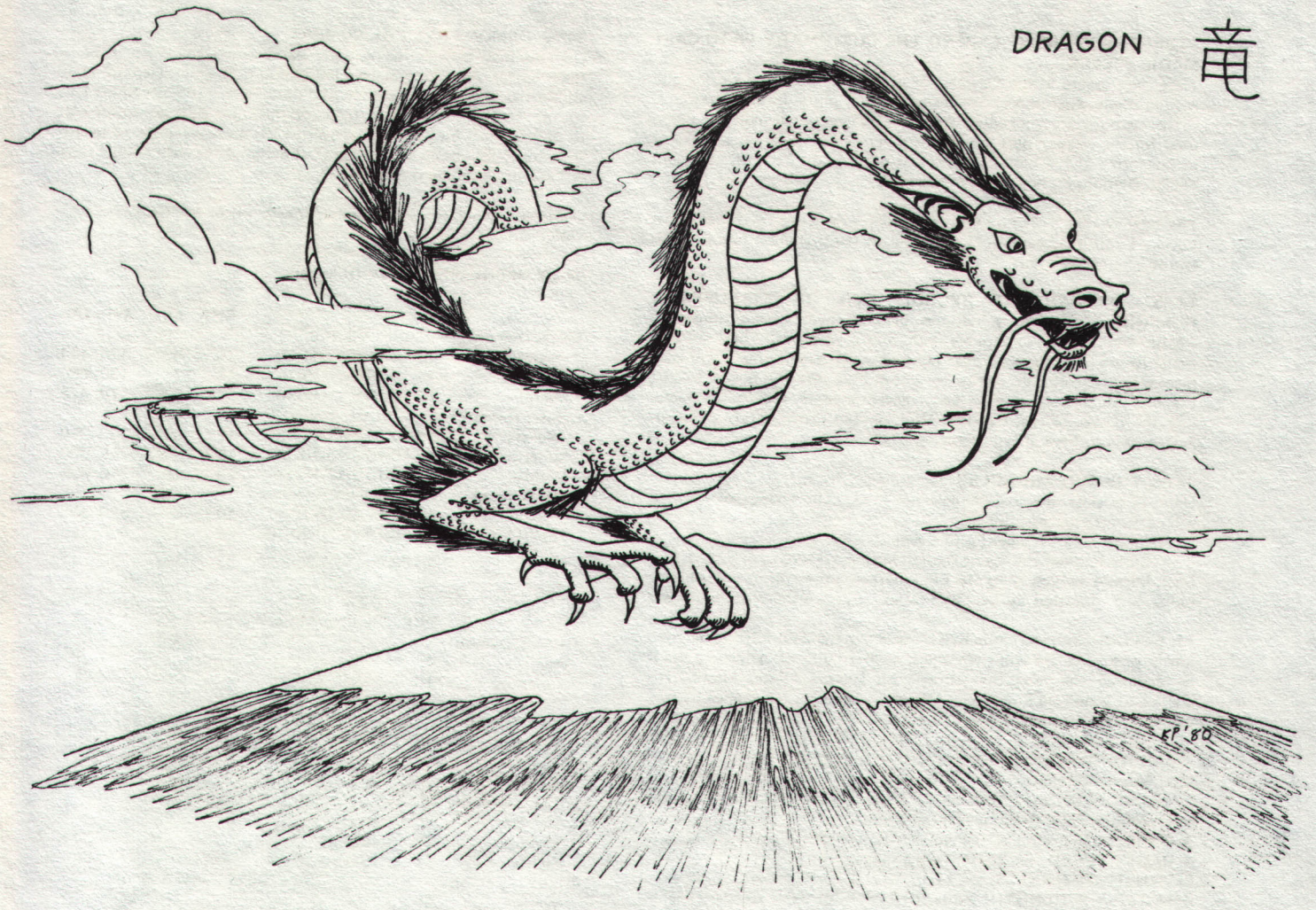
Order of Enchantment of Magic Weapon -- or DM choice

01-45	+1
46-70	+2
71-85	+3
86-95	+4
96-00	+5

35 The DRAGON REALM

The Dragon Realm lies under the water and is ruled by the King of the Dragons. All oceans and lakes are his territory, and all water-dwelling creatures (including fish and whales) are technically subject to the Dragon King's commands. (Water-breathing creatures who are out of the water too long will suffocate in air.)

35.01 DRAGON LIFESTYLE
Dragons are water-breathing but may breathe air for up to one day without ill effect when in Dragon Form. They are not interested in hoarding, but do like living in luxury. Their customary residence is an elaborately furnished palace under a lake or in the sea. They may be served by water-breathing animals, Kojin or Orochi.



© COPYRIGHT 1980 KP

Dragons may take human form, either as air-breathing or as water-breathing humans. They fly without wings.

35.02 DRAGON CHARACTERISTICS

STR. . . . . 14+D6
INT. . . . . 10+D20
APP. D20
BVC . . . . . 10+D10
DEX . . . . . 10+D10
WIS. . . . . 10+D20
AL D10
CON . . . . . 10+D10

If INT 20+, Dragons are Illusionist Mages.

Characteristics	Young Dragon	Mature Dragon	Old Dragon	Royal Dragon
feet long	10+D10	30+D10	45+D20	60+D100
wt per ft	50 lbs	100 lbs	200 lbs	300 lbs
BP per ft	3	3	3	4
AC	3	4	6	8
PMF/MKL	15/6	30/13	40/14	50/18
PCF	18	27	39	50
Attack Mode	2BLB 5BLC	4BGB 7BGC	4BGB 7BGC	4BGB 7BGC
EP Worth	2000	3500	6500	10,000
CHA	24	17	22	35
Carrying Capacity	1 ton	5 tons	15 tons	60 tons
Military Ability	7	10	11	15

35.03 DRAGON MAGIC

In addition to Illusionist abilities, if any, all Dragons know all WATER, FOG, RAIN, ASTRAL FOG, and BREEZE spells. They are not affected by magic poisons, but only by natural poisons. They regenerate FP/BP at double speed under water or during a rain storm.

35.04 OROCHI

Orochi are large serpents. They are water-breathing, but can breathe air for up to one day without ill effect. They live in lakes and pools; many are vassals of the Dragon King. They have no organized society, but are solitary beings. Many take on human form when out of the water. Orochi Mages (INT 14+) are Bakemono Primitive Mages.

Some NPC Orochi were once human beings. In Japanese legend people suffering intense guilt or intense frustration because of thwarted desire may involuntarily become transformed to Orochi (rerolling STR, DEX, CON, INT to Orochi minimums if below). Such an Orochi immediately after transformation may attack at five times normal body part damage for one hour per level. At the end of this period of rage, such an Orochi must seek a lake or pool–or suffer suffocation. Such an Orochi must remain underwater thereafter, with a chance of 5%xLVL + 1%xCHA of being able to re-emerge once a year for one day on the anniversary of its transformation. Such an Orochi can never become a human being again save by reincarnation nor take on human form again save on its anniversary of transformation.

35.05 OROCHI CHARACTERISTICS

LENGTH: D6x10' WEIGHT: 10 lbs per foot

EQUIVALENT HEIGHT/WEIGHT IN HUMAN FORM

Snake Length	Height	Weight	BP
10'	5'2"	111	0
20'	5'6"	127	+1
30'	5'9"	140	+2
40'	6'	160	+3
50'	6'2"	180	+4
60'	6'5"	210	+5

STR	14+D6
APP	D20
INT	10+D10
WIS	D20
DEX	10+D10
BVC	D20
CON	10+D10
AL	D20
AC	2

Attack Mode: 4BGB/7BGS (Mild Poison)
6BGX Grapple; 1BGX Constriction Damage.

Carrying Capacity: for PCF purposes human carrying capacity based on weight as human is used. Actual carrying capacity in Orochi form is 5%x (STR + CON carrying factors) x Orochi WT, since all items must be carried in the mouth.

Experience Worth of Orochi: 2 x Human Samurai.

35.06 CUMULATIVE NPC OROCHI CHARACTERISTICS

		CHA	MIL
Superior:	17-17-18-17-17-17-15	16	8
Average:	15-15-17-10-10-15-10	12	7

	Superior Orochi			Average Orochi		
LVL	PCF	BP	FP	PCF	BP	FP
1	12	19	9	10	10	7
2	13½	20	12	11½	11	9
3	15	22	14	13	13	10
4	16½	24	16	14½	15	12
5	18	26	18	16	17	14
6	19½	28	19	17½	19	15
7	21	30	21	19	21	16
8	22½	32	23	20½	23	17
9	24	33	25	22	24	19
10	26	34	27	24	25	21
11	28	35	30	26	26	23
12	30	36	32	28	27	24
13	32	37	34	30	28	26
14	34	38	36	32	29	28
15	36	38	37	34	29	29

35.07 KOJIN (THE SHARK MAN)

Kojin are sea dwellers but may breathe air for six hours per level without ill effect before requiring reimmersion in water. Kojin have black skin, long horns, green eyes, and are bearded. They are vassals of the Dragon King, and only appear on land if exiled from the Dragon Court (same situation as a Ronin samurai) or in armies sent by the Dragon King to repel/revenge attack of land dwellers.

Kojin have the same characteristics as tall humans. Treat them as Superior Samurai (see 31.03). They have magic ability as humans. When grappling, instead of a head butt they have 4 BMH. Experience Worth as Samurai.

If a Kojin is sincerely sorrowful, he weeps rubies at D10 rubies per segment for five turns. No magic spell can cause this grief, since the Kojin can only weep when not under the influence of magic. The rubies wept by a Kojin have standard BMR. They are D20 carats each.

35.08 MONSTERS OF THE DRAGON REALM

Umubozu: a Giant Intelligent Squid which rises in storms to prey on small boats and on swimmers, disguising itself (as First Circle Illusion cast at 0 FP loss) as a Buddhist Priest swimming in the water. The Umubozu only breathes water, but may speak for up to one segment before reimmersing to breathe again.

BP	WT	AC	PCF	DEX Skill	STR	Attack Mode	EP Worth
25	300	2	25	30%	19	4BGB (+25% if successful grapple); 10BGT	300

Fune Yurei (the ghosts of the drowned): see Yurei 25.04 No. a -- and 39.01.

36 GAKI

The Hungry Dead (see 25.01)

Gaki are spirits trapped in the life/death cycle. They are ravenously hungry with a hunger that only one thing can slake. Their vocation and deeds in their previous life determines what the nature of their hunger is.

Clerics become Scent Gaki (AL 1-3) or Corpse Gaki (AL 4-20);
Nobles become Music Gaki.
Samurai/Other Fighters (including Ninja) become Blood Gaki.
Outcasts (except Ninja), Merchants, Artisans and Peasants become Heat Gaki.
Entertainers and Mages become Sex Gaki.

Gaki appear at night only. They are naturally Astral beings but must appear on the material plane to slake their hunger. Their natural appearance on the material plane is a dark cloud of tangible smoke about a foot in diameter. Gaki of Sex, Corpses and Blood may take on human form, appearing either as their previous incarnation or in a new form which suits their fancy. Their appearance in human form lasts only CHAx15 turns.

Gaki are not affected by Spells of Illusion or Command. They are not bashable by non-magic weapons. Humans knowingly facing Gaki must check morale (see 18.01), unless Summoners, Mediums or Clerics.

36.01 TYPES OF GAKI

Blood Gaki: the Gaki appears as a handsome or beautiful person with ENTRANCEMENT and CHARM PERSON. If kills a person, can draw fully on that person's memories so as to fool best friends when assuming that person's appearance. (Roll as if vs. 9th Circle of Illusion to disbelieve.)

BP	PCF	AC	Attack Mode	EP Worth
10	35	3	1BMB (Crit hit causes Entrancement)	2000

Corpse Gaki: the Gaki appears as an ugly being, frequently as a Buddhist priest since this enables it to volunteer to perform burials. Eats corpse at 10 lbs per segment. If injured, regains one BP for each 10 lbs of corpse eaten. Has ENTRANCEMENT and PARALYSIS. When begins eating corpse, human form develops large claws.

BP	PCF	AC	Attack Mode	EP Worth
50	25	3	1BMB/5BLC	1000

Heat Gaki: the Gaki eats the light of candles, lamps, magic spells, etc., causing darkness. It also attempts to eat the body heat of living beings. If it scores a critical hit on a living being's HEAD, EYE or CROTCH, it may enter the body and eat the being's body heat, causing Fever. This Gaki regenerates D6 BP per turn in the presence of light; it regenerates all BP lost due to fever by a living body. It is exorcisable. It does not take any damage from Fire Magic and takes twice usual damage from Ice Magic.

BP	PCF	AC	Attack Mode	EP Worth
40	15	2	0BSB/1BSC Fever: see 22.04	1000

FIRE GAKI

火がき

© COPYRIGHT 1980 KP

Music Gaki: the Gaki eats Music and Singing as a silence spell (though other noise is not affected). An Enchanter's spells are inoperative within 100' of such a Gaki. The Gaki regenerates D6 BP per segment of eating music or singing.

BP	PCF	AC	Attack Mode	EP Worth
40	15	2	0BSB	500

Scent Gaki: the Gaki eats fragrances of flowers, perfumes, incense, etc., producing unscented air. The incense or perfume-borne spells of an Herbalist are inoperative within 100' of such a Gaki. The Gaki regenerates D6 BP per segment of eating such a scent-borne spell.

BP	PCF	AC	Attack Mode	EP Worth
30	10		0BSB	500

Sex Gaki: the Gaki appears as a beautiful or handsome person with ENTRANCEMENT and CHARM PERSON. If it has sex with someone, it consumes half his original FP--and regains half the FP consumed as BP if injured.

BP	PCF	AC	Attack Mode	EP Worth
75	25	3	as human; plus by sex act	750

36.02 GAKI COMBAT

Gaki spell casting does not cost the Gaki FP or BP expenditure. Spells are cast at the 5th Circle of Command. Spells are cast at the Gaki's will, not automatically.

Blood Gaki do not regenerate BP. Other Gaki only regenerate BP as detailed above. No regeneration of BP per day lived occurs. Gaki who have been killed, either in astral, natural or human form, disappear immediately--and of course reincarnate in due time. Heat Gaki who have been exorcised by Clerics stay away from the locality/person once afflicted unless called back by Summoner spells.

Gaki appearing as dark clouds float 4'-6' off the ground. They Dodge at -25% in this form.

37 GOBLINS

Lesser Goblins include Ashinaga, Ichime, Kappa, Shojo and Tengu. Greater Goblins include Oni, Rokuro Kubi, and Yama Hito.

37.01 ASHINAGA

These are tribally organized mountain dwellers. They have short, squat bodies but long legs and long arms. They are bearded. They have night vision, but may appear during the daytime (when they get no PCF bonuses on missiles). They use the half bow and jo as specialized weapons. They also delight in throwing rocks from the height of a cliff at travellers below.

They do not have any magic abilities. They can, however, appear on both the material and astral plane. On the astral plane, however, they have no PCF bonuses and are -25% to morale. Grapple as humans with 1BSC Claws.

37.02 ASHINAGA CHARACTERISTICS

HEIGHT/WEIGHT	as Medium Japanese
DEX	10+D10
APP	D10
INT	D10
AL	10+D10
STR	10+D10
BVC	D10
WIS	D10
CON	10+D10
Experience Worth of Ashinaga	as Human Fighter
AC	3

37.03 CUMULATIVE ASHINAGA CHARACTERISTICS

		CHA	CC	MIL	HT	WT
Average	15-15-15-5-5-5-5	7	265	5	5'4"	120
Superior	18-18-18-8-8-8-8	10	365	6	5'7"	130

LVL	Number Commanded	Superior Ashinaga PCF	BP	FP	Average Ashinaga PCF	BP	FP
1	--	13	21	7	7	15	6
2	--	14½	22	10	8½	16	7
3	--	16	24	11	10	17	7
3	20@LVL D3	17½	26	12	11½	19	8
5	20@LVL D3	19	28	14	13	21	8
6	20@LVL D3	20½	30	15	14½	23	9
7	10@LVL D3+1	22	32	17	16	25	10
8	10@LVL D3+2	23½	34	18	17½	27	10
9	10@LVL D3+3	25	35	20	19	28	11
10	10@LVL D3+4	27	36	21	21	29	12
11	10@LVL D3+5	29	37	23	23	30	13
12	10@LVL D3+6	31	38	24	25	31	14
13	10@LVL D3+7	33	39	26	27	32	15
14	10@LVL D3+8	35	40	28	29	33	16
15	10@LVL D3+9	37	40	29	31	33	17
16	10@LVL D3+10	39½	40	30	33½	33	18
17	10@LVL D3+11	41	40	31	35	33	19

Thus a 10th LVL Ashinaga would command 10 subordinates of LVL D3+4, say LVL 6, who would in turn each command 20 subordinates of LVL D3, making up a group of 211 Ashinaga.

37.04 ICHIME

These are short goblins of extreme ugliness. They have only one eye, set right above the nose. They are -25% with missile weapons. They have night vision but may appear during the daytime. They may appear on both the material and astral plane, but have no PCF bonuses on the astral plane and are -25% to morale. They have no magic abilities. They grapple as humans with 1BSC Claws; DEX Skill as Thief.

35.05 ICHIME CHARACTERISTICS

DEX . . . . . 10+D10
STR. . . . . 5+D10
BVC D10
INT. D10
CON D20
AL . . . . . 10+D10
APP. D6
WIS. D10
Height/Weight . . . . . As Kappa
AC 0
Experience Worth. . . . . as Non-fighter Thief

37.06 CUMULATIVE ICHIME CHARACTERISTICS

		CHA	HT	WT	CC	MIL
Average	15-10-10-3-5-5-5	6	3'11"	73	73	4
Superior	18-15-13-5-8-8-8	9	4'2"	83	149	6

	Superior Ichime				Average Ichime			
LVL	PCF	BP	FP	DEX Skill	PCF	BP	FP	DEX Skill
1	8	13	6	10%	6	8	5	5%
2	9½	14	7	15%	7½	9	5	7%
3	11	16	7	20%	9	11	5	10%
4	12½	18	8	25%	10½	13	5	12%
5	14	20	8	30%	12	15	5	15%
6	15½	22	9	35%	13½	17	5	17%
7	17	24	11	40%	15	19	7	20%
8	18½	26	11	45%	16½	21	7	22%
9	20	27	13	50%	18	22	8	25%
10	22	28	13	55%	20	23	8	27%
11	24	29	15	60%	22	24	9	30%
12	26	30	15	65%	24	25	9	32%
13	28	31	17	70%	26	26	10	35%
14	30	32	17	75%	28	27	10	37%
15	32	32	17	80%	30	27	10	40%
16	34½	32	18	85%	32½	27	10	42%
17	37	32	19	90%	35	27	11	45%
18	39½	32	20	95%	37½	27	12	47%

37.07 KAPPA

Kappa are boyish-appearing goblins who dwell in the water. They can breathe both water and air. They have greenish-yellow skin, webbed fingers and toes; they smell of fish. Their heads have a concave, saucer-like top with water inside. If the water is spilled by the Kappa's being bashed to the ground or by a critical hit to the head, the Kappa is weakened and loses all PCF bonuses until he has refilled the saucer. They may appear on material or astral plane.

Kappa are typically loners. They may appear by day or night in their favorite haunts. They delight in fast-flowing rivers and quiet pools, and punish intruders by eating them. They delight in raping

women. They also delight in grappling swimming beings and killing them, afterwards if there is time sucking out their entrails and leaving a hollow corpse behind.

37.08 KAPPA CHARACTERISTICS

HEIGHT: roll D20; frame is average

Roll	HT	WT	BP	Roll	HT	WT	BP
1	3'7"	60	-2	11-14	4'	75	-1
2	3'8"	64	-2	15-16	4'1"	78	-1
3-4	3'9"	67	-2	17-18	4'2"	81	-1
5-6	3'10"	70	-2	19	4'3"	84	-1
7-10	3'11"	73	-2	20	4'4"	87	-1

DEX . . . . . 10+D10
CON D20
APP D6
INT D10
STR . . . . . 14+D6
AL . . . . . 10+D10
BVC D20
WIS D20
AC 2
Attack Modes: 1BMB/3BMC/grapple & drown
DEX Skill as Thief

Kappa have Suieijutsu as a Learned Martial Art. PC Kappa acquire Skill Points in Kumiuchi at twice standard rate. NPC Kappa have Kumiuchi as a Learned Martial Art. PC Kappa learn the Isha Treatments at twice standard speed. NPC Kappa know all the Isha Treatments for their level.

