

Tenra Bansho Zero

Errata: God Edition

General Errors

Keeping Special Equipment Found During Play (P.39, P. 420) Row 3

The chart on P.39 has the incorrect costs listed for Gunpowder and Soulgem based equipment; it should be 3 and 5 Kiai respectively. Special Equipment (Custom weapons, Armour, Mechanica, ect.) found during play costs a flat 10 Kiai to keep.

How Exactly do Aiuchi and Southern Sea Style work? (P.91, P.306)

<https://plus.google.com/107378778970136278897/posts/bVT3wK7Xvn1>

I was originally pretty sure Aiuchi was meant to be a simultaneous strike where both sides take tremendous damage. The final ability of Southern Seas, with the power to take them down without taking damage, supports this thought. As written in the Aiuchi section though the defensive person (or whoever declares Aiuchi in the case of the war art) takes the hit and the attacker only gets hurt if they are still standing. This also is awesome (taking the hit, followed by crushing the opponent) but doesn't make sense with the war art's techniques.

So...three questions to answer with this one:

- 1: Is the damage simultaneous or does the attacker always hit first, followed by the defender?
- 2: If it is not simultaneous who hits first when Southern Sea's "Self-Sacrificing Strike"? If it's still the attacker that hits first then the supreme level technique doesn't make sense as it allows it to hit first and protects the user from any damage if they took out their target...which as written would happen any way. The Master rank ability is also a little confusing and both imply that despite the practitioner being the attacker they still take the hit first (probably for being the initiator of the Aiuchi but that's just my guess...and it makes sense considering what the technique is).
- 3: A little out of left field but you mention in a post below that the second level of the war art makes both the attacker and defender use Body during the Aiuchi. This is not in the book and I wasn't sure if it was an oversight or purposefully changed before publishing.

<http://forum.rpg.net/printthread.php?t=656427&pp=10&page=48>

Everyone can activate Talismans! (P.202, P.399) Row 9

Put bluntly you don't need to have the Onmyojutsu skill to own or use Talismans. In the section about starting the game with them on P.202 it incorrectly states otherwise. Thankfully other parts of the chapters and the talisman-user archetype are correct.

Homeopathic Bullet Skin must be repurchased with Karma after being used. (P.240)

Should be Kiai since you can't purchase anything with karma.

Creating New Ninjutsu has nothing to do with the Onmyoji/ Shiki mechanics. (P.266) Row 18

The small section about creating new ninja arts and schools mentions that ninja are kind of like really focused Onmyojutsu. This is a true call out to the setting and the fact that Ninjutsu may have originated from an onmyoji sorcerer bending their art in a very different way. However the statement that follows that mentions using the onmyoji rules to create new arts is completely false. The onmyoji shiki summoning rules have nothing to do with the ninjutsu rules.

On Vajra Claws damage having no logic between their many iterations. (P.187, 233, 253, 425) Row 23

Interesting translation note: the Chinese character for "Wolvering Claws" and "Fingertip Talons" is the same for all four of these weapons but they are actually referring to two different types.

The Vajra Claws for Armours and Kongohki should be Vajra Talons representing small blades at the fingertips that give a +1/+5 damage boost. The Claws for Kijin and regular humans are much longer being closer to a small swords with their length and having a basic damage boost of +3.

Simple Text Timeline mix-up (P.14,16) Row 26

P.14 jumps back to 2200 from the 2600's and P.16 has a fun one with 2073 instead of 2703.

Simple Text Demon of Battle mix-up (P.229) Row 27

It should be +6 instead of +1.

On Sample Characters and Headaches (P.428-449) Row 28

All of this is gathered in the separate shared doc. It should probably be it's own section at the back of the errata once finalized.

Clarifications

The Eight Fates Limit and Sublimating Fates (P.65) Row 4

When you sublimate a fate you strike a line through it leaving it on your sheet. Despite being sublimated it remains there as a part of your character and counts towards the scenario limit of 8 total Fates.

As an unofficial rule if you begin a new scenario with the same character your fates would be reset to two fates with one at rank 3 and the other at rank 2. Most likely these two would be fates you already had but they don't have to be if the situation changes between the two scenarios. Doing such opens up the character for new growth, sets them up for an entirely new story arc, and balances them with anyone playing a brand new character. (Looking at this months later I'm not sure if it is appropriate for my house rule to be here or not.)

