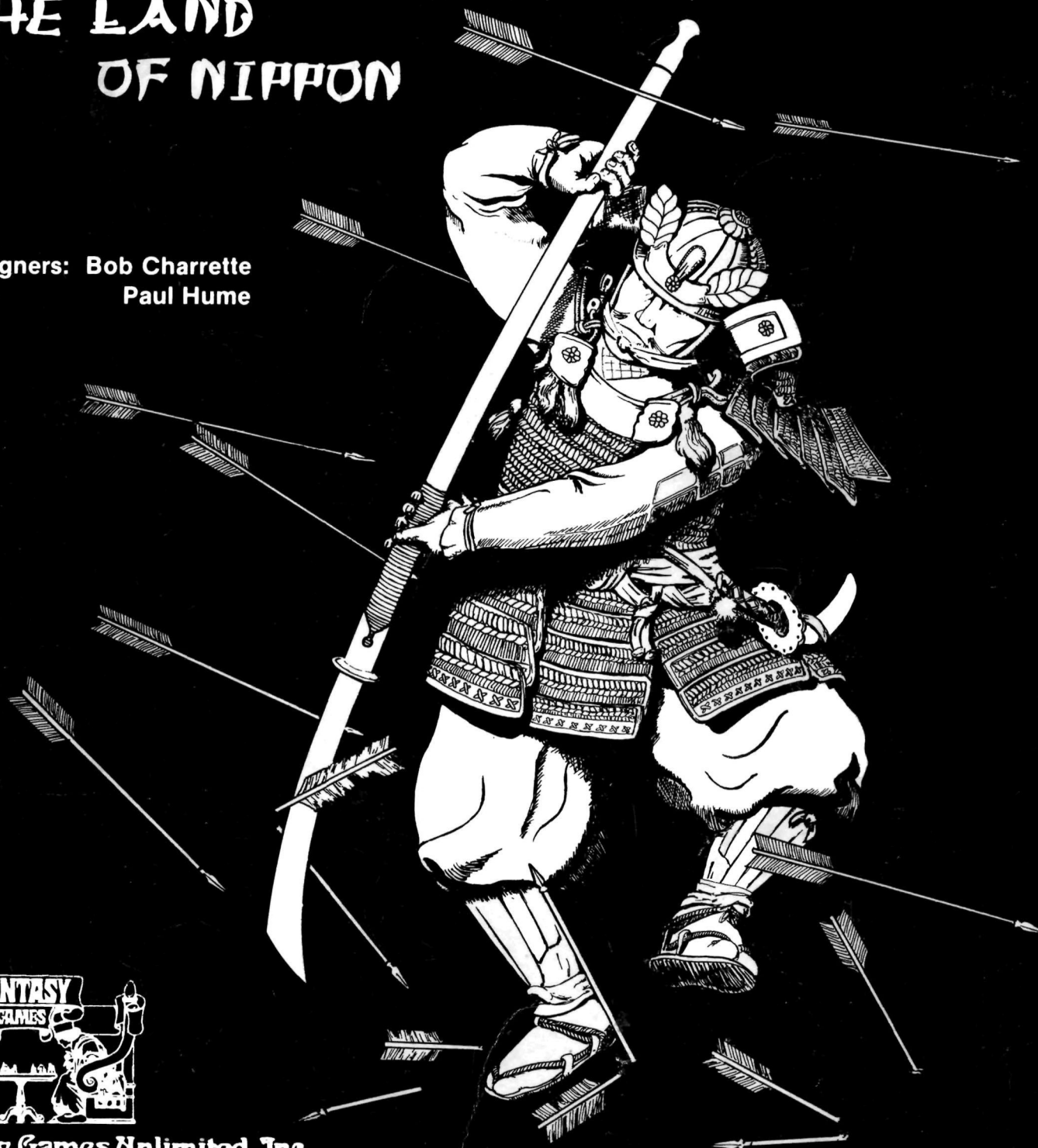


# BUSHIDO

## BOOK II THE LAND OF NIPPON

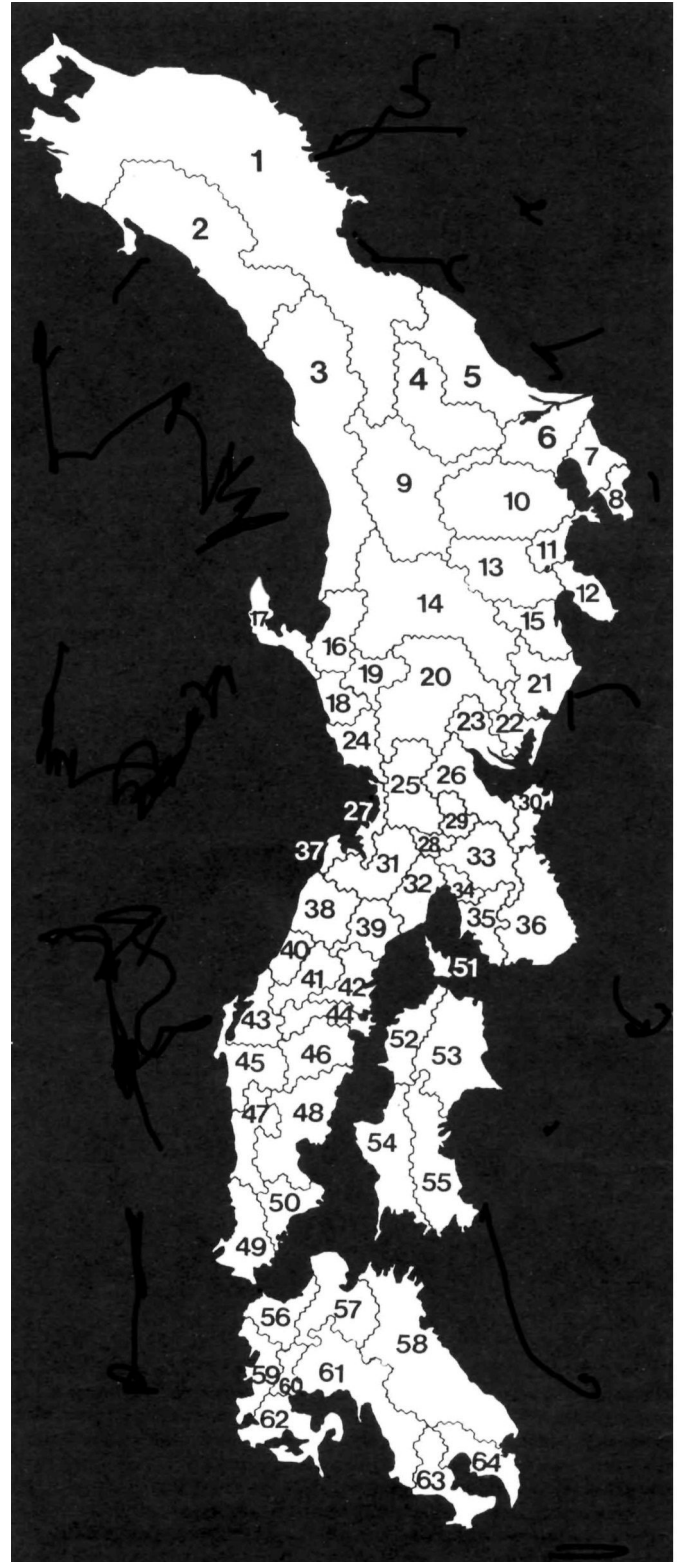
Designers: Bob Charrette  
Paul Hume



Fantasy Games Unlimited, Inc.

## PROVINCES IN NIPPON

1 Mutsu	33 Yamato
2 Dewa	34 Kawachi
3 Echigo	35 Izumi
4 Shimotsuke	36 Kii
5 Hitachi	37 Tango
6 Shimosa	38 Tajima
7 Kazusa	39 Harima
8 Awa	40 Inaba
9 Kotsuke	41 Mimasaki
10 Musashi	42 Bizen
11 Sagami	43 Hoki
12 Izu	44 Bitchu
13 Kai	45 Izumo
14 Shinano	46 Bingo
15 Suriga	47 Iwami
16 Etchu	48 Aki
17 Noto	49 Nagato
18 Kaga	50 Suwo
19 Hida	51 Awaji
20 Mino	52 Sanuki
21 Totomi	53 Awa-isi
22 Mikawa	54 Iyo
23 Owari	55 Tosa
24 Echizen	56 Buzen
25 Omi	57 Bungo
26 Ise	58 Hyuga
27 Wakasa	59 Chikuzen
28 Yamashiro	60 Chikugo
29 Iga	61 Higo
30 Shima	62 Hizen
31 Tamba	63 Satsuma
32 Settsu	64 Osumi



### OPTIONAL RULE: FOREIGN LANGUAGES

As your campaign grows, the action may extend beyond the shores of the Home Islands. China, Okinawa, Korea, all may beckon to the seeker for adventure. Oddly, the inhabitants of these nations do to speak Japanese.