A Kappa whose limb has been severed can rejoin it to his body within three days. Kappa may be willing to teach Isha Treatments known (at twice standard rate) if successfully Influenced.

Experience Worth of Kappa: as for Fighter Thief.

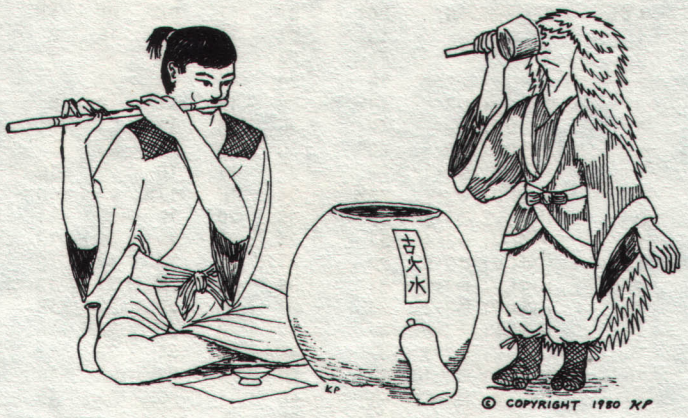
37.09 CUMULATIVE NPC KAPPA CHARACTERISTICS

		CHA	HT	WT	CC	MIL
Average	15-10-17-3-10-10-5	8	3'11"	73	73	5
Superior	18-18-19-5-18-18-8	13	4'2"	83	149	8

	Superior Kappa				Average Kappa			
LVL	PCF	BP	FP	DEX Skill	PCF	BP	FP	DEX Skill
1	10	20	9	10%	7	11	7	5%
2	11½	21	12	15%	8½	12	10	7%
3	13	23	14	20%	10	14	11	10%
4	14½	25	16	25%	11½	16	12	12%
5	16	27	18	30%	13	18	14	15%
6	17½	29	19	35%	14½	20	15	17%
7	19	31	21	40%	16	22	17	20%
8	20½	33	23	45%	17½	24	18	22%
9	22	34	26	50%	19	25	20	25%
10	24	35	27	55%	21	26	21	27%
11	26	36	30	60%	23	27	24	30%
12	28	37	31	65%	25	28	25	32%
13	30	38	34	70%	27	29	27	35%
14	32	39	36	75%	29	30	28	37%
15	34	39	37	80%	31	30	29	40%

37.10 SHOJO

These are boyish-appearing goblins with long red hair (usable for a brilliant red dye by weavers). Shojo typically wear gaudy red and gold kimono. They are very fond of sake and can drink kegs of it without ill effects, being immune to alcohol intoxication. They can breathe air or water.



Shojo are ocean-dwellers but may appear in shoreside towns or villages and demand a feast of an innkeeper. This usually results in the Shojo's consuming D10 kegs of sake--and the making of the innkeeper's reputation.

Shojo fight only in self-defense. Attack Modes as Human. They use the Tanto, the Jo, the Tessen, and the Half-bow. They may appear on the material or astral plane.

37.11 SHOJO CHARACTERISTICS

Same as Kappa, but AL D10.
DEX Skill as Thief.
Experience Worth: as Non-fighter Human.

Cumulative Shojo Characteristics as per Kappa of the same level.

37.12 TENGU

Tengu are mountain-dwelling, tall, winged goblins. They have night vision but may appear during the daytime. They have long, red noses and long, sharp nails. They can transform to Crows. Their mages prefer Illusion and Fire Magic spells (and learn them as if -1 to LVL and BMR). They carry fans and katana. They may kidnap humans at night for servants or for an audience; if the human's reactions seem amusing, they may continually kidnap the same human--and come to regard him as a vassal.

Some Tengu (50%) are loners; others appear in small groups of 3D10, with D6 leaders who are D6 levels higher than the rest of the group. Tengu often have a close relationship to the Kami who is the Local Master of their mountain--and who may sometimes appear in Tengu form.

37.13 TENGU CHARACTERISTICS

HEIGHT/WEIGHT: roll D20; frame is heavy.

Roll	HT	WT	BP	Roll	HT	WT	BP
1-4	6'1"	180	+4	16	6'6"	240	+6
5-8	6'2"	190	+4	17	6'7"	260	+7
9-12	6'3"	200	+5	18	6'8"	280	+8
13-14	6'4"	210	+5	19	6'9"	310	+9
15	6'5"	225	+6	20	7'	400	+10

DEX . . . . . 10+D10
APP D10
INT D20
AL . . . . . 2+3D6
STR . . . . . 10+D10
BVC D20

WIS D20
CON D20

PC Tengu learn and teach Kenjutsu for all swords and Iaijutsu for all swords at twice standard rate. NPC Tengu have Kenjutsu and Iaijutsu for all swords as a learned Martial Art. They may appear on astral or material plane.

Attack Modes: 1 BMB (beak)/5BLC/katana
AC: 2
Experience Worth: as Samurai x 2

37.14 CUMULATIVE NPC TENGU CHARACTERISTICS

		CHA	CC	MIL	HT
Average	15-10-15-5-10-10-10	11	290	6	6'3"
Superior	17-16-17-7-15-15-15	15	540	8	6'5"
Mighty	19-20-20-9-18-17-17	19	1100	9	6'8"

	Mighty Tengu			Superior Tengu			Average Tengu		
LVL	PCF	BP	FP	PCF	BP	FP	PCF	BP	FP
1	20	32	10	14	24	9	10	18	7
2	21½	35	13	15½	25	12	11½	19	10
3	23	37	18	17	27	14	13	21	12
4	24½	40	23	18½	29	16	14½	23	13
5	26	42	25	20	31	18	16	25	14
6	28	45	28	21½	33	19	17½	27	15
7	30	47	30	23	35	21	19	29	17
8	32	50	33	24½	37	23	20½	31	18
9	34½	52	35	26	38	26	22	32	20
10	37	55	38	28	39	27	24	33	21
11	39½	57	40	30	40	30	26	34	23
12	42	60	43	32	41	32	28	35	24
13	44½	62	45	34	42	35	30	36	26
14	47	63	48	36	43	36	32	37	28
15	49½	63	50	38½	43	37	34½	37	29

37.15 ONI

Oni are wilderness-dwelling goblins, who sometimes delight in attacking inhabited areas at night, but more typically attack travellers who venture out of the city. They have night vision, but may appear in the daytime. They can appear on both material and astral planes.

© COPYRIGHT 1980 KP

Oni have large horns and fangs in their true form. Some have two eyes, some three, some five, some nine. They can transform themselves to human appearance (though not to imitate the appearance

of another person). They may also transform themselves to frightening pseudo-human forms, such as having a face apparently blank of any features at all. They delight in taking the form of a Buddhist priest, smiling happily, with a third eye on top of his shaven head.

Oni have the smelling range of animals. They can project at no FP loss the spell of PANIC.

37.16 ONI CHARACTERISTICS

HEIGHT/WEIGHT

Roll	HT	WT	Roll	HT	WT
1-4	7'1"	440	16	7'6"	640
5-8	7'2"	480	17	7'7"	680
9-12	7'3"	520	18	7'8"	720
13-14	7'4"	560	19	7'9"	760
15	7'5"	600	20	8'	880

DEX D20
STR. . . . . 14+D6
APP. D6
INT. . . . . D6+D10
CON . . . . . 10+D10
AL . . . . . 14+D6
BVC D20
WIS. . . . . D6+D10

Attack Modes: 4BGB/4BMH/weapon--favorite weapons are the Tetsubo and Nodachi. They also throw stones. Melee Weapons are +3 lengths, **double** basic WDF.

AC: 5

Experience Worth: 100 x PCF + 10%xPMF if mage.

37.17 CUMULATIVE ONI CHARACTERISTICS

		HT	WT	CC	CHA	MIL
Average	10-15-17-3-10-8-8	7'3"	520	1200	8	5
Superior	15-18-18-4-15-11-11	7'5"	600	1700	11	7
Mighty	18-19-20-5-17-13-13	7'8"	720	2700	13	8

	Mighty Oni			Superior Oni			Average Oni		
LVL	PCF	BP	FP	PCF	BP	FP	PCF	BP	FP
1	20	35	9	18	31	9	16	28	7
2	21½	38	13	19½	32	12	17½	29	10
3	23	40	18	21	34	14	19	31	12
4	24½	43	23	22½	36	16	20½	33	13
5	26	45	25	24	38	18	22	35	14
6	28	48	28	25½	40	19	23½	37	15
7	30	50	30	27	42	21	25	39	17
8	32	53	33	28½	44	23	26½	41	18
9	32½	55	35	30	45	26	28	42	20
10	37	58	38	32	46	27	30	43	21
11	39½	60	40	34	47	30	32	44	23
12	42	63	43	36	48	32	34	45	24
13	44½	65	45	38	49	35	36	46	26
14	47	66	48	40	50	36	38	47	28
15	49½	66	50	42	50	37	40	47	29

37.18 ROKURO KUBI (spinning neck goblins)

Rokuro Kubi look like tall Japanese humans. However, their heads and necks are unique. Their head can spin freely around on the neck or leave the neck and body entirely and fly away with a 5' per level horizontal 2' per level vertical; it must return within 1 turn per level, or the creature will begin to suffocate since the head and lungs have been separated too long. The Rokuro Kubi's neck can elongate up to 5'.

ROKURO KUBI

ろくろ首

A Rokuro Kubi's headless body stays still as if entranced. It can be moved without precipitating an attack and without alerting the head (unless the head is looking at the body). In the head's absence, only FP damage can be done to the body; even critical hits will not do BP damage. The detached head is treated as having half the FP and BP of the creature. The detached head has a +25% dodge.

Rokuro Kubi live among humans. Social status is:
01-50 . . . . . Merchant
51-00 . . . . . Artisan
Roll Magic Ability as Human, rather than treating as Bakemono Primitive Talent. Minimum INT for Mage = 14.

Rokuro Kubi may appear on the astral plane. However, on the astral plane, the Rokuro Kubi's headless body suffers normal injuries, including BP damage and critical hits.

37.19 ROKURO KUBI CHARACTERISTICS

DEX . . . . . 14+D6
APP. D20
INT. D20
STR. D20
CON . . . . . 10+D10
BVC D20
WIS. D20
AL . . . . . 14+D6
Height/Weight . . . . . as tall Japanese
AC 0

Attack Mode: as human, but detached head attacks as 1BMB +2 WDF; bite causes morale check.

NPC Cumulative Characteristics:
Treat Non-fighter Rokuro Kubi as Human Thief.
Treat Fighter Rokuro Kubi as Human Ninja.

Experience Worth:
Non-fighter Rokuro Kubi as /1.5 x Non-fighter Thief.
Fighter Rokuro Kubi as /1.5 x Fighter Thief.

37.20 YAMA HITO (mountain person)

Yama Hito are mountain-dwelling goblins with repulsively hairy arms and legs. They have long, tangled hair (and a second mouth underneath it at the back of their heads). Yama Hito hair is prehensile; it can reach out to the goblin's rear (10' range) and grapple a victim and drag him up to the back mouth, which is large enough to swallow a baby whole--or foot, hand or head. (Treat a critical bite on an extremity as having 20% chance of biting the part off and swallowing it whole.)

Yama Hito hunt and eat mountain boars for their regular diet. They have great midwife skills, and can ensure a normal and safe childbirth. Mountain peasants sometimes use Yama Hito as midwives or baby sitters, but there is a chance of 5%x(AL-WIS) per day left alone with a child that the Yama Hito will get hungry and eat the child. Yama Hito will also eat adult humans if hungry enough.

Some Yama Hito have a special relationship to the Kami Local Master of the mountain on which they live, similar to that held by the Tengu.

37.21 YAMA HITO CHARACTERISTICS

Height/Weight . . . . . as Oni
DEX . . . . . 6+D10
APP D6
INT D10
AL . . . . . 10+D10
STR . . . . . 14+D6
BVC D10
WIS D10
CON . . . . . 10+D10
AC 5
Experience Worth 100xPCF

Attack Modes: 5BLC/8BLT (hair)/2BLB (front mouth)
2BLB (back mouth)
Typical attack: grappling, rock throwing; does not use fabricated weapons.
DEX Skill as Thief; +10% with prehensile hair.
They may appear on the astral or physical plane.

37.22 CUMULATIVE YAMA HITO CHARACTERISTICS

		HT	WT	CC	CHA	MIL
Average	11-15-17-3-5-5-5	7'3"	520	1200	6	4
Superior	14-18-18-4-8-8-8	7'5"	600	1700	8	6

	Superior Yama Hito				Average Yama Hito			
LVL	PCF	BP	FP	DEX Skill	PCF	BP	FP	DEX Skill
1	17	38	9	5%	15	32	7	0%
2	18½	39	12	7%	16½	33	10	1%
3	20	41	14	10%	18	35	12	2%
4	21½	43	16	12%	19½	37	13	3%
5	23	45	18	15%	21	39	14	4%
6	24½	47	19	17%	22½	41	15	5%
7	26	49	21	20%	24	43	17	6%
8	27½	51	23	22%	25½	45	18	7%
9	29	52	26	25%	27	46	20	8%
10	31	53	27	27%	29	47	21	9%
11	33	54	30	30%	31	48	23	10%
12	35	55	32	32%	33	49	24	11%
13	37	56	35	35%	35	50	26	12%
14	39	57	36	37%	37	51	28	13%
15	41½	57	37	40%	39½	51	29	14%

37.23 RELATIONSHIPS AMONG THE VARIOUS GOBLINS

Only the highly atypical goblin is capable of cooperating with goblins of other species. In fact, most goblins despise all the other species of goblins. A Summoner or Demon whose headquarters has 10+ goblins of different species for guardians must be constantly alert for inter-goblin fights. The chance of this occurring is 1% x (average AL - average WIS). Check each 10 days.

Such fights may be gamed in detail. Or follow the steps indicated below.

1. Roll D10 for size of fight
   - 1-4 . . . . . fight confined to 2 goblins
   - 5-6 . . . . . fight confined to 2+D3 goblins
   - 7-8 . . . . . fight confined to half goblins
   - 9 . . . . . fight confined to three-quarters of goblins
   - 0 . . . . . all goblins involved in fight

2. Assign Levels of Bravery (as per 5.17) or roll as 2D10x25%. Chance of Injury is: 15% times Level of Bravery. Type of Injury: roll D100
   - 01-05 . . . . . Badly Fatigued: 1 day recuperation
   - 06-55 . . . . . Wounded: 1 week recuperation
   - 56-65 Chased Away: 50% chance returns voluntarily in D20 days
   - 66-85 . . . . . Badly Wounded: 2 months recuperation
   - 86-00 . . . . . Dead

3. If the Demon or Summoner is in the area when the fight breaks out, he has 3%xCHA of stopping it before it reaches its full extent.

Roll D6 for size of fight. Chance of injury is 10%. Roll D100/2 for Type of Injury.

38 HENGEYOKAI

In Japan, shapechangers are not humans who change into animal form during the nights of the full moon, but shrewd animals and trees who have found out how to transform themselves into humans. The feat may be done by day or night at any phase of the moon, nor is the Japanese Hengeyokai (shapechanger) especially affected by silver nor in any way immune to non-magic weapons. He doesn't even have any special power to regenerate wounds.

The Hengeyokai is not innately evil, and holiness per se holds no terrors for him. Clerics do have special abilities to detect transformed Hengeyokai and some abilities to put them to flight (as does anyone who has mastered the relevant Summoner spells), but the only way to kill a shapechanging animal or tree is to use magic or weapons to reduce it to 0 Body Points. A dead Hengeyokai animal reverts to its natural form as an animal. A dead Hengeyokai tree has its human body vanish, and somewhere in a forest, garden or orchard a tree dies.

Hengeyokai who have been unmasked as not being true humans are usually very embarrassed. They will be apologetic to friends they have made or "relatives" and attempt to leave the scene as soon as possible, returning only if they must complete an overriding duty.

A common theme in Japanese legend is that of the beast or bird or fish or tree saved by a human's kindness, which transforms itself into a beautiful maiden, who later may marry the rescuer or serve him as a dutiful daughter or sell herself as a geisha to help him financially. Sometimes such a grateful being will even appear bringing a magic ingredient vitally needed by the rescuer to save his honor or the life of someone dear to him--even perhaps the heart or blood of her child. (Assume at least a 1% chance that **any** wild animal--not just the fox, badger and cat--may be hengeyokai when placed under a debt of either gratitude **or** vengeance.)

38.01 USUAL TYPES OF HENGEYOKAI

The Badger delights in disguising himself as a wandering Buddhist priest (usually one who isn't particularly pious). It delights in tasty food and lots of sake (and is not affected by alcohol intoxication). It may also appear to credulous believers as a Buddha/Buddhist Spirit or Kami. It may also choose to appear as a beautiful girl. It is **always** a Non-Fighter.

The Cat often prefers appearing as an old crone. (Evil Cat Hengeyokai have been known to cast Entrancement on an old woman and devour her, taking her place in the household. Since it's the woman who runs the typical Japanese house, such a Cat is in a position of great domestic power.) A Cat attempting to enter the home of a Samurai or Noble will usually appear as a young and beautiful maiden. Cats begin as Untrained Fighters, but may become so like other characters. (See 1.18.)

The Male Fox is an excellent Weaponsmith, who must use the forge and tools of a human Master until he has made his own but who learns his spells directly from Inari Kami. He may appear as a Weaponsmith Mage of unusual powers or as a Samurai or Noble or Otokodate. He is always a Trained Fighter.

The Female Fox generally appears as a seductive and cultured woman. She may be interested in consuming her lover's vitality or willing to make any sacrifice to help him fulfill his duties and wishes. She may appear as a Geisha or Courtesan, a Samurai or Noble, or even as an Onnadate (female version of Otokodate). She is always a Trained Fighter.

The Tree projects rather than transforms itself into human appearance. The actual tree of the Hengeyokai remains behind, where it is growing, though the Hengeyokai spirit may be wandering hundreds or thousands of miles away. If the tree is injured, the projection feels pain; if the tree is cut down, the projection dies and vanishes. Hengeyokai trees may appear as young maidens (as the female fox) or warriors (as the male fox). It begins as an Untrained Fighter, but may become so like other characters (see 1.18). Check on its Tree once every three months.

Roll	Location of tree	injured	cut down
01-10	in a garden	5%	1%
11-15	in an orchard	8%	2%
16-50	in a forest near developed territory	10%	5%
51-00	in the wilderness	2%	1%

38.02 SOME NPC HENGEYOKAI ANIMALS are used as messengers by Kami. These appear like normal animals/Hengeyokai but have additional powers. (See Religious Spokesmen, 41.08.)

38.03 DEAD HENGEYOKAI follow the paths of the dead, Shinto or Buddhist, just like dead humans. Hengeyokai Goryo (vengeful ghosts) are just as likely as human Goryo. Hengeyokai do not require proper Buddhist burial services, so Hengeyokai Yurei do not appear for that reason, but only to fulfill overriding obligations.

38.03 HENGEYOKAI CHARACTERISTICS

Height/Weight:
Animal . . . . . as animal: see 30.01
Tree . . . D20x10' tall with D6 branches on any given 10' section
DEX D20
APP D20
INT . . . . . 14+D6
STR D20
CON D20
BVC D20
WIS . . . . . D10+D6
AL D20

AC/Attack Modes: In human form, as human, in animal form, as animal. Tree is AC 3; attacks with branches (as Bo to hit/damage).

Experience Worth: as Human of same abilities/type.

38.04 HENGEYOKAI TRANSFORMATION TO HUMAN FORM

Success Chance = 2%x(DEX+INT) + (2%xFP expended)
BUT 100% chance on the Astral Plane.

The Hengeyokai may assume a human form with the height, frame and gender of his choice. Such a form may merely have the Hengeyokai's basic characteristics--or the creature may enhance the DEX, STR, BVC, APP and CHA. This enhancement affects the CHA, Military Ability, PCF and BP but PMF and Concentration are determined by original CHA or DEX.

A Hengeyokai's Enhancement Points equal its INT. STR may not be enhanced beyond CON limitations (see 1.07), and one additional enhancement point is needed for each STR superscript, so that raising STR 16 to $STR\ 20$ takes 4 enhancement points, but raising STR 19 to $STR\ 20^{13}$ takes 13 (since there is no $STR\ 20^{0}$). CHA may be directly enhanced by +10 only (though raising STR, BVC and APP will indirectly enhance CHA considerably). INT points not so used may be used to "learn" the Fine or Martial Arts, with each INT point equalling D100 Skill Points.