"Interject an Action" (P.74) Row 5 Should this go in the errors section?

This slightly confusing line in the instructional manga is talking about using Kiai to gain an additional action when you have already spent yours that turn.

Poison Duration (P.95, P.263) Row 6

If I am poisoned from many different sources at the same time what happens? Row 7

With the exception of the Annelid Spinal Mites it doesn't actually mention anywhere in the book what happens if a character is infected by two different types of poisons at the same time. So here is the answer.

If you are poisoned multiple times from the same source the duration resets each time and the damage you resisting equals the highest damage value. Normally when you are being poisoned from multiple sources they are treated separately with both duration and rolls to resist. However, it is suggested for simplicities sake to just take the higher damage and reset the duration as if it was a single source.

Another option that can be chosen would be to follow the lead of the Spinal Mites section and simply add the damage of the two poisons together that are then resisted with a single roll. Their duration is still separate.

What are Prayer Strips and why are they needed by Onmyoji? Row 8

Essentially when an Onmyoji summons a Shiki they write on a prayer strip with ink and then infuse it with soul energy. The prayer strips themselves are small pieces of treated paper designed to be a one use focusing tool that costs a small amount of karma to obtain.

Summoning without any prayer strips would certainly be difficult but the book mentions several examples of being able to do such. It does not however give you any rules about summoning without them. To keep it simple as well as represent the difficulty of the task they require a Knowledge: Onmyuujutsu roll to determine if the summoning was a success. For a few examples of difficulty writing on sand would have a rating of 2-3, water would be a 4-5, and if they want to write on nothing but air it would be a 6.

Shiki-Slinging becomes extremely dangerous without a prayer strip as the above mentioned difficulty is added to the difficulty of the Agility: Onmyojutsu roll already required. As normal a failure summons a horrifying Chimera.

Yes, Buddhist Magic can keep a Samurai from transforming... (P.224) Row 10

The magic Exorcism mentions being able to deactivate a Samurai and stop them from being able to resummons there Shiki. If the chant is started before the Shiki is summoned it will still have the effect of stopping a Samurai from being able to summon it in the first place.

...and the Binding Prayer can stop you from Counterattacking (P.225) Row 11

To clarify this Buddhist spell stops any ability to attack or counter; it does not disable the ability to defend with a weapon.

Boosts from Mechanics do not generally stack with each other... Row 12

Should we put that fun little house-rule you mentioned here?

...and a Mechanics that boosts Ninjutsu does not boost the skills connected to the ninja's school. (P.232, 234) Row 12

Renju Voice and Kairen Fingers are mechanics that give you bonus dice when you use the Ninjutsu skill. They do not give you bonus dice for any skill that your Ninjutsu can take the place of with the given schools paths.

On the Crab Claw mechanics having a Range and RoF for its Melee attack. (P.235) Row 13

So, with the Crab Claw you can both shoot a giant blast of sha and rend your opponents with the claw itself. When using it for melee it has both a range and a RoF. This is not an error. You can attack five people up to 10m away with the claw. How is never actually explained but one idea is that the claw that takes up your entire arm can extend on a thick metal cable, whipping around the battlefield. The player or GM using it can certainly use a different explanation if a more fun one comes to mind.

Inner Eye and how to use it (P. 236)

A clarification question of my own: Does this mechanics essentially mean you can use Soul as Vitality? It doesn't mention anything like using a Half-Action to refuel your Soul so I assumed it was basically an instantaneous process making it so that essentially when you take damage you can just drain your Soul directly.

Why the Booster Module uses Marksmen to "Kick" (P.239) Row 14

In short it doesn't. The skill used to attack or defend with it should be Unarmed Combat and the Evasion boost granted by the mechanics should be +4.

Ninjutsu Skills and Skill Overlap (P.258) Row 15

The paths given by Ninjutsu allow a character to have two other skills at the same rank as the ninjutsu skill. Basically those skills were part of their intense training within their clan. As such they can be treated in a similar way to regular skills during character creation. If one of the skills from an archetype overlaps with a skill from a path either change the skill to a different general skill or ask the GM if your particular character can have a different path that they were trained in. Sometimes there can be outliers in a clan that were trained in different techniques to help the clan's versatility.