As with Literacy Skills, Language Skills are usually measured in terms of a "Fluency Level." The exact BCS is rarely needed, except perhaps in averaging with such Arts as Rhetoric, where command of meaning is vital. Foreign Languages or dialects different from one's Birth Caste's are NEVER Bonus Skills for any character.

If the BCS in the Language is under 5, the character cannot speak it at all.

With a BCS of 5 to 9, the character speaks a "Broken" form of the language. He can express himself in short, simple sentences ("I friendly." "You need help?") but cannot speak or understand any complex or lengthy statement. He needs to talk slowly and must receive similar assistance from those addressing him.

Once the BCS reaches 10 to 18, the character speaks an Accented form of the language. He will make mistakes in grammar and is obviously a foreigner to the language, but he can get along in it quite well.

A character reaching a BCS of 19 achieves Native fluency. He can speak the language as though he were born to it.

### NOTE:

On page 11 of Book 1, in the chart on arrows:

\* means that type is NOT available for the Hankyu!

# BUSHIDO

BOOK II

THE LAND OF NIPPON

A GAMESMASTER'S GUIDEBOOK

Designers: Paul Hume  
Bob Charrette

## U.S. COPYRIGHT NOTICE

Copyright © 1981 by Robert N. Charrette and Paul R. Hume. All rights to this book are reserved. No part of the 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.

Box, cover art and all illustrations are copyright © 1981 by Robert N. Charrette. For information regarding this game contact Fantasy Games Unlimited, Inc.; P.O. Box 182; Roslyn, N.Y. 11576

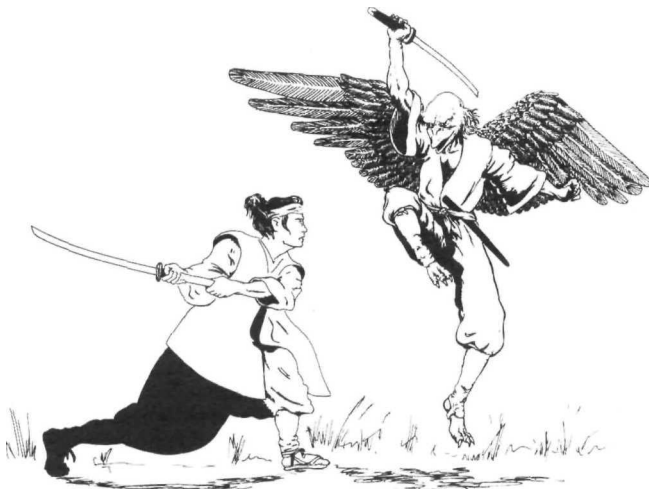
The designers will attempt to answer any questions regarding the game. Please type the question allowing space for the answer on the same sheet and enclose a stamped, self-addressed envelope. Send the letter in care of Fantasy Games Unlimited.