Thus Hanako, a Fox Maiden of 12-5-10-13-14-15-11 and CHA 13 may choose to appear in an enhanced state as 15-5-10-20-14-15-11, resulting in CHA 15+4(APP)=19, and with 5D100 for learning Fine Arts. Or she may choose to appear as 20-5-10-19-15-15-11 resulting in CHA 16+3(APP)+1(BVC)=20. Or she may choose to appear as 13-5-10-19-17-15-11 with +5 enhancement to CHA, resulting in CHA 15+3(APP)+2(BVC)+5(enhancement)=25. Or any of a variety of other possibilities.

If Hanako has already learned, say, the Fine Art of Embroidery to DD1 90% (110 skill points yet to fully learn it) and reserved 5D100 for learning a Fine Art, then she may be able to apparently have learned the Fine Art of Embroidery...during this appearance. Her native skill at the Fine Art remains as DD1 90%, however, and is only raised by any actual meditation or practice of Embroidery which she does.

38.05 DETECTABILITY OF HENGEYOKAI IN HUMAN FORM
Usually a Hengeyokai's transformation/projection is so successful that only a cleric can penetrate it. (See 24.06.) However, if the Hengeyokai has lost over half his FP or been wounded for over half his BP, then there is a chance of 20%-(1%xWIS) that the perfrection of his disguise will decrease; there will be a hint of the animal in the ears, a fox's tail may peek out the back of the kimono, the hair may look greenish or develop a pattern of overlapping leaves, etc. Check once a turn for such occurrences.

Under such circumstances, a cleric's chances of detection are twice standard--and a pious layman's are those of a cleric of the same faith.

On the Astral Plane, the Hengeyokai is easier to catch off guard. Check once a turn for chance of a flaw in the transformation/projection at 20%-(1%xWIS). If the Hengeyokai has lost over half his FP or been wounded for over half his BP, check once a turn at 50%-(1%x WIS).

38.06 HENGEYOKAI AND MAGIC
Hengeyokai Male Foxes are Artificer Weaponsmiths; all other Hengeyokai are Illusionist Mages. All Hengeyokai possess the following spells as Learned Spells, 1st level.
1. CHARM PERSON if BVC or CHA 15+
2. ENTRANCEMENT

In addition, certain Hengeyokai possess other magical abilities.
1. Possession: see 24.07.
2. Hengeyokai have the same basic chance as Bakemono Primitive Talents to possess EAT VITALITY as an innate ability. See 10.02.
3. Fox Hengeyokai can create FOX FIRE when in animal form by stroking their tails. This throws about as much light as a lantern.

Animal Hengeyokai may enhance their ability to do transformations by enchanting a complex magic device consisting of 15 substances:
5 waters
9 plants
1 horsebone
If the Hengeyokai holds this object in its mouth, it can transform with 100% success chance (and the device will disappear while the transformation continues). If the Hengeyokai transformed by a Horsebone Device, there is no chance of the transformation growing sloppy, no matter how fatigued the animal gets, how badly hurt, or whether on the astral or material plane. (Japanese sometimes speak of a beautiful girl of unknown upbringing as an old horsebone to imply that she may be truly a transformed Hengeyokai.)

Hengeyokai Illusionists do not have Hengeyokai or Human Master Mages, but learn their spells from the Local Master Kami of the area, who is MKL 13 and knows **all** the spells up to 7th level.

38.07 NORMAL HENGEYOKAI ARE NEVER CLERICS. Some may, however, consider themselves to be pious Buddhist or Shinto laymen.

38.08 HENGEYOKAI PCF AND BP
Each time the Hengeyokai takes on a different human form, it acquires a different PCF and number of BP (though the bonuses to PCF and BP from its level remain the same). It is therefore advisable to draw up a new character sheet for each transformation, especially since some wily characters may wish to appear as several different people during the course of a campaign in order to add to the bemusement and/or confusion of their fellow characters.

Figuring Carrying Capacity in Non-Human Form
Badgers, Cats and Foxes may only carry things in their mouth when in animal form. For PCF purposes:
ANIMAL CC: Animal WT x (CON+STR carrying factors)
Actual Animal CC = 5% of the above
Trees have absolutely no carrying capacity in Tree-form. For PCF purposes:
TREE CC: 5 lbs per foot high x (CON+STR carrying factors)

38.09 HENGEYOKAI DETECTION ABILITIES
Animal Hengeyokai in human form have the smelling and tasting abilities of animals, but the sight of humans.

Tree Hengeyokai when projected in human form have only tactile awareness of what their Tree is undergoing. They have the sensory perceptions of humans when in human form. When in tree form, they have the ability to see and hear up to half human ranges. They have no tasting abilities save through their roots; no smelling abilities in tree-form at all.

38.10 CUMULATIVE NPC HENGEYOKAI CHARACTERISTICS

		CHA	MIL
Average	10-10-10-10-10-17-8	11	5
Superior	15-15-15-15-15-19-12	15	7
Mighty	17-17-17-17-17-20-14	21	10

Enhanced Forms: typically a Hengeyokai appearing as a Cleric will retain his natural characteristics, putting enhancement points into Fine Arts. A Hengeyokai appearing as a maiden or noble will aim at maximum beauty. A Hengeyokai appearing as a fighter will aim at maximum vigor.

MAXIMUM BEAUTY		CHA	MIL
Average: appear as	11-10-10-20-13-17-8	19	6
Superior: appear as	19-15-15-20-20-19-12	28	11
Mighty: appear as	20-17-20-20-20-20-14 +13 D100 Skill Pts	34	12

MAXIMUM VIGOR		CHA	MIL
Average: appear as	20-10-17-10-10-17-8	14	6
Superior: appear as	20-15-20[13]-15-16-19-12	20	11
Mighty: appear as	20-17-20[13]-17-19-20-14	25	12

			Carrying Capacity		
Type of Form	**HT**	**WT**	**Average**	**Superior**	**Mighty**
Average Man	5'4"	120	120	240	300
Average Woman	4'11"	103	103	206	257
Beautiful Man	5'8"	133	133	266	332
Beautiful Woman	5'	105	105	210	262
Vigorous Man	6'4"	210	210	420	525
Vigorous Woman	5'8"	140	140	280	350

Initial PCF and BP in Human Form

	Mighty		Superior		Average	
Type of Form	**PCF**	**BP**	**PCF**	**BP**	**PCF**	**BP**
Average Man	11	19	9	15	6	8
Average Woman	11	18	9	14	6	7
Beautiful Man	12	24	12	17	7	10
Beautiful Woman	12	22	12	15	7	8
Vigorous Man	15	29	13	26	9	17
Vigorous Woman	13	26	12	23	8	14

	Cumulative		Fatigue Points		
LVL	**PCF**	**BP**	**Mighty**	**Superior**	**Average**
1	--	--	8	7	6
2	+1½	+1	11	10	8
3	+3	+2	13	12	10
4	+4½	+3	15	14	11
5	+6	+5	18	17	13
6	+7½	+7	20	18	14
7	+9	+9	23	21	17
8	+10½	+11	25	23	18
9	+12	+13	28	26	20
10	+14	+15	30	27	21
11	+16	+16	33	30	24
12	+18	+17	35	32	25
13	+20	+18	38	35	27
14	+22	+19	40	36	28
15	+24	+19	41	37	29

38.11 RELATIONSHIPS AMONG THE VARIOUS HENGEYOKAI

Most Hengeyokai sympathize with one another's attempts to enjoy the human comedy by occasionally taking a role on stage. Only if one Hengeyokai threatens another's security of disguise or gets in the way of an overriding obligation would a Hengeyokai consider taking action to destroy the other's acceptance among humans.

39 HUMAN SPIRITS

The title of this section is something of a misnomer, since Hengeyokai and Artifacts may also emanate spirits. But the overwhelming majority of the Goryo or Yurei known in legend are those of humans--and so are all the Ikiryo, Rikombyo, and Ubume.

All these apirits are unaffected by spells of Illusion and Command (though they are of course affected by Summoner spells, by the clerical parallel powers of banishment and propitiation, and Kami power of enshrinement, and the Buddhist power of enlightenment).

Anyone knowingly encountering such a spirit must make a morale check unless a cleric, a Summoner Mage, a Medium Mage, or another spirit.

On the Astral Plane, these apirits appear as in life, but the dead ones are wearing white and have long tangled hair, partially veiling their faces. On the Material Plane, they appear in human form, but are not bashable by non-magic weapons.

39.01 FUNE YUREI: the drowned

The drowned who did not have their bodies recovered were unable to receive Buddhist burial rites (see 25.04). They may not leave the water where they drowned until they have managed to drown someone else there. They appear at night or during storms (and have a 1% per LVL chance of COMMAND WEATHER). After a Fune Yurei has drowned another person, he may choose a Path of the Dead (see 25.00+). If a Fune Yurei is reduced to 0 BP or below, he is out of action for 30 years and then must reappear, still under the same compulsion.

Fune Yurei appear to the living in human form, sometimes accompanied by an illusory ship or by planks, etc. which are apparently the wreckage of a ship. They may ask for a bucket to bail out their craft. If given one, they will use it to swamp the living sailors' ship, sinking it in D3+2 turns. (They cannot be stopped from sinking the ship once given an intact bucket; the usual, polite course of action is to give them a bucket whose bottom has been knocked out.)

Fune Yurei will attempt to grapple people leaning over the edge of a ship or swimming in the water, and drag them deep into the water and drown them.

Characteristics as in life. (Usually those of a nonfighter as most fune yurei were fishermen or sailors in life.) Level as in life--or determine randomly as 3D6+2. PCF, BP and FP as in life, but DEX Skill is +25%.

Attack Mode: as human; no weapons; no magic abilities or clerical powers.
AC: 0
Experience Worth: 2 x Fighter Thief

39.02 GORYO: the Vengeful Ghost

One who was murdered through the malice of kinsman or others whom he should have been able to trust may return from the dead as Goryo (see 25.03). It cannot rest until it has achieved vengeance or been enshrined or enlightened. If a Goryo is reduced to 0 BP or below, it is merely put out of action for D100 months and then will reappear, still under the same compulsion.

Goryo may appear on the material plane at night as a wandering light of blue or yellow or green or red, about as bright as a torch. This form is AC 3, can be hit for FP damage only by non-magic weapons, cannot be grappled, and dodges at an additional -25%. It may attempt to lure those it hates into dangerous situations or onto treacherous ground at night--and there disappear, leaving them in the darkness. This form has no attack abilities, save for magic spells.

Goryo may appear on the material plane in human form at night only for a duration of up to CHAx10 turns. This form will be visible/detectable only to those whom the Goryo knows are there. It will be the same as the Goryo looked when alive, though it may attempt to Disguise itself (see 13.10). Anyone seeing/detecting the Goryo without its knowledge will see the Goryo as it appears on the astral plane, with its true form and features, wearing white, with long tangled hair partially veiling the face.

The Goryo has the same BP and FP of the person when alive. Its PCF is doubled. It does not retain magic or clerical powers, but may have use of the following spells at MKL 6/PMF 15 or at its previous MKL and PMF, whichever is higher. To determine a particular Goryo's spells, use the following formula: 2xINT of Goryo = total LVLs and BMRs of spells. These spells are thrown at 5% FP loss, with the Goryo targeting actual betrayers as if 10 LVLs higher.

1. **Astral Fog** Spells: see 13.04.
2. **Breeze** Spells: see 13.06.
3. **Cause Fever:** see 22.04.
4. **Cause Insomnia:** LVL 1/BMR 1 (Command Spell): prevents victim from sleeping for a number of turns equal to 2500/victim's HP. Victim loses D6 FP per hour (30 turns). Cannot do BP damage.
5. **Cause Nightmare:** LVL 3/BMR 3 (Illusion Spell): victim dreams of Goryo. Loses D10 FP and cannot regenerate FP while asleep; regenerates half usual BP next day.
6. **Detect Betrayers:** LVL 1/BMR 1: reveals the presence of one or more of the beings who are the targets of the Goryo's vengeance; 100 x standard range. 10 turns minimum.
7. **Entrancement:** see 13.09/LVL 2.

8. **Fog** Spells: see 13.04.
9. **Illusory Scene:** LVL 4/BMR 4 (Illusion Spell): creates the illusion of the scene of the Goryo's betrayal, torture or death. Causes morale check.
10. **Light** spells: see 13.05.
11. **TK Object:** see 13.08/LVL 4.
12. **Trustworthiness:** see 13.10/LVL 3.
13. **Truthspeak:** see 13.09/LVL 3.

The Goryo in human form attacks as human but with DEX Skill +25%. In grappling, if a critical hit on a head or limb is scored, it may attampt to tear off the head or limb. This requires a roll of the Goryo's STR or below on D100. Tearing off the head causes Instant Death.

The Goryo may attack material plane beings from the astral plane by body part attack or grappling (including Tearing off Limbs or Head). Such an attack may result in Possession: see 24.07.

A Goryo which has been enshrined and is given regular offerings (each month on the 1st, 15th and 28th plus on the anniversary of death and during the Bon festival) will have no incentive to do further mischief. If the offerings are neglected, check each anniversary of the Goryo's death for the chance it will emerge: 1% x (CHA+LVL).

Experience Worth: 2 x Samurai
+ 10% x PMF as Goryo.

39.03 IKIRYO: The Vengeful Spirit of the Living
A living person who has become obsessed with his hatred of someone may emanate an Ikiryo--always without his conscious knowledge. If the obsessed person becomes distracted from his brooding hatred, the Ikiryo vanishes.

The GM may check for Ikiryo emanation at 1% x (CHA+LVL) of any character which seems obsessed by hatred for a living being whose location is known to the character and who is within 10 miles per LVL of the character. If an Ikiryo is being emanated, check once per day for its appearance (roll the hour of its appearance as 10.12; see 11.12 No. 3). Chance of the Ikiryo appearing is: 1%x(CHA+LVL). Check each turn for the obsessed person's being distracted: chance is 25% + (1%xWIS).

The Ikiryo may appear on the Astral or material plane. It is identical to the living person who is its source. It has the PCF, BP, FP and DEX Skill of its source. It does not have its source's magical abilities, but attacks like the Goryo (except that it only has INT = total LVLs and BMRs of spells). It does not have any clerical powers.

Like the Goryo it may possess or grapple on either material or astral plane with the ability to tear off a limb or the head. If it is killed in combat, the obsessed source suffers an intense headache (loses all remaining FP) and falls into a Fever (see 22.04) for 2D6 hours.

Experience Worth: 1.5 x Fighter + 10%xPMF as Ikiryo.

Ikiryo are **not** enshrinable.

39.04 RIKOMBYO (the Lovesick Spirit)
A living person who has become obsessed with his or her love for someone, but is unable to marry that person (because of parental disapproval, etc.) may emanate a Rikombyo. The source person remains unconscious, in a deep trance-like sleep which cannot be broken by any Isha Treatment nor by magic spells.

The GM may check for Rikombyo emanation at 1%x(CHA-LVL) for any character which seems obsessed by love for a person of known location who returns that love. A Rikombyo begins with FP, LVL and MKL as the source, but only half the source's PCF, PMF and BP. It loses all PCF bonuses to hit, parry and dodge on the Astral Plane. As the Rikombyo accumulates EP and goes up in level, its PCF, PMF and BP (and of course FP) will rise as is normal for the person. A Rikombyo may use all the Source's clerical powers, if Shinto; it may not use any clerical powers if Buddhist.

If the source is killed, the Rikombyo vanishes. If the Rikombyo is killed, the Source falls into a Fever for 2D6 hours (see 22.04) and then awakens, remembering 50%+5D10% of the experience (see 24.10 RESTORE EXPERIENCE for how to handle this). If the Rikombyo is brought into the same room as the sleeping source, the two will merge into one person, who will be wide awake and retain full memory of the strange experience.

AC: as human. Attack Mode: as human. Experience Worth: as human.

39.05 SHORYO: the Ancestral Dead: see Kami 23.02, 41.01.

39.06 UBUME
A woman who dies while pregnant or during childbirth along with her baby becomes an Ubume. She cannot follow a path of the Dead until she has delivered forth her dead child. She appears typically as a young mother, dressed as suited her social class in life, standing by the wayside holding her baby. She will beg a passerby to hold the baby for her for a moment.

The baby will start at the weight of 6 lbs and double its weight each segment for D6+4 segments. Check passerby's carrying capacity to see how much weight he can hold. Chance of being surprised at the rapid gain in weight and dropping the child is 20% - (1%xDEX); check once each segment. If the child is dropped, it falls to the ground and becomes a stone/boulder. The Ubume disappears, still not free.

If the child is held until weight gain (which symbolizes the pain of childbirth) is completed, the child and mother disappear, both now free to choose a path of the dead. The successful holder rolls D20 and if the roll is higher than his old STR takes the roll as his new STR. If the new STR is higher than his CON permits, add +1 to CON and raise STR accordingly.

The GM may wish to allow pious laymen and clerics to pray to the Kami and Buddha for aid in holding the child, with each FP expended creating a temporary increase in carrying capacity of D100 lbs. Such prayers symbolize the mercy of the Kami and Buddhas in softening the pains of childbirth.

The Ubume will not attack anyone unless someone attempts to injure her baby. Then she attacks as a Goryo.

Experience Worth:
slaying: 2 x Fighter
+ 10% x PMF as Goryo (15+)

holding child:		
1st segment	6 lbs	0 EP
2nd segment	12 lbs	0 EP
3rd segment	24 lbs	10 EP
4th segment	48 lbs	10 EP
5th segment	96 lbs	100 EP
6th segment	192 lbs	500 EP
7th segment	384 lbs	1000 EP
8th segment	768 lbs	2000 EP
9th segment	1536 lbs	3000 EP
10th segment	3072 lbs	5000 EP

39.07 YUREI (Ghost)
Such a spirit may appear because it has not been given proper burial, in which case its limitations and powers are those of the Fune Yurei (see 39.01).

Such a spirit may also appear because it has been summoned by a Medium or Summoner or because the person has an unfinished duty yet to perform. In this latter case, if it cannot perform the duty, it will weep on certain set nights.

A Yurei appears only at night. In astral form it appears as in life but clad in white with long, tangled hair partly veiling the face. On the material plane, its natural shape is like its astral shape, but it has no feet; instead it floats in the air the approximate height over the ground. Like the Goryo, it may appear in human form, dressed as in life for up to CHAx10 turns.

It does not retain magic or clerical powers, but has use of the same spells as the Goryo at MKL 1/PMF 4 or at its MKL/PMF as in life, whichever is higher. See 39.02 for list of possible spells. The Yurei's INT = total LVLs and BMRs of spells known. Former LVL = 3D6+2.

It has BP, FP and PCF as in life. If trying to fulfill an overriding obligation, it may attempt to possess like the Goryo; see 24.07. It may appear only at night. EP Worth = 1.5 x Fighter + 10% x PMF.

40 WEATHER SPIRITS

These creatures should not be regarded as abstract embodiments of certain types of catastrophic weather but as individual personalities.

40.01 RAIJU: Thunder
This spirit looks rather like a badger until inspected quite closely. If irritated by being insulted or attacked, it transforms to a Lightning Bolt (see 26.11) with a 50% chance of hitting the person who irritated him. He then disappears onto the Astral Plane.

The Raiju may also revert to Lightning Bolt form when otherwise irritated. He likes to eat human navels and is attracted by uncovered ones. He hates incense and attacks rooms where it is burning. (Thus the Japanese usually respond to thunder storms by covering up well and praying to the Shinto Kami who loathe incense rather than to the Buddhist Spirits who delight in incense.)

BP	WT	AC	PCF	Attack Modes	EP Worth
75	10	1	25	0BSB/1BSC/Lightning Bolt	1000

40.02 YANARI: Earthquake
This spirit looks rather like a turtle until inspected quite closely. If irritated by being insulted or attacked, he will disappear (sinking deep within the earth) and create an Earthquake (see 26.10), which will affect the area on which stands the person who irritated him.

BP	WT	AC	PCF	Attack Mode	EP Worth
75	15	5	25	0BSB/Earthquake	200

40.03 YUKI NO ONNA: Snow
The Yuki no Onna's natural form on the astral or material plane is a beautiful woman dressed in white with long, beautiful hair and pale skin. She is attractive and graceful, but somehow terrifying in natural form. Anyone so seeing her must check morale. If morale is lost, -50% to chance of casting spells or evoking miracles; if morale is retained, -10%.