Can the Ninjutsu "Possessed by the Inner Wolf/Demon" be used on other characters? (P.259) Row 16

The effects of "Smoke and Mist/ Phantom Mist Delusion" are more than just evasion... (P.262) Row 17

Put bluntly the pair of ninjutsu mentioned above cripple anyone that fails the willpower roll to resist. They cannot do anything until they break the illusion. The part about using Evasion to resist was entirely something that exists so that they are not completely defenseless.

Ayakashi always have at least one weakness...but it can be any of the three. (P.301) Row 19

Slightly off word choice on P.301 says "All Ayakashi have at least one vulnerability." Here it is talking about having one weakness; it does not specifically have to be a Vulnerability.

Fun with Combining Weapons! (P.422) Row 22

Combining weapons to make crazy gun-blades and soul-infused fans is tones of fun but explanations for how to do are a little light in the book. Basically there are two ways to go about this. The first is to combine the two weapons into a single whole; combining the war fan with a greatsword to create a giant bladed fan would be an example of this and works exactly like it says in the book. Simply add the damage and Station requirements together. **If both weapons have ammo, RoF, or Range you average them together.**

The second way is if you want to mix two very different weapons together and still use both of them in a similar way to the Gunlance. Taking a naganata and sticking a comet blade on the bottom of it to take advantage the sneak attack without losing the weapon completely or combining an iron staff with a rifle to have both a melee and ranged weapon are both examples of this. In this case you do not combine the damage and treat them still as two separate weapons that you can use without having to spend a half-action to switch. The Station requirement for the new combination weapon is **the higher of the two original requirements. This sound okay Andy?**

Meikyo Karma, Personal Karma and Fates. Row 25

When a Character starts with a Meikyo Mirror they have to keep track of the mirrors karma, their own personal karma, and the total between the two. The combined total cannot go above 108 without the character losing their ability to use the mirror; in the armor riders case trying to activate their armour with too much karma locks them out of it forever.

If they have it at the start of a scenario most of their karma is in the mirror leaving only 10 in their personal pool. This is good for someone wanting a high Meikyo Bonus as that is based off of the meikyo's karma. However, a player wishing to raise their fates will need to raise their personal karma as the Fate Cost is only based off of it, ignoring the karma in the mirror.

Armour Issues

How exactly Appearance Bonus works when creating an Armour and why the example creation is wrong. (P. 179, 184) Row 30

When making an armour from scratch you get bonuses to certain attributes depending on the basic appearance of the armour. These bonus points are applied after the attribute pool is split among the attributes and what they boost is set. The example armour creation incorrectly treats them as an extra pool of points that you can put wherever you want.

A few of the sample armours have minor errors... (P.184-187) Row 33

Prowling Lion has a custom weapon (Yoroi Gemblade) meaning its karma cost should be 45 (+5 for it being custom, +5 for the additional RoF and Ammo). The attribute penalty is already worked in. **This also adds 10 karma to the sample armour rider and the associated archetype.**

Because of the Appearance bonus and the equipment to have at least 3 in every attribute Flower of Thunder cannot have a Body of 4. **Either Agility or Senses needs to loss a point.**

White River's Karma cost should be 40, not 55.

Crimson Spider cannot have 6 Agility; for the **same reasons as Flower of Thunder** that has to be set at 7. Also its karma should be 33 in order to pay for the extra Soulgems.

Sky Fang should have a Karma cost of 42 instead of 35 and have a Station Requirement of 4.

Earth King's Station Requirement should be 5 due to being equipped with a great cannon.

...and Mountain Song has very large errors with just about everything. (P. 187) Row 31

Required Station: 4

Attribute Penalty: 8

Body is required to be at least 3

Mountainsong is a regular armour so does Burning Scourge gain another +4 to its damage for being an armour sized melee weapon?

What is the real price of taking a Unique Armour Weapon? (P.178, 187, 426) Row 34

5 or 10? I went by 10 in when going over the sample armours. As an option we can always go the way I did with Altesha. Unique Melee weapons are 5 since regular weapons with the armour sized +4 can match or exceed them. Unique ranged at 10 because they are so far above regular weapons unless the regular ones are customized.