**Fantasy Games Unlimited, Inc.**

## 2000.0 TABLE OF CONTENTS

2010.0	The Non-Player Character	1
2011.0	Encounters	2
2012.0	Designing the Non-Player Character	3
2013.0	Types of humans	4
2014.0	Beasts	9
2015.0	Legendary beings	11
2016.0	Supernatural beings	16
2020.0	Treasure	24
2021.0	Explanation of Treasure Categories	24
2040.0	Natural Phenomena	27
2050.0	The Nature of Events	28
2041.0	Battles	28
2052.0	Contests	28
2043.0	Courier/Escort	29
2044.0	Duels	29
2045.0	Duty	39
2046.0	Hunts	29
2047.0	Missions	29
2049.0	Uprisings	29
2050.0	Places in Nippon	30
2051.0	Cities	30
2052.0	Castles	30
2053.0	Holy Places	31
2054.0	Hermitages	32
2055.0	Schools	33
2056.0	Ninja Bases	33
2057.0	Yakusa Holdings	33
2058.0	Notes on Nipponese Buildings	33
2059.0	Scenario Suggestions	34
2060.0	Battles	35
2061.0	Player Characters in a Battle	35
2062.0	After the Battle	36
2063.0	The Battle	38
2064.0	Smaller Battles	38
2065.0	Seiges	38
2066.0	Army Movement	39
2070.0	Downtime	39
2071.0	Jobs for Player Characters	39
2072.0	Designing New Spells	41
2073.0	Magical Artifacts	41
2074.0	Religious Truths	42
2075.0	Marriage	43
2076.0	Travel	43
2077.0	Artworks	43
2080.0	Group Membership	43
2081.0	Obligations to the Group	44
2082.0	Incomes, Fiefs, and Territories	44
2090.0	The Advanced Campaign	46
2091.0	Temporal Power	46
2092.0	Founding Yakuza Gangs/Ninja Clans	47
2093.0	Founding a Ryu, School or Religious Sect	47
2094.0	Changing Profession	47
	Sample <b>BUSHIDO</b> Adventure	inside back cover



## 2010.0 THE NON-PLAYER CHARACTER

Every character in **BUSHIDO**, human or not, who is not directly controlled by a player is a Non-Player-Character, or NPC. Such characters are under the control of the Gamesmaster. He must portray them and decide their actions during play. If the Gamesmaster wishes, he may relinquish control of an NPC to a player, either temporarily or permanently. If he does so, the Gamesmaster retains the right and responsibility to overrule the decisions of the player if those decisions seem to violate the established personality of the Non-Player-Character.

Non-Player-Characters are usually not as detailed as the characters controlled by players. In many cases, the Gamesmaster will design the NPC as he goes along, adding information and characterization as the campaign requires such details.

This lack of specific information about the NPC is designed to lessen the load carried by the often-harried Gamesmaster, by reducing the amount of number and statistics that he must keep track of. The rules in following sections will sometimes differ from those governing Player-Characters. This is intentional. Non-Player Characters are rarely intended to have all of the opportunities or benefits applying to Player-Characters.

Lesser Non-Player Characters should have simple, well-defined personalities for the Gamesmaster to adhere to. For very minor characters, this personality consists of one or two traits of importance to their relationship with the Player Characters. The more important the character's role is in the campaign the more developed his personality will be.

A sub-type of Non-Player Character is the Personality Non-Player Character or PNPC. Human characters in this class follow all the rules governing Player Characters. The PNPC is a major member of the "cast" of the campaign. This status is best reserved for such individuals as the principal villain in a scenario, for Nippon's greatest heroes, mightiest sorcerors, deadliest Ninja and holiest monks. The more notorious monsters and powerful Daimyo of Nippon are also in this class.

In designing PNPC, the Gamesmaster should choose Attribute scores that reflect his image of what the character should be. Skills and their scores are chosen in the same way. The Gamesmaster should note the character's likes and dislikes and any personal quirks, so that he can properly play the role of that character when the time comes for him to enter the campaign.

Any intelligent being can be designed as a Personality Non-Player Character. Statistics for Beasts, Legendary or Supernatural Beings, etc., can have enhanced characteristics or specially designed powers or Skills.

### 2010.1 ATTITUDE AND REACTION OF NON-PLAYER-CHARACTERS

In most cases, the Gamesmaster should have NPCs react to situations in the campaign in a manner consistent with their personalities and goals. A totally illogical reaction should only come from an illogical character. Courtesy is usually met with courtesy and violence with violence.

There will be times when the Gamesmaster is totally at a loss to determine the reactions of Non-Player Characters. This may occur when the Player-Characters first meet the NPC or at some later point during their interaction. To resolve such problems, we present here a table of generalized attitude and reactions. The Gamesmaster must mold the random results from the tables to fit the situation. Thus, an "Immediate Attack" result when dealing with a character who is unlikely to fight the Player Characters would more likely end the characters' current relationship at once and preclude any further dealings in the future.