雪女 YUKI NO ONNA

The Yuki no Onna takes no damage from cold or ice. Instead she regenerates 10% FP per hour spent in temperatures of 35 degrees or less; 20% FP per hour spent in temperatures of 20 degrees or less. She may suffer heat prostration in temperatures of 70 degrees or more when in her natural form. She takes double standard damage from fire. She has night vision.

Magic Abilities
The Yuki no Onna is MKL 6/PMF 15. She has the following spells as Learned Spells, thrown at only 5% FP loss.
1. Astral Fog: see 13.04.
2. Bind Tongue: see 13.09/LVL 4.
3. Clumsiness: see 13.09/LVL 3.
4. Entrancement: see 13.09/LVL 2.
5. Fatigue: see 13.09/LVL 7.
6. Fog: see 13.04.
7. Ice: see 13.04.
8. Paralysis: see 13.09/LVL 6.
9. Rain: see 13.04.
10. Sleepiness: see 13.09/LVL 1.
11. Unfamiliar Landscape: see 13.10/LVL 2.
12. Wind: see 13.06.
13. Words of Guard as Mage: see 13.12.
14. Circle of Protection as Mage: see 13.12.

Combat Abilities
Does not use weapons; successful grapple strikes as paralysis (13.09/LVL 6) with no need to target, and with victim suffering Frostbite if permitted to live (see 22.04). Persons killed seem to have frozen to death.

BP	FP	AC	PCF	Dodge Bonus	DEX Skill	EP Worth	AL
40	35	2	25	-10%	97%	4000	2+3D6

A Yuki no Onna may spare the life of a handsome young man of high charisma. She may in fact later transform to human form and manipulate the situation so that the young man finds himself marrying her. (She is capable of bearing human children to a human man.) A Yuki no Onna in human form will have the same BP/FP/PCF but AC 0; she will not be susceptible to Heat Prostration except as a human but will continue to regenerate FP loss during cold weather. She will have the following characteristics:

DEX . . . . . 10+D10
APP . . . . . 10+D10
CON . . . . . 10+D10
WIS . . . . . 2+3D6
STR D20
BVC . . . . . 18+D2
INT . . . . . 14+D6

If her lover/husband ever recognizes her as a Yuki no Onna, she will become extremely angry. If she has borne him children, she will merely leave him; otherwise she will attempt to kill him. (Note that because of the Yuki no Onna's high BVC, she has Charm Person when in human form.)

41 THE KAMI & BUDDHAS

41.01 THE KAMI (see 23.01-.02 for fuller descriptions of individual Kami.)

A Kami may appear on the material plane as a child, a handsome man or beautiful maiden, a dignified old man or old woman, an ugly beggar, an animal, or a goblin. On the astral plane, Kami appear as dignified old men with long, white beards if male or beautiful but dignified maidens if female; both wear white kimono; they have CHA 30+2x Spirit LVL.

Spirit LVL	BP	FP	PCF	PMF/MKL	AC	DEX Skill	CC
0	15	15	5	4/1	3	45%	500
1	30	30	9	7/3	4	55%	600
2	40	35	25	15/6	5	65%	700
3	50	40	40	30/13	6	75%	900
4	60	60	45	40/15	7	85%	1000
5	75	75	50	50/18	8	160%	1100
6	200	150	100	100/20	9	200%	1500
7	700	500	250	250/22	10	260%	2500

Magic Abilities

Kami may throw up to one spell per MKL per day at 0 FP--and all other spells at 5% FP. They regenerate 25 FP per hour of rest, 15 FP per hour of travel; 5 BP per day of rest; 3 BP per day of activity.

1. Circle of Protection (see 13.12). Female Kami also carry a Mirror of Reflecting Spells, which has 10% x Spirit LVL chance of reflecting a spell targeted on the Kami back on the spellcaster.

2. Basic Magic (see 13.01). Kami know one series of Basic Magic (e.g. all spells affecting Fog or Astral Fire) per 2 MKL. Each Kami has one specialized series of Basic Magic spells per Spirit LVL, in which he can materialize or move twice the standard number of volumes for his PMF. (Thus Amaterasu knows 11 series of Basic Magic, of which seven are specialized; a Local Master would know 7 series of Basic Magic of which three would be specialized.)

3. Command Weather: all Kami can command non-catastrophic weather. Kami with MKL 18+ may command catastrophic weather as well. (See 26.05+.)

4. Detections: Kami have all the Detections.

5. Commands: Kami are unaffected by Commands save those of higher level Spirits. They dispel Commands (including Summoner commands) of equal/lower Level Spirits or of humans at 1 FP per Circle. They are INT 13+Spirit LVL.

6. Illusions: Kami save vs. all Illusions as vs. Circle 1 (including special Illusionist and Symbolist Illusions). They are WIS of 13+ Spirit LVL.

7. Other Spells Known: as per normal NPC Mage of that MKL. Kami may know all ANcient Lore spells.

Combat Abilities

Kami carry melee weapons which are +3 lengths, doing double basic WDF. Male Kami typically wield katana; female wield naginata. Both may carry longbows with a range of 10 x normal, doing double normal damage per arrow. Kami may grapple or attack with body parts as the creature whose shape they are in.

Any animal or human or any spirit of lower Spirit LVL who knowingly confronts a Kami in battle must check morale. Anyone hit by a Kami's body part or successfully grappled by a Kami must check morale.

Divine Abilities

1. Kami detect Transformed Beings on sight at 0 FP loss. (This includes Hengeyokai and other Spirits in human form, other Kami in transformed form, and mages using Summoner spells to take on other forms.)
2. Kami know the same number of Shinto Miracles as their MKL. These are cast at 1 FP loss each at 100% chance of success at 10 x normal range. Duration remains the same. Spirit LVL x MKL Miracles can be cast a day.
3. Kami Turn Spirits as a Summoner of the same MKL. They may also Enshrine Spirits by Miracle No. 18 or as detailed below. Possessing spirits may also be Turned/Enshrined.

Kami's	Spirit's Level						
LVL	0	1	2	3	4	5	6
2	80%	75%	50%	25%	10%	0%	0%
3	85%	80%	55%	50%	25%	10%	0%
4	90%	90%	70%	55%	50%	25%	10%
5	95%	95%	85%	70%	55%	50%	25%
6	100%	100%	100%	85%	70%	65%	50%
7	200%	200%	200%	170%	140%	130%	100%

The Spirit which is the target of the Turn or Enshrinement may save as vs. a 6th Circle of Command. Demons add 1%xAL to the percentage needed to save. Buddhist Spirits add 10%xSpirit LVL to the percentage needed to save.

4. Kami may affect the fertility of crops, animals and humans and the productivity of labors and business with a 10%xSpirit LVL chance of success at rendering them more or less productive than would normally be the case. Thus a woman may become pregnant or be struck barren, a farmer reap more or less rice than his neighbors, etc. (See 24.03.) Only one attempt may be made per individual case. Kami may also aid devout worshippers by reducing a material's BMR by D3+3 levels, with BMR 0 as the maximum.

41.02 KAMI'S AREA OF ATTENTION

Spirit LVL	Kami	Area of Attention
2	Shoryo	60' radius of ihai
3	Local Master	within geographically uniform area of domination (e.g. a swamp or mountain or village).
4	Soil/Rain/ Fire/Wind	within 300' of shrine--or within 30' of where a volume of appropriate type of Basic Magic is materialized.
4	Mt. Fuji	within top 3000' of mountain.
4	Founder of Art	within 300' of Master of Art.
5	Emperor	within range of sight.
5	Kompira/Koshin/ Gekkawo/Luck	in sphere of interest; thus Koshin's attention is on ALL roads; Kompira's on all seafaring vessels; Gekkawo's on all people yet to be married; and each of the Seven Kami of Good Luck on his or her own sphere.

Spirit LVL	Kami	Area of Attention
6	Hachiman/Inari/ the Kami of Izumo/Jimmu Tenno	within 1000' of any devout worshipper who is praying.
7	Amaterasu	at daytime, over the whole of the world; at night time, within 2500' of any devout worshipper who is praying.

In addition, a spirit will also have its attention linked to any of the following:

a. A Dancer, Shaman or Cleric who has previously made contact with it within its area of attention.
b. A Cleric carrying a Scroll of a Shinto Miracle.
c. A pious worshipper with a Shinto Holy Relic.

Movement: a Kami may manifest himself or herself **anywhere** within his or her area of attention--and thus has virtual teleport ability within it. Outside of the area of attention, Kami move as humans on land, kojin in the water, tengu in the air.

41.03 CHANCE OF INTERESTING A KAMI

Even if one is within a Kami's area of attention, getting him or her interested enough to take action is not especially easy.

Type of Event	Kami's Spirit LVL 2	3	4	5	6	7
mortals in danger	3%	2%	2%	1%	1%	0%
hengeyokai involved	3%	2%	2%	1%	1%	1%
invoked by Cleric, Shaman or Dancer who has made previous contact	2%xCHA	2%xCHA	1%xCHA	1%xCHA	½%xCHA	¼%xCHA
invoked by Shinto Cleric	3%xLVL	2%xLVL	2%xLVL	1%xLVL	1%xLVL-5	1%xLVL-10
Human Spirits/Gaki/Demons involved as per Spirit LVL	10%xLVL	7%xLVL	5%xLVL	3%xLVL	2%xLVL	1%xLVL
Other Spirits involved as per Spirit LVL	3%xLVL	2%xLVL	1%xLVL	1%xLVL	1%xLVL	0%
Legendary Animals involved	3%	2%	1%	1%	0%	0%

Notes

Descendants involved: if the Founder of an Art or Shoryo has his descendants involved, his chance of being interested is 3% x total levels of descendants. (Masters of an Art count as the descendants of the Founder of that Art.)
Hengeyokai: if the Hengeyokai involved has acted as a Spokesman for the Kami, his chance of being interested is 3% x total levels of hengeyokai.
Invoking: Note that a Kami may become interested enough to take action in a situation even if not invoked, but that the chance is much higher if a Cleric or Mage calls upon him.

An interested Kami may appear himself or herself, or send a spokesman (see 41.08).

Thus take a fight between a party of humans and a group of monsters including 5 Heat Gaki (Spirit LVL 1) and a 3rd level Demon (Spirit LVL 3). This would have a chance of interesting a Local Master of 2% (mortals in danger) + 7% (Gaki) + 21% (Demon) = 30%. If Invoked by the party's cleric, an 11th level Shinto Priest of CHA 16, the chance would go up by 2x11=22% to 52%, assuming the Cleric cast miracle No. 17 successfully. The same priest's chance of interesting Koshin would be 1%+3%+9%+11%=24%. If the Cleric had made contact with the two Kami before, his respective chances would be 84% and 40%.

41.04 THE BUDDHIST SPIRITS: see 23.04 for fuller descriptions of the individual Buddhist spirits.

Buddhist Spirits may appear on the material plane in the same variety of forms as Shinto Kami. (See 41.01.) On the Astral Plane, they appear as described in 23.04.

Spirit LVL, BP, FP, PCF, PMF/MKL, AC, DEX Skill, CHA, and CC as per Kami of the same level (see 41.01).

Religious Abilities

1. A Buddhist Spirit knows the same number of Buddhist Miracles as his MKL. These are cast at 1 FP loss each at 100% chance of success at 10 x normal range. Duration remains the same. Spirit LVL x MKL Miracles can be cast a day.

2. Buddhist Spirits Banish Spirits as a Summoner of the same MKL. They may also Enlighten Spirits by Miracle No. 18 or as detailed below. Possessing spirits may also be Banished/Enlightened. Enlightened Spirits become Buddhist Spirits if AL 1-7; otherwise they descend to the Hells and become torturers for Emperor Yama Buddha for a thousand years until they have learned the vanity of the passions.

Buddhist Spirit's Spirit LVL	Spirit's Level 0	1	2	3	4	5	6
3	85%	80%	55%	50%	25%	10%	0%
4	90%	90%	70%	55%	50%	25%	10%
5	95%	95%	85%	70%	55%	50%	25%
6	100%	100%	100%	85%	70%	65%	50%
7	200%	200%	200%	170%	140%	130%	100%

The Spirit which is the target of the Banishment or Enlightenment may save as vs. a 6th Circle Spell of Command. Demons add 1%xAL to the percentage needed to save. Shinto Kami add 5%xSpirit LVL to the percentage needed to save.

3. Buddhist Spirits detect Transformed Beings on sight at 0 FP loss. (This includes Hengeyokai and other Spirits in human form, other Kami in transformed form, and mages using Summoner spells to take on other forms.) They dispel such Transformations at will at 5% FP.

Buddha and Bosatsu Powers (Spirit LVLs 6-7)

1. Teleport: see 13.08 LVL 2, but no range limitations.
2. All the Detections (including those of Ancient Lore).
3. Remember all former lives (one's own and those of all others) and foresee the inevitable consequences of the Karma others are accumulating. A Buddha or Bosatsu who casts Remember (see 13.11/LVL 8) enables a person to recall an incident in his past (either in this life or a former life) which will help to free him from the bonds of Passion and explain the Karma which now affects his worldly status.
4. Enter at will into Nirvana. (Nirvana is accessible only by Buddhas (and Bosatsu who become Buddhas by entering it) and other creatures cannot follow there.)

Magic Abilities of all Buddhist Spirits
Buddhist Spirits may throw up to one spell per MKL per day at 0 FP--and all other spells at 5% FP. They regenerate 25 FP per hour, 5 BP per day.

1. Circle of Protection (see 13.12).
2. Basic Magic (see 13.01). Buddhist Spirits know all spells of Basic Magic for the purpose of defense, dispelling and disruption, but do not use them for attack.
3. Buddhist Spirits are unaffected by spells of Illusion and Command and may dispel them at 1 FP per Circle. (This also affects the special spells of Illusionists, Symbolists, and Summoners.)
4. Other Spells known by Buddhist Spirits: as per normal NPC Mage of that MKL, including Ancient Lore and Herbalist spells.
5. Buddhist Spirits are unaffected by Herbalist Spells and may dispel them at 5 FP per level of spell.

Combat Abilities of Buddhas and Bosatsu
Buddhas and Bosatsu will not enter into physical combat except against a Demon whom they are not able to Enlighten in any other way. They may carry Tetsubo or Bo of +3 length, doing double basic WDF. They may also carry Tridents of Lightning, striking as a Lightning Bolt and thrown with the accuracy of a yarinage (but with 10 x normal range), returning to the Buddha or Bosatsu the next segment as a trident.

Buddhas and Bosatsu may grapple or attack with body parts according to their shape. Any animal or human or spirit of lower Spirit LVL who knowingly confronts a Buddha or Bosatsu must check morale. Anyone hit by a Buddha or Bosatsu's body part or successfully grappled by one must check morale. A critical hit by a Buddha or Bosatsu with a body part acts as the Miracle of Enlightenment--except that the Spirit must save vs. an 11th Circle spell of Command.

Combat Abilities of Other Buddhist Spirits
Buddhist Spirits use melee weapons which are +3 lengths, doing double basic WDF. They may carry longbows with a range of 10 x normal, doing double normal damage per arrow. Myo and Gohoten also carry Tridents of Lightning as the Buddha/Bosatsu; see above. Buddhist Spirits may also grapple or attack with body parts as the creature whose shape they are in. Hachibushu have all the body part attacks of the animals they rule, but strike as the Giant length.

Option: Japanese sculptors and painters often depict the Buddhas, Bosatsu, Shitenno and Myo as having 10 or 20 arms, each holding a weapon, manifesting the many different ways in which beings may be Enlightened. The GM who feels capable of handling such a figure may wish to introduce it in combat situations.

41.05 BUDDHIST SPIRITS' AREAS OF ATTENTION

Spirit LVL	Buddhist Spirit	Area of Attention
3	Tennin	200' radius of Temple to Buddha/Bosatsu with statue of Tennin
4	Nio	300' radius of Temple to Buddha/Bosatsu with statue of Nio at gate
4	Hachibushu	300' radius of Temple to Buddha/Bosatsu with statue of Hachibushu
5	Myo/Shitenno	400' radius of Temple to Buddha/Bosatsu with image of Myo/Shitenno
5	Gohoten	wherever supposedly Buddhist doctrine is being preached/learned
6	Bosatsu	within 1000' of any devout worshipper who is praying
7	Buddha	everywhere

In addition, a Buddhist Spirit will also have its attention linked to any of the following:
a. A Cleric who had previously made contact with it within its area of attention.
b. A Cleric carrying a Scroll of a Buddhist Miracle.
c. A pious worshipper with a Buddhist Holy Relic.

Movement: a Buddhist Spirit may manifest himself **anywhere** within his or her area of attention and thus has virtual teleport ability within it. Outside of the area of attention, Buddhist Spirits move as humans on land, kojin in the water, tengu in the air.

41.06 CHANCE OF INTERESTING A BUDDHIST SPIRIT

Even if one is within a Buddhist Spirit's area of attention, getting him interested enough to take action is not especially easy.

Type of Event	Buddhist Spirit's Spirit Level 3	4	5	6	7
mortals in danger of death	2%	1%	0%	0%	0%
mortals in danger of temptation by evil	5%	4%	3%	2%	1%
ILLUSIONS/COMMANDS/SUMMONER COMMANDS/EVIL MIRACLES used vs. the pious as per spell LVL (Miracles as LVL 5)	2%xLVL	2%xLVL	1%xLVL	1%xLVL-3	1%xLVL-5
Invoked by Buddhist Cleric	2%xLVL	2%xLVL	1%xLVL	1%xLVL-3	1%xLVL-5
Invoked by Buddhist Hermit	3%xLVL	3%xLVL	3%xLVL	2%xLVL	1%xLVL
Invoked by Cleric or Hermit who has made previous contact	1%xCHA	1%xCHA	½%xCHA	½%xCHA	¼%xCHA
Human Spirits/Gaki/Demons involved–as per Spirit LVL	10%xLVL	7%xLVL	5%xLVL	3%xLVL	1%xLVL
Other Spirits involved as per Spirit LVL	3%xLVL	2%xLVL	1%xLVL	1%xLVL-2	1%xLVL-3
Legendary Animals involved	2%	2%	1%	1%	0%

Notes
HACHIBUSHU: +5% if Hengeyokai of the same species are involved.
GOHOTEN: +20% if the Buddhist Doctrine being taught by a seemingly Buddhist Cleric is false. Tolerates Hengeyokai masquerading as Buddhist Clerics provided they refrain from preaching or stick to the true doctrine if they do so.
Invoking: Note that a Buddhist Spirit may become interested enough to take action in a situation even if not invoked, but that the chance is much higher if a Cleric or Hermit calls upon him.

An interested Buddhist Spirit may appear himself or send a spokesman (see 41.08).

Thus take a fight between a party of humans and a group of monsters including two 1st level demons and a Yuki no Onna. This would have a chance of interesting a Tennin of 2% (endangered mortals) + 10% (demon) + 6% (Yuki no Onna, Spirit LVL 2)=18%. If the Demon attempted to cast an Evil Miracle against the humans, the chance of the Tennin appearing would be checked again at 18%+10%=28%. If invoked by the party's 12th level Buddhist priest, the chance of success of interesting the Tennin would then be 36%+28%=64%. If the Buddhist priest had previously made contact with that particular Tennin, his chance of success at CHA 12 would be 64%+12%=76%.

The same priest's chance of interesting a Hachibushu whom he had never made contact with in the situation would be 1%+10%+24%+7%+4%=46% ....if his Miracle of Invoking were successful.

41.07 EXPERIENCE WORTH OF KAMI AND BUDDHIST SPIRITS
Such beings cannot of course be actually killed. This is not to say that one cannot gain experience from encountering such a being.

gaining the good will of a Kami/Buddhist Spirit
EP = 50xPCF + 50xPMF

putting a Kami/Buddhist Spirit to flight
EP = person's AL x (100 x Spirit LVL)

41.08 RELIGIOUS SPOKESMEN
A Kami who has become interested in a situation may appear himself or send one of the following:
a. a possessed Shaman or Dancer (or if the Kami was once human, a possessed Medium). (See 10.04, 10.03, 10.05.)
b. a Kami of lower Spirit LVL who is somehow at least as appropriate to the situation.
c. an appropriate Artifact Spirit (see 33.00).
d. a guardian of the Kami's shrine: the Karashishi, Komu Inu or Zuijin: see below.
e. a Hengeyokai of an animal species traditionally associated with the particular Kami.