Why is Twin Blades only costing 5 karma in the example creation? (P.184) Row 35

See above.

On Armour Creation and adding Kijin Mechanica to your Armour. (P.178, 235) Row 38

Mechanica costs five karma for each piece installed into an armor. Installing a Sensor, Arm, or Leg is required to gain the option of installing any of the equipment under them but you also gain the bonuses associated with them whether they are extra dice for certain skills or boosted melee damage. You also have the option of installing a torso in order to add additional Vitality to your armour.

However as a further price for all of this the armour rider must pay an attribute cost as if they were the one that the mechanica was installed into. If it a Suit Armour the price is the same as a Kijin would pay but if it is any other type of armour the penalty is doubled.

Archetype Errors

Kubukimono/Punk Karma cost should be 20 and the equip cost should be 15, 13 for the weapon and 2 for the soul gems. (or just 17 for the total if you want to handwave the custom weapons extra karma cost)(P.391)

Swordmaster should have a 33 karma cost with 13 as the equip cost. (P.393)

The Assassin Karma Cost is 5 too low and the Ayakashi Hunter is 10 too high. They should be 25 and 15 respectively. (P. 395,396) Rows 41,42

Kimen Armour Rider's Station cost is one too high and there shouldn't be an Attribute Penalty. (P. 398) Row 40

The station requirement for the ZAKT-8 is 4...wait, why is there a 6 there? Also mentions 5 additional soul gems with no additional karma cost (sample character has 15 with additional cost)(P.398) Row 19

Apparently a Monk with an Iron Staff is more deadly than anyone else... (P.402, 422) Row 45

Despite being exactly the same in the Japanese version the Monks Iron Staff should do +2 damage, not +3.

Kijin Mechanica "Weapon Interface" states that it adds 2 dice when using Five-finger Gatling...it adds +2 to the weapons damage. Also the Attribute Penalty should be 7 (P.404)

The Half Ayakashi's Karma is 10 too high and should be 35. (P.412) Row 46

The Runaway has rank 3 Notice instead of Perception...as Perception is no longer the name of that skill. (P.412) Row 47

Kugutsu Runaway Clarification (P.412) Row 48

It can be used as overlay, or it can be used stand-alone, breaking the Kugutsu creation rules for skill requirements

Ayakashi Karma cost should be 65. As written it is taking into account its powers and weaknesses but ignoring its skills. (P.413)

Setting Book

On Scarlet Steel and Soulgems. (Setting Book P.87-88, Rulebook P.222) Row 49

Scarlet Steel is the mined metal that is used to make gem blades, armours, and other valuable items. When balled up and prayed upon by a Buddhist Monk it becomes infused with spiritual energy becoming a soulgem. The setting book's wording can be a little confusing on this point but they are indeed the same material.

"Kongohki technology uses onmyoji sorcery to bind a soul in place." Wait a minute... (Setting Book P.160) Row 50

Buddhist magic is what is used to bind a soul into a meikyo mirror; onmyoji sorcery has nothing to do with it.

Clarity of Heaven (P.307) Row 20

Clarity of Heaven is a remnant from when NPC's would be just as detailed as PC's with light, heavy and critical wounds. Without those wounds the advantages of its higher techniques become rather useless but as written it can still be interesting for GM controlled characters. So, two optional additions were thought up to make the art a little more viable for players.

Andy Kitkowski's Idea

Level 3: In PC vs NPC situations, you can double the final damage. Attacks only, not for defense.

Level 4: Same but it also can be used for Defense.

Albert Hwang's idea

Level 3: If the amount of damage inflicted is greater than or equal to their Physical dice pool then the opponent begins to bleed out, losing one Vitality point every round.

Level 4: If the amount of Vitality they have remaining (after damage is dealt) is equal to or less than your rank in Clarity of Heaven style the opponent loses all their remaining Vitality knocking themselves unconscious.

Jason Miller' Idea

Same as Alberts's except Level 3 simply causes them to bleed out without any kind of qualification for the effect.

Kongohki Headache (P.404-406) Row 43

I have a couple of possible fix's for the Meikyo VS Kimeikyo karma difference (or lack of) and will take a look at the archetypes.

Working on Altesha does wonders for knowing how all the different rules interact.