The Initial Attitude Table may also be used to randomly determine the outcome of some action or situation. To do this, roll the dice without any modifiers and see if the situation is favorable to the Player Characters or not. This will give the Gamesmaster a guideline for developing the action of the game. Thus, an encounter with a very dangerous monster that receives a "Favorable" result might mean that the creature does not even notice the characters. On the other hand, an "Unfavorable" result when a character has been hit by dragon flame might mean that the ancient scrolls he was carrying have been reduced to ashes.

To use the tables in an encounter, roll first on the Initial Attitude Table to determine the column to use for subsequent rolls on the Reaction Table. Use the Reaction Table for specific NPC reactions. Roll 1D100 in both cases. Each Table is followed by a list of modifiers for the die roll. These are just some of many possibilities. The Gamesmaster may use these as guidelines for further modifiers he may need during play.

## 2010.2 INITIAL ATTITUDE TABLE

Die Roll	Initial Attitude	Description	Modifiers to Attitude check:
01-05	Disastrous	Immediate, deep dislike, even hatred, Highly unfavorable. Use "Unfavorable" column for Reactions at -10 to die roll.	PCs wearing heavier armor than allowed: -15 PCs are members of faction hostile to NPC: -20
06-10	Very Unfavorable	Dislike/distrusts characters, Use "Unfavorable" column for Reactions at -5 to die roll.	PCs are members of friendly faction: +20 Either PCs or NPCs significantly drunk: -5
11-20	Unfavorable	Use "Unfavorable" column for Reactions.	PCs dirty; ill-kept, dressed inappropriately, etc.: -10
21-35	Neutral	Use "Neutral" column for Reactions at -5 to die roll.	PCs make a point of correct appearance, clothes, etc.: +10
36-65	Neutral	Use "Neutral" column for Reactions.	Undisguised Ninja present in PC group: -10
66-80	Neutral	Use "Neutral" column for Reactions at +5 to die roll.	PCs heavily armed with weapons out and ready: -5
81-90	Favorable	Friendly/polite Attitude. Use "Favorable" column for Reactions	
91-95	Very Favorable	Very positive Attitude, use "Favorable" column for Reactions at +5 to die roll.	
96-00	Excellent	Responds helpfully and very friendly to characters. Use "Favorable" column for Reactions at +10 to die roll.	

## 2010.3 REACTION TABLE

Die Roll	Favorable Reaction	Neutral Reaction	Unfavorable Reaction
01	Lose Favorable relationship. Use "Unfavorable" column for further Reaction checks.	Offend/anger NPC. Use the "Unfavorable" column at -5 to die roll for further Reaction checks.	Immediate attack or challenge.
02-05	Will at best leave PCs with their needs unfilled. Use "Neutral" column for further Reaction checks.	Dislikes or suspects PC actions and withholds aid. May be provoked to anger if not mollified by apology/offer. Use "Unfavorable" column for further Reaction checks.	Immediate and irrevocable hatred/anger. Will attack if pressed further.
06-20	Friendly but not helpful. Probably will not aid PCs without a good reason.	Not inclined to aid PCs and will not continue to interact with PCs without a reason to do so.	Openly hostile. Rude or contemptuous to PCs. May seek to provide a fight.
21-60	Friendly to PCs. Will assist them for reward or if given reason to do so.	As "Favorable" Reaction roll of 02-05 but remain with the "Neutral" column.	As "Neutral" Reaction roll of 02-05 but remain with the "Unfavorable" column.
61-80	Very friendly. Offers any minor aid freely. Will be of more help if asked to. May join PC group for a time.	As "Favorable" Reaction roll of 06-20 but remain with the "Neutral" column.	As "Neutral" Reaction roll of 06-20 but remain with the "Unfavorable" column.
81-99	Very friendly/helpful. Offers aid enthusiastically to the best of ability.	As "Favorable" Reaction roll of 21-60 and further Reaction rolls on "Favorable" column.	As "Neutral" Reaction roll of 21-60 and further Reaction rolls on "Neutral" column.
00	Immediate bond of deep friendship in all ways.	As above but further die rolls are at +5.	As above but next die roll is at +5.