A Buddhist Spirit who has become interested in a situation may appear himself or send one of the following:
a. a Buddhist Spirit of Lower Spirit LVL who is somehow at least as appropriate to the situation.
b. an appropriate Artifact Spirit (see 33.00).
c. an Animated Statue--either of himself or of a Buddhist Spirit of Lower Spirit LVL (as in a above). See below.
d. a Baku: see below.

Animated Buddhist Statues: these look like the actual Buddhist Spirits but have a more ponderous gait. (Move 6'/Maximum Move 12'.) No Magic powers, but unaffected by Commands or Illusions.

BP. 75
WT 500
CC 2000
PCF. . . . . 20% of being depicted. PCF 40 maximum
AC 10
Attack Mode. . . . . .as being depicted
Clerical Powers . . . . . .none
Experience Worth. . . . . 100 x PCF

Baku: an astral being who may also appear on the physical plane. He has the head of an elephant, the body of a horse, the feet of a tiger. He has INT and WIS of 20 and AL of 1. DEX Skill is 100%. He affects Spirits as a Cleric of LVL 15. He eats Illusions and gains 1 BP per spell level of Illusion eaten. He attacks Illusions as vs. AC 0 with body part attack. He does not attack non-illusion creatures. He automatically saves against all Illusions; he is unaffected by non-Summoner spells of Command.

BP. 120
WT 1000
Move . . . . . as excellent warhorse
AC 7
PCF. 45
Attack Modes . . . . . .9BGH/8BLT (trunk)/8BLK (trample)
--but at WDF of 1½
Experience Worth. 3000

Hengeyokai: a mighty Hengeyokai (see 38) with the following special characteristics:
a. A pious Shintoist of AL D6.
b. LVL 5+D10 with PMF, MKL and Shinto Miracles appropriate to LVL (see 31.05).
EP Worth: as Samurai Cleric of same abilities.

Karashishi: Stone Lions. Two Karashishi guard the entrance to each Shinto Shrine, one on each side of the gateway. They appear as two Lions.

BP	WT	Movement	AC	PCF	Attack Modes	EP Worth
60	1200	12/48	10	18	2BLB/5BLC	2000

Komu Inu: Stone Dogs. Two Komu Inu guard the entrance to each Shinto Shrine, one on each side of the gateway. They appear as two Dogs.

BP	WT	Movement	AC	PCF	Attack Modes	EP Worth
25	100	12/48	10	9	1BMB	1000

Zuijin: Spirit Retainers of a Kami. Statues of Zuijin may stand in a Shrine. At the Kami's command, the Retainer himself will appear anywhere within the Kami's area of attention. Zuijin are fully armored and armed warriors with no clerical abilities. They have the magic abilities of a Goryo (see 39.02) of LVL 10+D10. CC, PC, BP and FP as Mighty Samurai of the same level. PMF/MKL as determined by LVL (see 9.06). Move: Human. AC 8. EP Worth: (2xSamurai) +(10%xPMF).

42 INTENTIONS OF CHANCE MET BEINGS

If the GM does not have the time or inclination to present PCs with only fully fleshed out NPCs, the following random tables may be of assistance in determining the state of mind of chance-met NPCs.

42.01 OFFICIALS
This class includes the following types of beings:
1. Samurai/Nobles who hold a Bureaucratic or Military Position.
2. Kojin or Ashinaga who hold a Military Position.
3. Village Headmen, City Ward Heads, and Guards = Police.
4. Gambler Gang Boss or other Gang Members.
5. Priests belonging to a Temple or Shrine.

01-50 . . . . . On Duty
51-00 . . . . . On Personal Business

42.02 WANDERING WORKERS
This class includes the following types of beings:
1. Eta or Servants
2. Bandit/Thief
3. Entertainers
4. Diviner or Exorcist/Medium
5. Trader of Artisan or Merchant Goods
6. Massager or Shampooer
7. Wandering Cleric
8. Ronin

01-50 . . . . . Looking for Opportunity to Make a Profit
51-00 . . . . . On Personal Business

42.03 All Other beings are assumed to be encountered while on Personal Business.

42.04 TEMPER

	Alignment				
Mood: roll D20	**1-2**	**3-7**	**8-13**	**14-18**	**19-20**
Kindly and helpful	1-11	1-8	1-5	1-2	1
Egocentric (only concerned with own intentions)	12-17	9-14	6-10	3-6	2-3
Irritable if annoyed	18-19	15-18	11-15	7-12	4-9
Generally hostile	20	19-20	16-20	13-20	10-20

42.05 DUTIES: roll D20

Roll	Noble Bureaucrats	Roll	Samurai Bureaucrats/ Military/Police
1-8	Delivering Message	1	Delivering Message
9-10	Escorting Shipment	2-9	Guarding Shipment
11-12	Ceremonially Hunting Animal/Flower/etc.	10	Hunting Dangerous Animal
13-18	Ceremonially on Guard	11-15	On Guard
19-20	Escorting Lord	16	Fighting Enemy/Criminal
		17-19	Searching for Enemy/ Criminal
		20	Guarding Lord

Roll	Buddhist Priests	Roll	Shinto Priests
1-10	as Noble Bureaucrats (Lord=Head Priest)	1-12	as Noble Bureaucrats (Lord=Head Priest)
11	exorcism	13	exorcism
12-13	treating the sick	14	private Shrine services
14-15	buying/selling for Temple	15-16	buying/selling for Shrine
16	begging for money for Temple	17	negotiating with Entertainers for Shrine festival
17	preaching sermon		
18-19	seeking materials for holy enchantment	18-19	seeking materials for holy enchantment
20	burial	20	wedding

GAMBLERS: Roll D20 + Gang Boss's AL

Roll	Activity	Roll	Activity
2-3	Protecting Commoners from Samurai/Nobles	28-33	Extorting Goods/Services from Merchants/Artisans/ Entertainers
4-7	Helping out the Poor		
8-27	As Samurai (Lord = Gambler Boss)	34-38	Extorting Money from Commoners as Above
		39-40	Extorting Women/Girls from Commoners as Above

42.06 PROFIT-MAKING ACTIVITY

For most Wandering Workers, looking for an opportunity to make a profit means that the worker is attempting to sell his goods or services. In the case of a Thief or Bandit, however, this means the person is looking for a suitable victim. Check specialization (see 2.07).

42.07 PERSONAL BUSINESS IN TOWN FOR CHANCE-MET HUMANS

(including Hengeyokai and Rokuro Kubi in Human Form)
Mages: roll D20
Others: roll D10

Roll	Activity
1	pilgrimage/seeking cleric, herbalist or isha
2	buying artwork, literature, flowers, incense, etc.
3	eating and/or drinking
4	entertainment (including geisha/courtesans, the theater, religious services and gambling house)
5	visiting friends/relatives
6	going home/to work
7	avoiding/seeking personal enemy; seeking/avoiding police
8	on errand for parents or other family member
9	talking/quarreling with acquaintances
10	shopping for food, furniture, etc.
11	seeking materials needed for magic
12	selling enchanted materials
13	seeking secluded spot for meditation/summoning
14	using magic to find/avoid personal enemy
15	using magic to attack personal enemy
16	using magic to entertain friends
17	on errand for Secret Magic Society
18	observing astral plane
19	seeking patron/master--or on errand for one
20	reroll Activity as D10

42.08 PERSONAL BUSINESS ON THE ROAD FOR CHANCE-MET HUMANS

Roll	Activity
1	Pilgrimage/Sightseeing to Shrine/Temple/Beauty Spot
2	Journey to Master of Fine/Martial/Magic Art
3	Journey to notable Theater, Geisha House, etc. spot of Entertainment
4	Journey to see far off friends/relatives/former master or teacher
5	Journey to other area to work
6	Journey to Clan/Shogunate/Imperial Capital
7	Journey to find/avoid personal enemy
8	Journey to find enemy of Master/Lord/Teacher
9	Delivering message/goods for Master/Lord/Teacher
0	Returning home/going to exile/joining religious order

42.09 PERSONAL BUSINESS FOR CHANCE-MET GOBLINS/ HENGEYOKAI

Roll	Activity
1	Eating/drinking/setting up camp/sleeping
2	attacking/befooling humans
3	returning home after success with loot
4	returning home after failure; D6x10% wounded
5	hunting food/drink/shelter
6	guarding area against enemies
7	meeting with Boss/Summoner/Demon
8	following someone for eventual attack/befooling
9	meeting friends
0	returning home

42.10 PERSONAL BUSINESS FOR CHANCE-MET ANIMALS

Roll	Activity
1	eating/drinking
2	looking for food (including stalking party as prey)
3	mating/urinating/defecating
4	patrolling territory against intruders
5	sleeping/resting/watching passers by
6	with young/mate/herd/flock
7	fleeing/hiding from predator
8	attacking prey (reroll if herbivore)
9	messenger for Mage/Cleric/Kami/Hachibushu
0	defending self against predator

Animal's Mood: see 42.04; roll as AL 14-18.

42.11 OTHER BEINGS

DEMON: as 42.09. (Food = sentients' Vitality)
DRAGON: 25% on Duty (as Noble); 75% Personal Business

Roll	Activity
1-3	Sightseeing
4	Journey to see far off friends
5	Journey to find/avoid enemy
6	Delivering message/goods for Dragon King
7	Eating/Drinking
8	Sleeping/Resting/Watching Passers by
9	Attacking enemy
0	Observing Astral Plane

GAKI: see 36.00+ for compulsions.
OROCHI:

Roll	Activity
1	On Duty: as Samurai (42.05)
2-9	Personal Business: as Dragon
0	Personal Business: as Animal

UBUME: see 39.06 for compulsion.
UMUBOZU: see 35.09 for compulsion.
YUREI/FUNE YUREI: see 39.07 for compulsion.

Artifact Spirits, Goryo, Ikiryo, Rikombyo, Weather Spirits, Kami and Buddhist Spirits are not treated in this section. They should NOT be met by chance. Their motivations should be pre-determined and roleplayed rather than randomly rolled.

43 TOWN BUSINESSES & ENCOUNTERS

The following table may be used to find out just what sorts of businesses are present in a community of a given size--and how many there are of each sort:

Type of Business	Index
ART SUPPLIES: 5% chance owner Symbolist Mage	00.2
BATHHOUSE	10.0
BLACKSMITH: 2% chance FIREWORKS sold: 20% chance Armory (5% chance owner is Weaponsmith Mage)	05.0
BROTHEL	00.5
CLOTHIERS: 5% chance owner is Weaver Mage	02.0

Type of Business	Index
DIVINER: 5% chance owner is Diviner	
1% chance owner is I Ching Master	00,5
FLORIST	00,5
GAMBLING HOUSE (D3 per town maximum)	00.3
GEISHA HOUSE	00.3
GROCERY	10.0
HERBALIST/APOTHECARY/ISHA: 5 chance	
owner is Herbalist Mage	01.0
HOME FURNISHINGS STORE	03.0
INN/WINESHOP	05.0
JEWELER: 5% chance owner is Jewelsmith Mage	00.2
LEATHERWORKER (Owner is Eta)	01.0
MEAT STORE (Owner is Eta)	00.2
PAWNSHOP/BANK	01.0
PRINTER OF BOOKS/ARTWORK	00.1
PERFUMER: 2% chance owner is Herbalist Mage	00.2
RELIGIOUS ESTABLISHMENT	
SHINTO SHRINE: 5% chance Head Priest is Dancer, Shaman or Diviner	05.0
BUDDHIST TEMPLE: 5% chance Head Priest is Medium	05.0
SEAFOOD STORE	03.0
THEATER (live, puppet, etc.)	00.2
WOODWORKER/BUILDER OF HOMES/COFFIN MAKER	05.0

Community Size	Index
Village	.1
Small Town	1.0
City	5.0
Clan Capital	10
Shogunate/Imperial Capital	50

To find the number of businesses of a given type in a given community, multiply the index of the business type times the index of the community size. Thus a Village has one Bathhouse, while the Clan Capital has 100. A village has a .1x.2=2% chance of having an Art Supplies Store and a .1x5=50% chance of having an Inn. A City has a 5x.5=250% chance of having a brothel, and thus has two with a 50% chance of having a third one.

43.01 LOCATION OF VARIOUS BUSINESSES IN THE TOWN

The GM may either map out the town in detail or use the following chart to determine roughly what area the characters are in. Characters searching for a particular area of town who have not been there before may move towards it at random (roll percentile dice each time) or by asking directions (up to D10x5% toward the desired area along the percentile listing).

Thus a character who found himself in the street of the Pawnshops and was looking for a Diviner would need to move 38 percentile points to reach it and would probably have to ask directions twice of chance-met townsmen. (Maliciously given directions send the character away rather than toward the desired area.)

Percentile	Area of Town
01	Eta Hamlet (roll D10)
	1-2 Leather Tanneries
	3 Crucifixion Grounds
	4-5 Butcher Shops
	6 Slaughteryard
	7-8 Garbage Dump
	9-0 Leather Goods (shoes, lacings, etc.)
02	Dyers
03-08	Blacksmith
09-10	Tile/Brick/Pottery Merchants
11-12	Ship/Home Builders
13-19	Home Furnishings
20-25	Coffin/Barrel Makers
26	Lacquer Artisans
27-28	Armorers
29-32	Shipping Merchants
33	Weavers/Spinners/Sewers/Embroiderers
34-35	Chandlery/Oil Maker/Lamp Maker
36-38	Paper Merchant/Printer
39-42	Firemen's Quarters
43	Pawnshop/Bank
44-50	Bathhouse
51-52	Clothiers
53-60	Inns/Wineshops
61	Luxury Merchants: roll D10
	1 Perfumer/Incense Shop
	2 Jeweler
	3-4 Art Shop
	5-6 Art Supplies Shop
	7-9 Florist
	0 Fireworks
62-63	Herbalist/Apothecary/Isha
64-65	Floating World: roll D10
	1-3 Gambling House
	4-6 Geisha House/Courtesan House
	7-9 Theater (live, puppet, etc.)
	0 Sumo Wrestling Hall
66-75	Groceries
76-80	Seafoods
81	Diviners
82-85	Shrines and Temples
86-95	Warehouses of Merchants
96-00	Residences of non-Artisans/Merchants. (Artisans/Merchants live in their shops.)

If looking for a business in a Village or Small Town, disregard businesses too rare to be present. Thus if 61% is rolled for a Village (with Florist the most likely of all the Luxury Merchants to be present at 5% chance), disregard and go to Inns/Wineshops above--or Groceries below.

43.02 RANDOM TYPES OF PEOPLE ENCOUNTERED IN THE STREETS OF A CITY

	Day	Evening	Night
Check once per	2 hours	evening	night
No. types rolled per check	D6	D3	1
Eta Refuse Collector	01	01-02	--
Eta Beggar or Street Singer	02	--	--
Thief/Burglar/Robber	03	03-05	01-03
Gamblers (2D6)	04-06	06-12	04-08
Employees of Merchant (D20)	07-16	13	--
Merchant Proprietor and (D10-1) senior employees	17-18	14-18	09
Ward Head and (D10-1) Ward Guards	19-20	19-21	10
Ward Guards (2D3)	21-25	22-31	11-20
Otokodate (D6)	26-30	32-50	21-30
Employees of Artisan (D20)	31-45	41	--
Artisan Proprietor and (D10-1) senior employees	46-49	42-45	31
Peddlers of Artisan Goods (D3)	50-55	46	--
Fireman	56	47	32
Massager/Shampooer	57	48	--
Household Servants (Shopping, etc.)	58-67	49	33
Messenger in Kago	68	50	34
Shippers with goods on back/cart	69-73	--	--
Mage (20% has D3 apprentices)	74-75	51-54	35-40
Street Entertainer (singer, storyteller, "mage," etc.)	76-78	55	--
Shinto Priests (D3)	79	--	--
Buddhist Exorcist with Medium	80	56	41
Diviner/Entertainer	81	--	--
Buddhist Ascetic Priests (D6)	82	--	--
Buddhist Fighting Priests (3D6)	83	--	--
Religious Pilgrims (3D20)	84	--	--
Martial Arts Master with (D6-1) senior students	85	--	--
Fine Arts Master with (D6-1) senior students	86	57	--
Samurai Bureaucrats (D6)	87	58	--
Samurai Warriors (D6)	88	59	42
Samurai Townsmen (2D6)	89-91	60-66	43-44
Ronin (D6)	92-96	67-76	45-46
Noble Messenger in Norimono	97	77	--
Noble Official (D3)	98	78	--
Noble Townsman	99	79-82	47
Hengeyokai/Rokuro Kubi	00	83-84	48-49
Oni/Yama Hito	--	85-86	50-52
Gaki/Yurei	--	87	53-55
Nothing	--	88-00	56-00

There are of course others to be met in the streets of a town, but they should not occur randomly. This category includes such things as ninja, a procession of a journeying daimyo, a mikoshi procession to celebrate a religious holiday, a clan or shogunate army detachment, a hoard of goblins, etc.

43.03 RANDOM TYPES OF PEOPLE ENCOUNTERED IN THE STREETS OF THE SHOGUNATE OR IMPERIAL CAPITAL

	Day	Evening	Night
Check once per	2 hours	evening	night
No. types rolled per check	D6	D3	D2
As per standard town	01-40	01-25	01-50
Daimyo with attendant Nobles	41-42	26-29	51-52
Nobles	43-47	30-39	53-57
Samurai	48-65	40-65	58-70
Court Ladies on Excursion with attendant Nobles/Samurai	66-70	--	--
Messenger in Kago	71-75	66-67	71-72
Shinto Shrine Head Priest	76-80	68-72	--
Buddhist Temple Head Priest	81-85	73-76	--
Geisha/Courtesan	86-90	77-86	73-77
Entertainer	91-95	87-92	78-82
Hengeyokai	96-00	93-97	83-92
Yurei	--	98-00	93-00

43.04 RANDOM TYPES OF PEOPLE ENCOUNTERED IN THE STREETS OF THE VILLAGE

	Day	Night
Check once per	3 hours	night
No. types rolled per check	D3	1
Eta refuse Collector	01	--
Thief/Burgler/Robber/Bandit	02-03	01-04
Gamblers	04-05	05-08
Employees of Merchant/Artisan	06-20	09
Merchant/Artisan Proprietor	21-24	10
Village Headman/Innkeeper	25-27	11
Household Servants (Shopping, etc.)	28-37	12
Mage/Master of Fine/Martial Art	38	13
Peasants	39-48	14
Buddhist Priest	49-51	--
Shinto Priest	52-54	--
Road Traffic (see 43.01-.02)	55-70	15-20
Hengeyokai/Rokuro Kubi	71-75	21-25
Oni/Yama Hito	76	26-27
Ashinaga/Ichime/Tengu	77	28-30
Gaki/Yurei	--	31
Small Animals	78-97	32-51
Large Animals	98-00	52-60
Nothing	--	61-00

43.05 RANDOM TYPES OF PEOPLE ENCOUNTERED IN THE FLOATING WORLD

In the Teahouse

D20 . . . . . Courtesans/Geisha
2D6 . . . . Singers/Musicians (may be apprentice Geisha/Courtesans of 8-16 years old)
D3 . . . . . other types of people: roll below

In the Gambling House

3D6 . . . . . Members of Gambling Gang (20% Boss present also)
3D6 . . . . . people of D3 other types

Elsewhere

Evening . . . . . D3 types of people
Night . . . . . D2 types of people
Day . . . . . 1 type of people

01 . . . . . Eta
02 . . . . . Casual Laborer/Peasant (in village)
03-04 . . . . . Thief
05-06 . . . . . Burglar
07 . . . . . Robber
08 . . . . . Bandit
09 . . . . . Fence/Pawnshop Owner
10-14 . . . . . Artisan
15-17 . . . . . Merchant
18 . . . . . Buddhist Cleric
19-20 . . . . . Shinto Cleric
21-25 . . . . . Mage
26-35 . . . . . Otokodate
36-45 . . . . . Drifting Gambler
45-50 . . . . . Gambling Gang Member
51 . . . . . Gambling Gang Boss and D10-1 followers
52-53 . . . . . Ward Guards (20% with Ward Head)
54-58 . . . . . Entertainer (if Geisha/Courtesan, woman is a well-known Beauty)
59 . . . . . Martial Artist
60-64 . . . . . Fine Artist
65-69 . . . . . Geisha/Courtesan
70-72 . . . . . Samurai Bureaucrat
73 . . . . . Samurai Warrior
74-78 . . . . . Samurai Townsman
79-88 . . . . . Ronin
89-90 . . . . . Noble Bureaucrat
91-93 . . . . . Noble Townsman
94 . . . . . Daimyo
95-99 . . . . . Hengeyokai/Rokuro Kubi
00 . . . . . Gaki/Yurei/Oni/Demon

44 ROAD ENCOUNTERS

There are three basic types of roads: the Tokaido, other roads, and wilderness paths.

The Tokaido is made of sand and stone--and lined with trees. The cities and villages neighboring it have the responsibility of keeping it in repair. It is 50' wide. There are 53 cities along the Tokaido; these are spaced every 3 miles within 50 miles of a Capital (the first 17 cities West of Tokyo and East of Kyoto) and one every 10 miles in the less heavily populated center of the country.

Other roads are made of dirt--usually with trees along the side. The cities and villages neighboring them have the responsibility of keeping them in repair. They are 15' wide. There is one village per 5 miles on the plains (one city per 20 miles); one village per 20 miles in the mountains (one city per 70 miles).

Wilderness paths are dirt roads 5' wide. There is one village per 10 miles; one city per 150 miles.

Only nobles (and samurai on daimyo business) are permitted to ride horses. Some merchants use pack horses, but since these have great difficulties on the steep mountain trails most use humans to carry their products.

Rivers are common. Figure one river per 10 miles in the plains, one per three miles in the mountains. There is a 25% chance the river will be bridged on the Tokaido; 10% chance on another road, no chance on a wilderness path. Unbridged rivers are crossed by fording. River depth and swiftness depends on the season and the amount of recent rain. Fording rivers in springtime can be quite dangerous.

Usually on frequently travelled roads, there are men at river fords who will carry travellers and their goods over for a price. (If the travellers seem to be either wealthy or delicate, the men may try to charge all the market will bear--or even triple the price midway through the ford and threaten to throw the traveller in the river unless paid off satisfactorily.)

Key spots for meeting others on the roads are at cities and villages, river fords and mountain passes. Travelers at the last two may encounter:

1. Official Checkpoints manned by Samurai loyal to the Shogun or Emperor who are instructed to examine travellers to verify none is a criminal, rebel or exiled person sneaking back to civilization.
2. A Fighter (including a Fighting Cleric or Fighting Mage) collecting money, weapons or other tokens from travellers before permitting them to pass. (Such a Fighter will NOT be a Samurai but a

strong commoner who has chosen this way of gaining a reputation.) Deciding to build a collection of 100 swords or 100 purses from passers by in order to use the proceeds to build a temple or shrine was a common ambition of a fighting Cleric of Neutral or Evil Alignment.
3. Bandit Gangs or Goblins (usually Ashinaga, Tengu, Yama Hito or Oni in the mountain passes; Kappa in the river fords).
4. Hengeyokai.
5. Hermits or isolated, small Temples or Shrines.

44.01 RANDOM TYPES OF PEOPLE ENCOUNTERED ON THE ROAD

	Tokaido		Other Roads	
	Day	Night	Day	Night
Check once per	6 hrs	night	6 hrs	night
No. types rolled per check	D3	1	D2	1
Town or Village Types	01-15	01-02	01-10	01
Shippers with Goods (roll D10)	16-35	03	11-20	02
1-3 Merchants with guards				
4-9 Wandering Artisans				
0 Officials with goods for Daimyo				
Other Travellers (roll D100)	36-60	04-06	21-35	03-04
01-10 Nobles				
11-25 Samurai				
26-40 Ronin/Otokodate				
41-45 Random Religious Pilgrims				
46-55 Buddhist Priests				
56-60 Shinto Priests				
61-65 Poets/Painters/Calligraphers				
66-70 Actors/Singers/Musicians				
71-72 Geisha/Courtesans				
73-77 Mages				
78 Run Away Lovers				
79-88 Peasants				
89-98 Gamblers				
99-00 Disgused Eta, etc.				
Shinto Procession with Mikoshi	61-62	--	36-37	--
Daimyo Procession with Retinue	63-64	--	38-39	--
Messenger in Kago	65-66	07	40-41	05
Samurai hunting Criminals	67-76	08-11	42-46	06
Bandit Gang	77-81	12-21	47-51	07-16
Victims of Bandits/Goblins/ Demons/Natural Disaster	82	22	52	17
Small Animals	83-97	23-42	53-72	18-37
Large Animals	98-99	43-47	73-77	38-47
Hengeyokai/Rokuro Kubi	00	48-52	78-82	48-57
Tengu/Ashinaga/Oni/Yama Hito	--	53-62	83-87	58-67
Ubume/Yurei (unburied)	--	63-64	--	68-74
Demon/Gaki	--	65	88	75
Nothing	--	66-00	89-00	76-00

44.02 RANDOM TYPES OF PEOPLE ENCOUNTERED IN THE WILDERNESS

Check once per day/night **plus** once per River Ford (see 43.03) or Mountain Pass.

	Pass		Pathway	
	Day	Night	Day	Night
Other Travellers (roll D100)	01-15	01-02	01-05	01-02
01-08 Nobles/Samurai				
09-11 Peasants				
12-31 Ronin/Otokodate				
32-33 Random Religious Pilgrims				
34-50 Wandering Priests				
51-63 Peasant Hunters				
64-73 Poets/Painters				
74-83 Mages				
84 Run Away Lovers				
85-99 Gamblers				
00 Disguised Eta, etc.				
Samurai hunting criminals	16-23	03	06-08	03
Bandit Gang	24-33	04-18	09-18	04-13
Hermit/Exiled Noble or Cleric	34	19	19	14
Small Animals	35-54	20-39	20-39	15-34
Large Animals	55-64	40-49	40-49	35-44
Hengeyokai/Rokuro Kubi	65-74	50-64	50-59	45-54
Goblins (roll D10)	75-99	65-94	60-74	55-74
1 Ichime				
2-4 Ashinaga				
5-7 Tengu				
8-9 Oni				
0 Yama Hito				
Ubume/Yurei/Yuki no Onna (in snow)	--	95-99	--	75-79
Demon/Gaki/Weather Spirit	00	00	75	80
Nothing			76-00	81-00

43.03 RANDOM TYPES OF BEINGS ENCOUNTERED PER RIVER/LAKE

	Plains		Wilderness	
	Day	Night	Day	Night
Typical Other People on Road (see 43.01-.02)	01-25	01	01-02	01
Fishers/fishing boats	26-55	--	03-05	--
Survivors of Shipwreck	56	02	06	02
Animals coming to drink (D10)	57-86	03-35	07-36	03-35
1-7 Small Animals				
8-0 Large Animals				
Goblins (as 43.02) coming to drink	87	36-45	37-55	36-60
Kappa	88-95	46-55	56-70	61-75
Orochi	96-99	56-60	71-75	76-80
Dragon	00	61	76	81
Fune Yurei	--	62-65	--	82-85
Nothing	--	66-00	77-00	86-00

44.04 RANDOM TYPES OF BEINGS ENCOUNTERED ON THE OCEAN

	Day		Night	
	Calm	Stormy	Calm	Stormy
Nothing but fish, seabirds, etc.	01-20	01-65	01-70	01-60
Fishing Boats	21-80	66-70	--	--
Whales	81	71	71	61
Pirate Boats	82	72	72	62
Merchant Boats	83-90	73	--	--
Daimyo Boat	91-95	74-75	--	--
Survivors of Shipwreck	96	76-80	73	63
Shojo	97	81	74	--
Kojin	98-99	82-83	75	--
Dragon	00	84-89	76	64-67
Fune Yurei	--	90-96	77-92	68-90
Umubozu	--	97-00	93-00	91-00

44.05 RANDOM TYPES OF BEINGS ENCOUNTERED ON THE ASTRAL PLANE

	Land	Water	Air
Dragon	01-05	01-15	01-15
Gaki	06-07	16-17	16-17
Hengeyokai	08-12	--	--
Kappa	--	18-22	--
Kojin	13-17	23-47	--
Mage(s)	18-22	48-52	18-25
Oni	23-27	--	--
Orochi	28-32	53-65	--
Rokuro Kubi	33-37	--	26-27
Shojo	38	66-76	--
Tengu	39-43	--	28-35
Umubozu	--	77-81	--
Yurei/Goryo/Ikiryo/Rikombyo	44-48	82-95	36-40
Yama Hito	49-50	--	--
Nothing	51-00	96-00	41-00

44.06 TYPES OF MAGES ENCOUNTERED BY LOCALITY

Mage Type	City	Country
Primitive Talent	01-12	01-29
Dance Chanter	13-16	30-40
Shaman	17-20	41-49
Medium	21-24	50-54
Herbalist	25-32	55-69
Diviner	33-36	70-73
Artificer	37-59	74-82
Enchanter	60-69	83-86

Mage Type	City	Country
Illusionist	70-75	87-88
Summoner	76-79	89-90
Symbolist	80-89	91-95
Poet	90-94	96-97
Calligrapher	95-98	98-99
I Ching Master	99-00	00

45 RANDOM WILD ANIMALS

45.01 LAND ANIMALS

	Populated Area		Wilderness	
Small Animals	**Day**	**Night**	**Day**	**Night**
Badger	01-05	--	01-05	--
Bat	06	01-05	06-07	01-10
Cat	07-11	06-15	--	--
Crow	12-26	--	08-22	--
Duck	27-33	--	23-29	--
Eagle	34	--	30-31	--
Falcon	35-36	--	32-34	--
Fishing Bird	37-46	16-17	35-44	11-12
Otter	47-51	--	45-49	--
Owl	--	18-27	--	13-27
Pheasant	52-58	--	50-59	--
Quail	59-65	--	60-69	--
Rabbit	66-75	28-37	70-79	28-37
Rat	76-80	38-42	--	--
Scorpion	81-82	--	80-81	--
Snake	83-84	--	82-83	--
Songbird	85-91	43-45	84-95	38-40
Turtle	92-97	--	96-00	--
Small Animal Hiding in Cover	98-00	46-90	--	41-85
Large Animal Nearby Instead	--	91-00	--	86-00
Large Animal				
Antelope/Deer	01-05	01-05	01-20	01-05
Bear	06-10	06-10	21-30	06-10
Boar	11-15	--	31-40	--
Dog	16-30	11-15	41-45	11-15
Fox	31-35	16-20	46-55	16-25
Horse	--	--	56-60	26-30
Large Animal Hiding/Asleep	36-90	21-90	61-85	31-85
Rare Animal Nearby Instead	91-95	91-95	86-95	86-95
Legendary Animal Nearby Instead	96-00	96-00	96-00	96-00
Rare Animals				
Lion	01-05	01-05	01-10	01-10
Monkey	06-20	06-20	11-20	11-20
Tiger	21-25	21-25	21-30	21-30
Wolf	26-40	26-40	31-45	31-45
Rare Animal Hiding/Asleep	41-95	41-95	46-90	46-90
Legendary Animal Nearby Instead	96-00	96-00	91-00	91-00
Legendary Animals				
Giant Centipede	01-10	01-15	01-15	01-20
Giant Toad	11-20	--	16-30	--
Nue	--	16-20	--	21-30
Saru	21-50	21-50	31-60	31-60
Temba	51-55	51-55	61-70	61-70
Rare Animal Hiding Nearby	56-80	56-80	71-80	71-80
Large Common Animal After All	81-00	81-00	81-00	81-00

45.02 FISHING: check once per 2 hours

Roll	Size of Catch	Roll	Size of Catch
01-05	nothing	31-70	500 lbs/hour
06-10	50 lbs/hour	71-85	1000 lbs/hour
11-20	100 lbs/hour	86-95	2000 lbs/hour
21-30	200 lbs/hour	96-00	5000 lbs/hour

Roll	Type of Catch
1-8	1 type of Small Fish
9-10	D3 types of Small Fish
11-12	1 type of Small Fish normal catch size +D3 Medium Fishes (e.g. 500 lbs of salmon and 2 bonito; since the bonito are 50 lbs each, that's a total of 600 lbs of fish)
13	1 type of Small Fish + 1 Large Fish (e.g. 500 lbs salmon and 1 Shark)
14-17	1 type of Medium Fish
18-19	1 type of Medium Fish and 1 Large Fish
20	1 type of Large Fish (Catch Size must be 500 lbs+)

Small Fish: D10 lbs each; roll D20

Roll	Fish	Roll	Fish
1-2	carp	10-11	salmon
3-4	eel	12-13	sardine
5	herring	14-15	sea bream
6	jellyfish	16	starfish
7-8	mullet	17-18	trout
9	octopus	19-20	yellowtail

Medium Fish: 30+(D6x10) lbs each; roll D10

Roll	Fish	Roll	Fish
1-3	cod	6-7	squid
4-5	sea snake	8-0	tuna

Large Fish: 100+(D6x100) lbs each; roll D10

Roll	Fish	Roll	Fish
1-3	Porpoise	6-8	Swordfish
4-5	Shark	9-0	Turtle

45.03 DIVING FOR SHELLFISH

Shellfish lie attached to the rocks of the shallow coastal waters. (Visibility 500' maximum; 250' if sky overcast; no visibility at night.) It takes 2D3 segments to pull off a shellfish with the hands, 1 segment to free it with a knife. Divers descend with weights of at least +25% body weight at 10' ascent/descent per segment. Hyperoxygenation (unusually deep breathing) for at least one turn allows the diver to go without breathing for +6 segments before suffocation begins. (See 22.04.)

Shellfish includes oysters, clams and mussels.
Chance of an oyster having a pearl are one in a thousand.
Such a pearl will weigh 10xD10 carats.

46 HOME DEFENSES & VALUABLES

The usual Peasant, Artisan, Merchant, Mage or off-duty Samurai lives in a lightweight house (see 28.04-.05). A few of his valuables are on display in the home (typically in the tokonoma); most are kept in a locked storehouse at the back and brought out only when appropriate for entertaining important visitors. Artwork is usually rotated through the year according to the season. Such a home has no trained guards (except possibly a dog), but there are usually one or more servants in the house during the owner's absence, ready to alert the neighborhood in case of a break in.

Samurai on duty, Nobles and Daimyo live in Fortified Mansions (see 28.06) or Castles (see 28.09+). Here valuables are kept in storerooms, sometimes hidden and always locked. There are always Samurai on duty as guards--and sometimes also dogs.

These basic defenses may be increased by those with unusual valuables or secrets to guard. But remember two basic rules of thumb:
a. The cost of magic defenses should not be greater than 50% of the value of what is defended.
b. The yearly salary and upkeep of defending fighters should not be greater than 10% of the value of what is defended.

Bandits, thieves, gamblers and goblins may want to construct several hidden storerooms so gang members cannot steel the common loot and run away with it. They may also want to construct hidden passages or boltholes in case of attack by the authorities.

46.01 USUAL HOME SUPPLIES

D20 days of Fuel (3D20 in winter)
D20 days of food per person
D3 days of water per person
D20 days of sake or brandy per person
bedding per person
D6 extra sets of clothing per D10x10% of the people
D3 extra hand-hurled weapons per man using them
1 extra weapon per 20 men using them
1 extra quiver of arrows per man using bow
1 extra helmet and armor per 20 men wearing them.
If horses or other animals are kept as guards, D20 days food for them and extra saddles, etc. for 10% of them.

Money: D20 x EP WORTH = Bu carried
10
(10 x standard for Nobles/Samurai; 10% standard for Ascetic Clerics or Eta). This money can be in the form of Mon, Bu, Oban or Koku.

Jewelry: same chance as 31.09 depending on social class. D10 types amount carried. Same type of jewelry.

46.02 TREASURE HOARDS

The GM may wish to determine this based on his own knowledge of the people involved--or to use the following random table, in which value of treasure is roughly determined by the EP Worth of its owner(s).

Treasure Value
A: 1+ Mon
B: 25+ Bu
C: 200+ Bu
D: 1000+ Bu
E: 4000+ Bu (100+ Oban)
F: 20,000+ Bu (500+ Oban)
G: 100,000+ Bu (2500+ Oban)
H: 400,000+ Bu (10,000+ Oban)

EP WORTH = Leader's EP Worth
+ 50% of total followers' EP Worth

Treasure Value: roll D20

Basic EP Worth	A	B	C	D	E	F	G	H
1+	1-13	14-17	18-19	20	–	–	–	–
100+	1-10	11-15	16-18	19-20	–	–	–	–
300+	1-8	9-14	15-17	18	19	20	–	–
1000+	1-6	7-10	11-14	15-16	17-18	19-20	–	–
3000+	1-5	6-9	10-13	14-16	17-18	19	20	–
5000+	1-4	5-8	9-11	12-14	15-17	18-19	20	–
7000+	1-3	4-6	7-9	10-12	13-16	17-18	19-20	–
10,000+	1-2	3-4	5-7	8-10	11-14	15-17	18-19	20
20,000+	1	2	3	4-5	6-11	12-16	17-18	19-20

EP Worth	Treasure Chance	Number	EP Worth	Treasure Chance	Number
1+	5%	1	7000+	100%	3
100+	10%	1		50%	D6 more
300+	50%	1	10,000+	100%	5
1000+	100%	1		50%	D6 more
3000+	100%	1		25%	D3 more yet
	50%	D3 more	20,000+	100%	10
5000+	100%	2		50%	D10 more
	50%	D6 more		25%	D6 more yet

Thus a 1st level Average Ashinaga (120 EP Worth) has 5% chance of a Treasure which would probably have a value of 1 Mon to 25 Bu. A tribe of Ashinaga commanded by a 10th LVL Fighter would have an EP Worth of 710 + (1/2 x 16,000) = 8,710 with a certainty of 3 treasures worth an average of 1000 Bu each and a chance of around 3 more.

46.03 TYPES OF TREASURE

The following generalized breakdown is presented less as a random table than to remind the GM of all the different types of items valued by the Japanese culture.

1. Artwork (including Calligraphy, Carved Screens, Carved Images, Painted Screens, Painted Scrolls).
2. Additional Gems, Precious Metals and Jewelry.
3. Rare Spices, Herbs, Incense and Perfume.
4. Mage Supplies (unenchanted or partially enchanted materials, especially those for the Focus signs) and Enchanted Devices, Potions, Scrolls and Amulets.
5. Clerical Supplies (including Holy Relics) and Enchanted Scrolls and Amulets.
6. Manuscripts (including poetry, fiction, historical chronicles and diaries). Some of these may be useful for clues to treasure or as blackmail.
7. Cloth (silk, cotton, hemp) dyed and embroidered in various shades and patterns--or clothing suitable to a noble/geisha.
8. Additional Coins (Mon, Bu, Oban).
9. Animals or Women kept for the amusement of the defenders (including fireflies; singing insects or birds; hawks, falcons or eagles; geisha or courtesans).
10. Heirlooms/Memorabilia
    a. Old Artwork (as No. 1 above)
    b. Old Jewelry
    c. Old Manuscripts (as No. 6 above)
    d. Old Weapons/Armor (possibly magic)
    e. Old Muscial Instruments
    f. Old Plates, Cups, Trays, Tea Ceremony, etc. Items
    g. Souvenier of Travel
    h. Pledge of friendship/loyalty/love
    i. Head or other remnant of defeated enemy
    j. Ihai bearing spirit name of ancestor(s).

46.04 DETERMINING RANDOM SPELLS ON A MAGIC DEVICE

(or protected against by an Amulet)

01-05 . . . . . Ancient Lore
06-15 . . . . . Basic Magic
16-30 . . . . . Command Spells
31-45 . . . . . Detection Spells
46-60 . . . . . Illusion Spells
61-70 . . . . . Movement & Communication Spells
71-80 . . . . . Protection Spells
81-90 . . . . . Summoner Spells
91-99 . . . . . Clerical Holy Scroll of Miracle
00 . . . . . Specialized Spell: Dancer, Shaman, Medium Trance; Herbalist spell, Diviner spell, or Illusionist spell

PROVINCE NAMES

HONSHU ISLAND

1. North-east Provinces

Iwaki	Mutsu	Rikuzen	Uzen
Iwashiro	Rikuchu	Ugo	

2. Eastern Provinces (around Shogunate Capital)

Awa	Kazusa	Musashi	Shimose
Hitachi	Kozuke	Sagami	Shimozuke

3. Middle Provinces

Echigo	Izu	Mino	Shinano
Echizen	Kaga	Noto	Suruga
Etchu	Kai	Owari	Totomi
Hida	Mikawa	Sado	Wakasa

4. Western Provinces (around Imperial Capital)

Awaji	Izumi	Settsu	Yamashiro
Harima	Kawachi	Tajima	Yamato
Iga	Kii	Tamba	
Ise	Omi	Tango	

5. Far Western Provinces (around Izumo)

Aki	Bizen	Iawami	Nagato
Bingo	Hoki	Izumo	Oki
Bitchu	Inaba	Mimasaka	Suo

Shikoyu Island (south of Izumo Provinces)

Iyo	Samuki	Tokushima	Tosa

Kyushu Island (west of Izumo Provinces)

Buzen	Chikuzen	Hyuga	Satsuma
Bungo	Higa	Iki	Tsushima
Chikugo	Hizen	Ozumi	

SUGGESTED READING

GENERAL
Japan, the Nagel Travel Guide series, McGraw Hill.
Sources of Japanese Tradition, compiled by Rusaku Tsunoda, William Theodore de Bary, Donald Keene; Columbia University Press.

THE HISTORICAL PERIOD
The Ten Foot Square Hut and Tales of the Heike, trans. A. L. Sadler, Charles E. Tuttle Co.
Everyday Life in Traditional Japan by Charles J. Dunn, Charles E. Tuttle Co.

THE EARLIER HISTORICAL PERIOD: before the Shogunate
The Pillow Book of Sei Shonagon, trans. Ivan Morris, Penguin Books.
The World of the Shining Prince by Ivan Morris, Penguin Books.

THE LATER HISTORICAL PERIOD: after contact with Europeans
The Needle-Watcher by Richard Blaker, Charles E. Tuttle Co.
The Maker of Modern Japan, the Life of Shogun Tokugawa Ieyasu, by A. L. Sadler, Charles E. Tuttle Co.
Japanese Inn by Oliver Statler, Charles E. Tuttle Co.

LEGENDS
Folktales of Japan, ed. Keigo Seki, trans. Robert J. Adams, University of Chicago Press.
Legends of Japan retold by Hiroshi Naito, Charles E. Tuttle Co.
Folk Legends of Japan by Richard M. Dorson, Charles E. Tuttle Co.
Kitsune, Japan's Fox of Mystery, Romance & Humor by Kiyoshi Nozaki, Hokuseido Press.
And most of the books of Lafcadio Hearn, published by Charles E. Tuttle Co.: especially: Glimpses of Unfamiliar Japan; Japan: An Interpretation; A Japanese Miscellany; In Ghostly Japan; Kwaidan; Kotto; Out of the East; The Romance of the Milky Way; and Shadowings.

MARTIAL ARTS
Asian Fighting Arts by Donn F. Draeger & Robert W. Smith, Kodansha International LTD,
The Art of Invisibility: Ninjutsu by Donn Draeger, Simpson-Doyle & Co.
Japanese Castles by Michio Fujioka, trans. John Brentnall, Color Books, Hoikusha Publishing Co.

SCENARIO IDEAS

The GM may ask the initial group of PCs to attempt one of the following tasks. Incidents occurring during the run may lead to new and continuing motives for group action--or a new scenario may be commenced at the group's next meeting.

Guarding Something/Someone: a Mage who is completing a magic device; a wedding or funeral; a shipment of merchant's goods; a Shinto Shrine during time of civil unrest or sickness; a Buddhist Ascetic Temple during time of civil unrest; a Daimyo's mansion or castle; a shipment of goods to or from a Daimyo; a hostage or prisoner; an exorcist; etc.

Finding Something/Someone: a material needed by a Mage; a stolen heirloom or item entrusted to someone; an escaped prisoner or hostage; a kidnapped person or animal; a runaway geisha or courtesan; the secret hideout of some bandits or bakemono; the prison where a hostage or prisoner is being kept.

Removal of Undesirables (killing, Putting to Flight or Propitiating them): Bandits, Evil Gambling Gang Members, Annoying Monsters or Spirits.

Delivering Something/Someone: a message, a present, a payment, a bride, a child, a coffin, a spirit. Also by extension **Diplomatic Missions** to conciliate, threaten or investigate.

One interesting scenario which occurred early in the course of our playtesting was written up by Kay Shapero (and has been slightly revised to compliance with the present state of the rules).

THE STRANGE HISTORY OF A KEG OF SAKE

Once, a young dancer magician went up into the hills to meditate, in search of a Kami. In the midst of his dancing, a badger saw him, thought him the most hilarious sight he had seen in a long time, and decided to have a bit of fun. Transforming himself into the shape of a beautiful young woman, the badger approached the lad. "I am the Kami of this lake," "she" said. "And I have come to give you all knowledge. But first to show your sincerity, you must bring me 13 silver coins." Thinking further "she" added, "And a keg of sake. Indeed, the sake alone will be enough."

"Oh yes, most beautiful Kami," said the awestruck lad, completely fooled by the deception. "I will return with it as soon as I can." He gathered up his drums and equipment, and made haste to descend to the nearest town where he might acquire a keg of sake.

The lad safely out of sight, the amused badger was engaged in a small laughing fit, when he was interrupted by an orochi who had watched the exchange from behind a nearby bush. "And do you really believe that he will return alone with that sake?" asked the orochi.

"You saw yourself how fooled he was. Of course he will," replied the badger.

"Indeed," said the orochi. "Suppose he returns with many men to expose you? Why don't we make an alliance. If other people return with him, I will take care of them, and then we can split the sake."

The badger was not at all pleased with this idea, but as the orochi was far more powerful than he, he agreed.

Shortly after he reached the road leading into town, the lad fell in with another traveller and could not resist bragging about his encounter with the Kami. When he uncautiously worried aloud that the 6 silver coins he had with him might not be enough to buy the sake, the other drew his weapon and observed that he also had use for 6 silver coins, being a bandit by trade.

At this point, both heard the sounds of people approaching and, with a muttered curse, the bandit ceased holding the lad up and vanished into the underbrush, leaving the lad to wail, "Oh woe is me, for I have lost my 6 silver coins and cannot buy sake for my Kami."

As may be imagined, this attracted the notice of all within earshot. These included a budding master of the I Ching and his bodyguard, two wandering streetfighters, an extremely tall Buddhist priestess, and lastly a samurai, to whom all present immediately bowed. The samurai approached the nearly prone lad and inquired, "Peasant, what disturbs you?"

Slightly muffled by having his face practically in the dirt, the lad replied, "I was attacked by a road bandit who robbed me of the 6 silver coins which were all I had, so that I now cannot buy sake for my Kami! Oh woe is me!"

The samurai looked thoughtful. "Which way did this bandit go?"

The lad pointed off into the bushes. The samurai (who had been looking for a chance to try out his new katana anyway) followed the bandit's track into the underbrush, one hand on his sword and a gleam in his eye. He too promptly vanished from sight.

Back on the road, the I Ching student addressed the lad, "Sake for your Kami?"

The lad left off his wailing and told him and the others of his experience. Unobtrusively the student consulted the I Ching, finding that the lad was probably telling the truth as he saw it about the experience, but that things might not be quite as they seemed, for he showed signs of being somewhat gullible. Yet things would come out right in the end.

The others were understandably curious, and the travellers finally offered to help pay for the sake if they might come along and see this beautiful Kami. So, their numbers augmented by a pretty young female drum singer who had joined the group during the telling of the story, they went off to town to buy the sake.

Eventually, the improbable group arrived at the place where the lad had met the spurious Kami. Aided by the drum singer, the lad began his dancing, while the others stood back, some building a fire to warm the sake for when the Kami arrived. They continued this for some time, as the badger dithered in the bushes, until he noticed that the orochi was beginning to work some magic. This was too much for the badger, who raced around to the other side of the party, just as a tall and very old man with a long white beard, carrying a fan and dressed in fine white robes stepped out of the underbrush to address the singers. "That is very nice, but I think you may stop now."

"Are you my Kami? But--you were a beautiful girl--" began the startled dancer, just as the badger burst out of the bushes in the form of a Buddhist priest.

"An orochi is attacking you," puffed the out of breath badger, as a ball of fire arced into view from the direction of the (invisible) serpent. Those with weapons drew them and searched about for a possible target.

The robed man merely waved his fan at the orochi. Immediately clouds formed, and it began to rain violently on the orochi and the fire, which latter drifted upwards and out of sight, presumably to be extinguished by the rain. The drenched and thoroughly discomfited orochi became visible. "I'm sorry," said the **real** Kami, "but the sake is mine. Don't kill them this time."

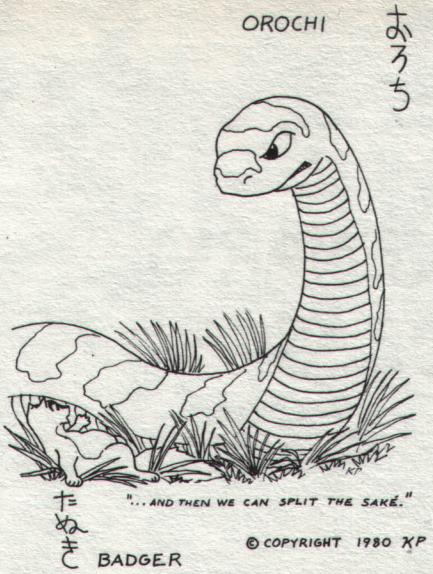
"What about next time," asked the orochi.

"Maybe," said the Kami comfortingly. He then turned to the confused lad. "Yes, I am the Kami of Calligraphy, and I shall teach you many things, including perhaps some honesty. That bandit was interrupted before he could take your money. I suggest that you give those 6 silver coins to the orochi as compensation for his getting so wet."

The dancer reluctantly did so and continued in conversation with

the Kami, out of earshot of the rest of the group. They were diverted anyway by the spectacle of the badger who, completely forgetting to maintain his guise as a Buddhist priest, was rolling about in the bushes laughing hysterically. At least until one of the fighters took his staff and began beating the badger soundly about the head and shoulders, voicing his opinion of such trickery.

When at length, the rather bruised badger made his way painfully back to his burrow, he found a large flask of sake, compliments of the Kami, Who had, after all, found the whole thing rather diverting himself.....



INDEX

adoption	2.01
aerial movement	19
aimed hits option	18.27-28
air magic	13.06
air zone	19
alignment	1.14
alliances	6.07-8
amaterasu	23.02
amida buddha	23.04
amputation	22.04
amulets	11.14
ancient lore	13.11
animals	30, 38.00
animated statues	41.08
antidotes	22.04, 10.07
appearance	1.08
armor	7.04, 8.07, 10.14, 17.04, 29.05
armor piercer arrow	7.08, 8.06
army	29.00+
army, organization	29.06, 29.16
arrows	7.08, 8.06
artifact spirits	33.00
artificer	10.13, 3.08
artisans	2.10, 3.08, 5.15-16
ashinaga	37.01-03
astral plane	21
astrology	10.11-12
backfire	11.09, 14.06
baggage	29.04, 29.44, 29.47
bajutsu	15.05-06
bakemono mage	10.02
bakemono player character	1.01, 10.02, 35.05-07, 37.08-19
baku	10.21, 41.08
bandit	3.09, 5.14, 17.01
banishment of spirits	24.08
bardic voice	1.09
bash	18.13, 18.23
basic magic	13.01-06
basic magic resistance	11.01
beriberi	22.04
berserker state	24.13-14
biwa (lute)	
blessings	24.03, 11.08
bloods	12.15
blows	18.10
bmr (basic magic resistance)	11.01
bo	7.08, 8.06
body parts	18.19
body points	1.15
bojutsu	15.05-06
bon festival	26.04
bones	12.15
bosatsu	23.04
bowel raker arrow	7.08, 8.06
bribery	29.35, 6.00+
bu (silver coin)	3.06
buddha	23.03
buddhism	23.05, 24.01, 41.04-07
buddhist spirits	23.04, 41.04-06
buildings	28.04-08
bunraku (puppet theatre)	
bureaucrat	3.04-05, 15.12-13
burial	24.09
burns	22.04
calendar	26
calligrapher	10.29
carver symbolist	10.27
castles	28.09
ceremonies, religious	23.06-07, 24.05
chain weapons	18.19, 18.12
charisma	1.13
chikujojutsu	15.05-06
childbirth	22.04
circle of evil	34.03
clerics	2.12, 3.01, 3.03, 3.08, 5.05-06, 8.04, 10.22, 24
clerics, evil	5.05-06, 34.06
climbing	16.02, 28.17, 29.33, 18.20
combat matrices	18.17-19
combat roll for mass combat	29.40
combat turn	18.03, 29.11
command level	1.19, 29.07
commands (spells)	13.09, 14.08
common cold	22.04
complex magic device	11.12
concentration	9.05
constitution	1.06
construction	28.04-09
conversion	24.11
correspondances	11.22
courtesans	2.08, 3.08, 5.15-16
criminals	6.11
critical hit	18.22
daimyo	2.14, 3.10, 28.02
dancer mage	10.03, 3.08
danger point	10.04-05
dd (degree of difficulty)	15.00
deflections	14.06
degree of difficulty	15.00
demons	10.21, 23, 34
desperate defense option	18.30
detect factor	1.10
dex factor	1.05
dex skill	16.01
dexterity	1.05, 1.21
diseases	22.04
disgrace	6.12, 35.04
disguise	16.13, 10.19, 13.10
dispel	14.09, 11.17
disruption of meditation	11.12
disruption of spells	11.17, 14.09
diviner	10.08, 3.08
dodge	1.20, 7.04, 18.11, 18.16
dragons	35

LAND of the RISING SUN

dress 7.01
dropping objects 18.18
drowning 22.04
drunkenness 22.06-07
duties 6.09

earth magic 13.03
ego sword 10.14
elephant 30.05
emperor 23.02
emperor yama buddha (see yama buddha)
enchanter 10.17, 3.08
enchantment 11.06-07, 24.04
encounter tables 42-45
encumbrance 1.17
enhancement (see magical enhancement)
entertainers 2.08, 3.05, 3.08, 5.15-16, 29.04
ep (see experience points)
eta 2.01, 2.07, 16.13
evil clerics (see clerics, evil)
evil miracles 34.06
exorcism 24.07
experience level 5.18
experience points 5.02, 5.04, 5.06, 5.08, 5.10-11, 5.13-14, 5.16-18
explosives 28.20

fall back 29.14
falling 19.10
farmer 2.11, 3.01, 3.02, 3.08
father of character 2.01
fatigue loss 11.05, 13.12, 14.06-08, 18.05
fatigue points 1.16, 18.05
fence 17.03
festivals 26.04
fever 22.04
fighters 5.03-4
fighting energy 18.02, 26.07, 29.12
fighting forcefully option 18.29
fighting peasants 2.11, 3.08
finances 3, 12, 27
fine arts 15.07+, 31.04
fine arts, learning 15.08+
fine arts, mastering 15.13+
fire magic 13.05
first blow option 18.25
flight 29.14
floating world 2.08, 3.08, 5.15-16, 43.05
flowers 12.11-12
focus device 11.13
food 8.05, 12.16
fortifications 28.06-09
frog crotch arrow 7.08, 8.06
frostbite 22.04
fune yurei 39.01
furoshiki 8.02
futon 28.04

gaki 10.21, 25.01, 32.00, 36.00
gaki, blood 36.00
gaki, corpse 36.00
gaki, heat 36.00
gaki, music 36.00
gaki, scent 36.00
gaki, sex 36.00
gakko 23.04
gambler 3.09, 5.15-16
geisha 2.08, 5.15-16
gekkawo 23.02, 32.00
gems 12.09
genkotsu 15.05-06
geta (clogs) 7.02, 8.02
giant centipede 30.05
giant toad 30.05
ginko (type of tree)
go (game of skill) 15.11
goblin relationships 37.23
goblins 10.21-22, 37
gohoten 23.04, 32.00
goryo 25.03, 28.04, 39.02
grappling (westling) 18.20

hachibushu 23.04, 32.00
hachiman 23.02
haiku 10.28
hakama 7.01
hamstringing 18.15
hankyujutsu 15.05-06
hara-kira (see seppuku)
hari-kari (see seppuku)
hashish 22.08-09
hearing 16.05
heat prostration 22.04
helmets 7.05, 8.07, 10.14
hengeyokai 10.18-21, 10.14, 1.01, 38.00, 41.08
hengeyokai mage 10.18-19, 10.14
hengeyokai player character 1.01, 38.01-09
hengeyokai relationships 38.11
herbalist 10.06, 3.08
herbs 12.15
heroic guardian spirit 25.05
hiding in shadows 16.02
higher faculties 1.11
hiragana 1.10
hojojutsu 15.05-06
holy relics 23.09
holy weapon 24.18
honor points 6.02
horse combat 18.15
horses 30.02
hostages 6.07
hot pursuit 29.14
huge creatures 18.16
human spirits 39

i ching 10.09-10, 10.31-33
i ching master 10.31
ichime 37.04-06
ihai 4.00, 10.05, 23.08, 41.02
ikebana 15.11
ikiryo 32.00, 39.03
illusionist 10.18, 3.08
illusions (spells) 10.19, 13.10, 14.07
inari 23.02
incense 12.14
influence 6.01-06
inheritance 2.05-06
initiative 29.18
ink, magic 10.29, 11.21
inkyo 3.07
inns 7.02
instant death 7.05
insubordination 29.17
intelligence 1.10
intermingle 29.28
interrogation 16.14
investment skill 27.03
isha (physician) 22.02
isha treatments 22.03-04
izumo, kami of (see kami of izumo)

jewelsmith 10.15
jimmu tenno 23.02
jitte 7.08, 8.06
jizo 23.04
jo 7.08, 8.06
jojutsu 15.05-06
journeying (see travelling)
justice 6.11
juttejutsu 15.05-06

kabuki (theatrical drama)
kago 7.02, 18.07
kama 7.08, 8.06
kami 10.03, 23.02, 41.01-03
kami of izumo 23.02
kannon 23.04
kappa 1.01, 37.07-09
kappa player character 1.01, 37.08
karashishi 32.00, 41.08
karma 6.10
karumijutsu 15.05-06
katakana 1.10
katana 7.08, 8.06
katsura (type of tree) 12.10
kanjutsu 15.05-06
killing 6.12
kimono 7.01
kodachi 7.08, 8.06
kojin 32.00, 35.07
kojin player character 1.01, 35.07
koku 3.06
kompira 23.02, 32.00
komu inu 32.00
koshin 23.02, 32.00
kotatsu 28.04
kumiuchi 15.05-06
kusari 7.08, 8.06
kusarigama 7.08, 8.06
kusarigamajutsu 15.05-06
kyujutsu 15.05-06

language points 1.10
learning spells 11.01-05
leprosy 22.04
life-death cycle 23.03, 25.01
liquids 12.13
lock picking 16.02
loot (see NPC treasure)

mages 3.08, 5.09-10, 9, 28.13
mages' masters 9.08
magic armor 7.07
magic books 11.22
magic combat 14
magic device 11.11-18, 11.05
magic helmet 7.05, 10.14
magic level 9.06
magic materials 12
magic weapons 7.10, 10.14
magical enhancement 11.08, 14.05
manrikigusari 7.08, 8.06
martial arts 15.01, 31.04
martial arts, learning 15.02+, 31.04
martial arts, mastering 15.13-14, 31.04
martial arts, remembering 15.04
martial arts, use in combat 15.04, 15.14
masakari 7.08, 8.06
mass combat 29.00, see also C&S
mass combat, pcs in 29.36, 29.46
masugata gate 28.09
medical matters 22
meditation 11.08
meditation, final 11.11-11.13
medium 10.05, 3.08
merchants 2.08, 3.01-02, 3.08, 5.07-08, 31.08
metals 12.08
mikoshi 23.07
military ability 1.18
mining 28.18-20
miracle scrolls 24.17
miracles 10.04, 24.12-15
miroku 23.04
missile fire 19.07
missile matrices 18.18
missiles 18.18
mkl (magic level) 9.06
moats 28.12
mon (copper coin) 3.06
money 3.06
monju 23.04
morale 1.13, 18.01, 29.17, 29.19-20
morals 1.14
movement 18.04-07, 19.06, 20.01-02
moving in shadows 16.02
moving silently 16.02
moxa (mugwort) 12.16
myo 23.04, 32.00

naginata 7.08
naginatajutsu 15.05-06
names 4
nata 7.08, 8.06
nekode 7.08, 8.06
night vision 16.06, 13.11 (level 1)
nightingale floors 28.06
nikko 23.04
ninja 5.14, 16.13, 17.04, 29.04
ninjajutsu 15.05-06, 17.04
ninjato 7.08, 8.06
nio 23.04, 28.08, 32.00
nirvana 23.03
nitojutsu 15.05-06
noble 2.14, 3.10
nodachi 7.08, 8.06
noh (theatrical drama and dance)
norimono 7.02, 18.07
noroshijutsu 15.05-06, 29.16
nosediving 19.09
npc enchantment 11.23
npc humans 31
npc spells 9.12-13
npc treasure 29.41, 31.09, 46
nue 30.05

oban (gold coin) 3.06
obi (sash)
oni 37.15-17
onnadate (female otokodate)
onnagata 2.08
organs 12.15
origami 15.11
origami symbolist 10.25
orochi 10.21, 32.00, 35.04-06
orochi player character 1.01, 35.05
otokodate 5.03
outcasts 2.07

pain 22.04
painter symbolist 10.26
paralysis 22.04, 18.22
parry 18.12, 18.16
pcf 1.20
peasants 2.11, 3.08
penetration 29.28
personal combat factor 1.20
personal magic factor 9.03
pilgrimages 23.10, 7.03
pmf 9.03
pneumonia 22.04
poet (type of mage) 10.28
poisons 22.04, 10.07
politics 28.02, 28.07
possession 24.07
potions 11.19
power structure 3.07, 28.02
prices 7.02, 7.03, 8
primitive mage 10.01, 3.08, 31.07
prisoners 6.11, 16.14, 18.32
production skill 27.01
professions 5
propitiation of spirits 24.08
protections 11.14, 10.16, 13.12
push back 29.28

raiju 32.00, 40.01
rally 29.14
rebound 11.09, 14.06

religious services 11.08
religious spokesmen 41.08
remember spells 1.10
research limit 1.10
retirement (see inkyo)
retreat 29.14
rikombyo 32.00, 39.04
rokurokubi 37.18-19
rokurokubi player character 1.01, 37.19
ronin (unemployed samurai) 2.13, 3.08, 5.03
rushana buddha 23.04

samisen (3 stringed musical instrument)
samurai 2.13, 5.03-4
saru 30.05
sasaki (shinto sacred tree) 12.10
saves 14.07-08
scrolls, holy 24.17
scrolls, magic 11.21
second requisite 9.02
secret magic schools 9.15-17
seeing 16.06, 45.03
senjojutsu 15.05-06
seppuku 6.12, 29.30
shaman 10.04, 3.08
shielding 18.09
shinto 23.02, 23.05, 24.01
ships (see water craft)
shipwreck 20.04
shitenno 23.04
shogun 2.0
shojo 37.10-11
shoryo 23.02, 25.06, 32.00
shrines 28.02, 28.15
shuriken 7.08, 8.06
shurikenjutsu 15.05-06
signalling 18.33, 29.16 (see also noroshijutsu)
simple magic device 11.11
sixth sense 16.10
skins 12.15
smallpox 22.04
smelling 16.07
social status 6.02, 2.07-13
social system 2, 6, 28.02, 28.07
society 18.15
sodegarami 7.08, 8.06
sojutsu 15.05-06
spices 12.15
spirit level 32.00
spirit name 4.00, 23.05, 23.08
spirits 32.00
strength 1.07
stumbling 16.02, 18.15, 18.06
suffocation 22.04
sugi (type of tree) 12.10
suieijutsu 15.05-06
sumi-e 15.11
summoner 10.20, 3.08
sumo (the sport of wrestling)
superhuman strength 1.07, 18.21
surprise 16.12, 1.08. 29.18, 29.31-32
swimming 20.01+
symbolism 10.24, 11.20
symbolist 10.24, 3.08

tabi (socks with stiff soles) 7.01, 8.02
tachi 7.08, 8.06
tactical maneuver option 18.26
tanto 7.08, 8.06
tantojutsu 15.05-06
targeting spells 14.02-06
tasting 16.09
tatami 28.04
taxes 27.04
temples 23.08, 28.02, 28.08, 28.15
temptation 34.03
tengu 37.12-14
tengu player character 1.01, 37.13

tennin 23.04, 32.00
terrain 29.15
tessen 7.08, 8.06
tessenjutsu 15.05-06
tetanus 22.04
tetsubishi 7.08, 8.06
tetsubo 7.08, 8.06
tetsubojutsu 15.05-06
thief 3.09, 5.14, 16.13, 17.00-03
throwing objects 18.18
tokaido 44.00
tokonoma 28.04
torii 28.07
torture 16.14
touching 16.08
town 28.14
tracking 16.11
trading skill 27.02
trained fighter 1.18, 18.12
travelling 7.02, 18.07, 44.00
treasure (see NPC treasure)
trees 12.10, 12.12
troops, average 29.03
troops, casualties 29.26, 29.44-46
troops, commanders 29.03, 29.06-08, 29.17, 29.29, 29.30
troops, disaffected 29.03, 29.09
troops, disorganized 29.10
troops, formations 29.13, 29.14
troops, green 29.03
troops, long range attack 29.23
troops, melee attack 29.24-29
troops, movement 29.14, 29.15, 29.28
troops, poorly led 29.03, 29.08, 29.10
troops, seasoned 29.03
troops, trained 29.02
troops, unit strength 29.25, 29.38-39
troops, untrained 29.03, 29.02
troops, veteran 29.03
turn (see combat turn)
turnip head arrow 7.08, 8.06
typhus fever 22.04

ubume 32.00, 39.06
uchine 15.05-06
umubozu 35.08
understand mechanisms 1.12
underwater movement 20
unlearned spells 14.01, 11.05, 11.09. 11.16

victory 29.41-43
village 28.16
visions 24.12-15
vows 23.05

wading 20.01+
walking on ice 16.02
wasabi (horseradish) 12.16
water craft 20.04
water magic 13.04
water zone 20.03
waters of purification 24.16, 23.06-07
weapons 7.08, 8.06, 10.14, 18.19
weaponsmith 10.14
weather 20.04, 26.05+, 29.15
weaver mage 10.16
wheel 29.14
willow leaf arrow 7.08, 8.06
wind magic 13.06
wisdom 1.11

yadomejutsu 15.05-06
yakushi buddha 23.04
yama buddha 23.04
yama hito 37.20-22
yanari 32.00, 40.02
yari 7.08, 8.06
yarinage 7.08, 8.06
yuki no onna 32.00, 40.03
yurei 10.21, 25.04, 32.00, 39.07

zori (sandals) 7.02, 8.02
zuijin 32.00

CONVERSION FROM MODERN JAPANESE PLACE NAMES TO ANCIENT PLACE NAMES

Ancient Province	Modern Prefecture
HONSHU– NORTH EAST	
Iwaki	same
Iwashiro	Fukushima
Mutsu	Aomori
Rikuchu	Iwate
Rikuzen	Miyagi
Ugo	Akita
Uzen	Yamagata
HONSHU– MIDDLE	
Echigo	Niigata
Echizen	Fukul
Etchu	Toyama
Hide	Hida
Izu	same
Kaga	Ishiwaka
Kai	Yamanashi
Mikawa	Aichi
Mino	Gifu
Noto	same
Owari	same
Sado	same
Shinano	Nagano
Suruga	Shizuoka
Totomi	Enshu
Wakasa	same
HONSHU– FAR WEST	
Aki	same
Bingo	Hiroshima
Bitchu	same
Bizen	Okayama
Hoki	same
Inaba	Tottori
Izumo	Shimane
Mimasaka	same
Nagato	Yamaguchi
Oki	same
Suo	same

Ancient Province	Modern Prefecture
HONSHU– EASTERN	
Awa	same
Hitachi	Ibaraki
Kazusa	same
Kozuke	Gumma
Musashi	Saitama & Tokyo To
Sagami	Kanagawa
Shimosa	Chiba
Shimozuke	Tochigi
HONSHU– WESTERN	
Awaji	same
Harima	same
Iga	same
Ise	Mie
Izumi	Osaka Fu
Kawachi	same
Kii	Wakayama
Omi	Shiga
Settsu	same
Tajima	Hyogo
Tamba	same
Tango	same
Yamashiro	Kyoto Fu
Yamato	Nara
SHIKOKU ISLAND	
Iyo	Ehime
Sanuki	Kagawa
Tokushima	same
Tosa	Kochi
KYUSHU ISLAND	
Buzen	same
Bungo	Oita
Chikugo	Saga
Higo	Kumamoto
Hizen	Nagasaki
Hyuga	Miyazaki
Iki	same (an island)
Ozumi	same
Satsuma	Kagoshima
Tsushima	same (an island)

CHARACTER SHEET — LAND OF THE RISING SUN

Name DOSHU UZOKU Species HUMAN Gender FEMALE AL 8
(HT 9 FRAME 9) 4 ft 8 In, 94 lbs HOROSCOPE TIGER Aspects AVG.
Profession SAMURAI WEAPONSMITH Cleric Y (N) Mage? (Y) N
EP 0 as of date BULL 1 LVL 1 EP Bonus/minus F15%; MAGE5%

DEX 17 + - = 17
CON 13 + - = 13
STR 16 + - = 16
APP 19 +1 - = 20
BVC 9 + - = 9
INT 14 +1 - = 15
WIS 16 + - = 16
Higher Faculties NO
Understand Merchanisms 20%
Father's Social status CLAN SAMURAI IN JUSTICE DEPT. AT LORD'S CHIEF RESIDENCE - LVL. 21
Birthplace COASTAL COUNTRYSIDE
Sib Rank 4TH Child 3RD ~~Son~~/Daughter
Family Status CREDIT
Honor Points NONE YET
Social Status SAMURAI
Daily Income 5 MON
Daily Expenses 5 MON
Money Carried 50 BU 225 MON
Money 430 BU

CHA (17+20+9+15+16)/5 = 15.4 +1 +4 = 20.4
(DEX+APP+BVC+INT+WIS) see HT, FRAME, STR, APP. BVC
BP (-1 + 2 + 3 + 1) = 5 + 10 = 15 FP 3
see HT, CON, STR, INT, Vocation, LVL Morale +20%
Carrying (.2+1.8) = 2 x 94 = 188 Partial Encumb 75
Capacity see CON, STR, * WT Full Encumb. 94
MIL (17+16+15+16+20)/10 = 8.4 +1 (CHA.) = 9.4
(DEX + STR + INT + WIS + CHA) (-2 if non-fighter)
PCF (1.88 + 4.7 + 1.7 + 2.5) = 10.78 COM LVL 5
(1% Carry + ½MIL + 10%DEX + Class)

DEX Skill +5%
Lang Pts 4/LVL.
Detect Factor +5%
Resist Disease +1%
Research Limit VIII
Read Scrolls 90%
Remember Spells 75%
Fighting Energy 4 (CON/3)+

BP/DAY GAINED
Strenuous 0
Moderate 0
Resting 1

F/P HOUR GAINED
Walking 2
Resting 5
Sleeping 7

BIF 10 + 3 + 1 + 0 = 14
½ CHA + Soc Stat + LVL + 1% Honor Pts
Allegiance to TANZU CLAN PARENTS, MASTER (GINDE KENDARO)

PCF EFFECTS

	+Blows L	+Blows LH/H	Damage L	Damage LH/H	+Hit% L	+Hit% LH/H	Parry% L	Parry% LH/H
	+1	0	3	3	+15	+12	-15	-8

Weapons Used

1 NAGINATA	2	12	+12%	SHIELDING
2 LONGBOW	3	ARROW	+6%	—
3 TANTO	5	3	+15%	-15%
4 HAND CHOP	5	1½	+15%	—
5 GRAPPLE	3	—	—	—

indicate effects of specialization or Martial Art knowledge on each weapon used

Helmet Type 0
Armor Class 0
Dodge -18% -10% = -28%
PCF+AC Effect-Low DEX
Free Dodge? (Y) N
SHIELDING -12%
Low DEX? Y (N)
Effect on Hit/Parry
Free Parry? (Y) N
Surprise +10%

POSSESSIONS

AVERAGE HORSE: TABISHO
NAGINATA - FROM FATHER
LONGBOW & ARROW CASE - FROM FATHER

	DAMAGE
3 TURNIP HEAD ARROWS	5+D6
3 FROG CROTCH ARROWS	D3
5 ARMOR PIERCER ARROWS	3D3
5 BOWEL RAKER ARROWS	5+D10
8 WILLOW LEAF ARROWS	5+2D6

TANTO

Pious Shintoist? Y N 23.05
Pious Buddhist? Y N 23.05
Chance of Miracle 24.12

Religious Order/Rank 24.01, 28.02
—
Miracles Known — 24.13, 24.14

MAGE MODE 9.01
MAGE SUBTYPE 9.01
2nd Requisite 9.02
MKL 9.06
FOCUS Sign 1.12
Aspect 1.12
Range 9.04 - 10.09
Duration 9.04 - 10.09

Master's Name, LVL & Status 9.08+

PMF (9.02+ +)= + 9.03
(2ndRegF+AstF+AlignF)
Concentration (+)/10= + 9.05
(INT+2ndReg)/10 + (EP/10,000)

BASIC MAGIC
Summon 9.04 ~~Move~~ 9.04 Damage Multiplier 9.04

Materials Partially or Fully Enchanted
Language Skills/Arts/Spells Partially or Fully Learned

1.10
15.00+
11.04
11.07

24.03 - 24.11
34.06

MAGIC DEVICES or HOLY/UNHOLY ITEMS
(indicate charges; spells/miracles contained)

Pious Shintoist? (Y) N
Pious Buddhist? Y (N)
Chance of Miracle —

Religious Order/Rank —

Miracles Known —

MAGE MODE MINOR
MAGE SUBTYPE WEAPONSMITH
2nd Requisite DEX.
MKL 1
FOCUS Sign UNKNOWN
Aspect UNKNOWN
Range 10'
Duration 2 TURNS

Master's Name, LVL & Status GINDO KENDARO
MKL 10 / LVL 14 / TANZU CLAN SAMURAI / AL 5

PMF (4.5+.5+.1)=5.1+
(2ndRegF+AstF+AlignF)
Concentration (15+17)/10=3.2+
(INT+2ndReg)/10 + (EP/10,000)

BASIC MAGIC
Summon 3 Move 1 Damage Multiplier 1

Materials Partially or Fully Enchanted
Language Skills/Arts/Spells Partially or Fully Learned

IWAMI DIALECT - SPK + UND.
COURT DIALECT - SPK. + UND.
HIRAGANA
KATAKANA

MAGIC DEVICES or HOLY/UNHOLY ITEMS
(indicate charges; spells/miracles contained)

CHARACTER SHEET

LAND OF THE RISING SUN

Character_____ LVL_____ Average daily Income_____
EP bonus_____ MKL_____ Average daily expenditure_____
* Shint holiday
@ Buddhist holiday

	MONTH_____	MONTH_____	MONTH_____
1*			
2			
3			
4			
5			
6			
7			
8@			
9			
10			
11			
12			
13			
14			
15*			
16			
17			
18@			
19			
20			
21			
22			
23			
24			
25			
26			
27			
28*@			
29			
30			
MONEY			
EP			

A on Adventure
AC At Court
AL Ally with
AW At War
B Buy
BL Blessed by Head Cleric
BP BP Injured
BUR Burglary
BUS Business Profit
C Capture
C/B Chant/Bless
D Detection Spell
DEX DEX/Stealth Activity
DON Donation
DTB Detect Transformed Being
DV Divination
E/E Enlighten/Enshrine
EM Enchant/Sanctify Material
EP Enchant/Sanctify Potion
E/R Escape/Rescue
EX Exorcise
FL Fine Art Learning
FM Fine Art Mastering
FP FP Lost
G Gambling
G/C with Geisha/Courtesan
H Hunting
HK Harakiri
HON Honor Pts Earned
I Influence
IN Interrogation
IS Isha Skill
J Journeying
L Loot
LS Learning Spell
M Meditation
MIR Miracle Invoked
ML Martial Art Learning
MM Martial Art Mastering
P Pilfer
P/B Propitiate/Banish
PO Possession
PR Praying
R Resting
RB Robbery
RC Remove Curse
RS Religious Services
S Slay/Assassinate
SC Spellcast
SE Sell
S/R Sick/Recuperating
SS Study Spell
SU Summoning Spell
S/W Scare Off/Wound
T Trade
TR Trance
V Vision (Kami/Demon/Buddha
W Work at job
WR Win Respect of Enemy
WS Write Scroll

CHARACTER SHEET — LAND OF THE RISING SUN

Character DOSHU UZOKU — LVL 1 — Average daily Income 5 MON
EP bonus 15% F, 5% MAGE — MKL 1 — Average daily expenditure 5 MON
* Shint holiday — @ Buddhist holiday

	MONTH BULL	MONTH TIGER	MONTH HARE
1*	RS	RS EM #2	RS EM #2 → 0 13%
2	A	EM #2 → 36%	EM #2
3	RS Setsubun	R	EM #2
4	GINDE ACCEPTED	EM #2	EM #2 → 0 24%
5	EM #1	EM #2 → 42%	EM #2
6	"	EM #2	EM #2 → 0 35%
7	"	EM #2 → 48%	EM #2
8@	"	EM #2	R EM #2
9	"	EM #2	EM #2 → 0 46%
10	"	EM #2	EM #2 → 0 57%
11	"	EM #2	EM #2
12	"	EM #2 → 54%	EM #2 → 0 68%
13	"	EM #2	EM #2
14	"	EM #2 → 60%	EM #2 → 0 79%
15*	RS EM #2 → 16%	RS EM #2	RS EM #2
16	EM #2	EM #2	EM #2
17	EM #2 → 12%	EM #2	EM #2
18@	EM #2 → 18%	EM #2 → 72%	EM #2
19	EM #2	EM #2	EM #2 → 0 90%
20	EM #2	EM #2 → 78%	EM #2 FULLY ENCHANTED
21	EM #2 → 24%	EM #2	EM #1 → BMR 4
22	EM #2 → 30%	EM #2 → 84%	EM #1 → BMR 3
23	EM #2	EM #2 → 90%	EM #1
24	EM #2	EM #2	EM #1 → BMR 2
25	EM #2	EM #2	EM #1 → BMR 1
26	EM #2	EM #2 → 96%	EM #1 → BMR 0 50%
27	EM #2	EM #2	EM #1
28*@	RS EM #2	RS EM #2 → 0 2%	RS EM #1
29	EM #2	EM #2	EM #1
30	EM #2	—	EM #1 FULLY ENCHANTED
MONEY	SAME	SAME	SAME
EP	295	91	2615
	EM 1 3 LBS STEEL BMR 5 EM 2 3 LBS. DRAGONFLIES - BMR 1 STANDARD EP - PILFERERS 1 - 182 EP 2 - 182 EP	386 TOTAL	3001 TOTAL LVL. 2 NOW 10 FP, 16 BP, PCF 11.78

A	on Adventure	EX	Exorcise	P/B	Propitiate/Banish
AC	At Court	FL	Fine Art Learning	PO	Possession
AL	Ally with	FM	Fine Art Mastering	PR	Praying
AW	At War	FP	FP Lost	R	Resting
B	Buy	G	Gambling	RB	Robbery
BL	Blessed by Head Cleric	G/C	with Geisha/Courtesan	RC	Remove Curse
BP	BP Injured	H	Hunting	RS	Religious Services
BUR	Burglary	HK	Harakiri	S	Slay/Assassinate
BUS	Business Profit	HON	Honor Pts Earned	SC	Spellcast
C	Capture	I	Influence	SE	Sell
C/B	Chant/Bless	IN	Interrogation	S/R	Sick/Recuperating
D	Detection Spell	IS	Isha Skill	SS	Study Spell
DEX	DEX/Stealth Activity	J	Journeying	SU	Summoning Spell
DON	Donation	L	Loot	S/W	Scare Off/Wound
DTB	Detect Transformed Being	LS	Learning Spell	T	Trade
DV	Divination	M	Meditation	TR	Trance
E/E	Enlighten/Enshrine	MIR	Miracle Invoked	V	Vision (Kami/Demon/Buddh
EM	Enchant/Sanctify Material	ML	Martial Art Learning	W	Work at job
EP	Enchant/Sanctify Potion	MM	Martial Art Mastering	WR	Win Respect of Enemy
E/R	Escape/Rescue	P	Pilfer	WS	Write Scroll