### Reaction die roll modifiers:

PCs careful to use correct mode of speech, courtesy, etc.:	+5	Ninja in PC party dealing with non-Ninja NPCs:	-20
PCs rule, boorish, insufficiently courteous:	-20	Dealing with Ninja NPCs:	
PCs overly polite for status of NPC addressed:	-5	Non-Ninja PCs:	-10
PCs previously on hostile terms with the NPC:	-10	Ninja in PC group of same or Allied Clan:	+10
PCs previously on friendly terms with the NPC:	+10	Ninja in PC group of Neutral Clan:	+5
PC's Status superior to NPC's:	+5	Ninja in PC group of Hostile Clan:	-20
PC's Status inferior to NPC's:	-5		
PCs and NPCs of same Caste:	+5		
PCs and NPCs of differing Castes:	-5		
PCs make "good offer" to NPCs:	+10 to 30 (Gamesmaster decision)		
PCs make inappropriate or niggardly offer:	-10 to 30		
PCs uses appropriate Art, Status roll, etc. to set tone of meeting:	+Effect Number		

## 2011.0 ENCOUNTERS

An Encounter is a random run-in with a Non-Player Character (or Characters). It can have no significance, or be imbued by the Gamesmaster with great importance. The best Encounters blend into the current adventure being carried out by the players. The worst are those that come mechanically tramping down the road, steamrolling the flow of play and logic alike ("the dice says the Shogun is in that hut, so doggone it, the Shogun is in that hut!"). Many campaigns do not use random Encounters at all, others use nothing else. Our feeling is that the best path lies somewhere in between.

Please note that an Encounter need not be with some living being. **BUSHIDO** allows for meetings with natural phenomena, social events, even great moments in history, as part of the background against which the adventures of the players are performed.

## 2011.1 DETERMINING ENCOUNTER FREQUENCY

Encounters rarely occur during the carefully planned portions of scenarios. They generally occur while travelling cross country, whether on the road or in the wilds. Nippon is not a safe place to travel, or at least not a dull one.

When moving in Strategic Time Scale, encounters are checked for on a basis of once per Turn (ie. once per day). The Gamesmaster may alter this to keep players from becoming complacent after the first encounter of the day. No matter what type of die is rolled, the chance of an Encounter occurring is based on the terrain in which the characters began their Turn. This chance is:

- 1 when in Clear Terrain;
- 2 when in Rough Terrain;
- 3 when in Mountainous Terrain.

If a perilous environment, with frequent Encounters, is desired, then 1D6 is used to check their occurrence. For a normal distribution

of Encounters, not so frequent as to impede travel but not so safe as to let the characters get lazy, 1D10 is rolled. If the Gamesmaster wishes to keep travel fairly free of Encounters, 1D20 is used to check for Encounters.

The chance of an Encounter is increased by 1 if the characters are on a road, by a river or stream, or travelling by night.

If the Gamesmaster wishes to allow random Encounters when characters are moving about a city on their normal business, he may treat this as Clear Terrain. If he is checking for Encounters during Downtime activity, the roll is made once per week, this being a Turn of Downtime.

### 2011.1 TIME OF ENCOUNTERS

Encounters may occur in the first or second 12 hours of a day. When an Encounter is indicated, the Gamesmaster rolls 1D6, with a roll of 1 to 3 indicating the first half of the day, and a higher score indicating the second.

The Gamesmaster then rolls 1D12 to determine the general time of the Encounter. Further die rolls can be used if down to the minute time determination is required.

Characters, like everybody else, need their sleep. If an Encounter occurs during the time the characters are resting (usually nighttime) then the Gamesmaster should require that only a fraction of the group be awake and armed, standing guard. Others must be awakened by the sentries and will not be fully armed.

### 2011.3 ENCOUNTER DISTANCES

If the Gamesmaster wishes to randomly determine the distance separating the Player Characters from the Encountered NPC, he may do so as follows:

First, he must determine if either group is surprised. There is a 1 in 6 chance of this by day and a 2 in 6 chance by night. If either set of characters is alert and possessed of a means of detecting the other, surprise is not possible. Hunting Beasts are never surprised, since they are actively looking for an Encounter, as it were. Nighttime sentries may be surprised unless there is bright light to illumine their area. The Gamesmaster may wish to treat night Encounters as a Hidden Thing in their case. If either group is surprised, the other receives 1 Detailed Turn of action to perform any activity they wish, before the other characters can react. This assumes that Detailed Action Time Scale is entered at the moment of the Encounter.

The distance between Encountering characters is:

	Day	Night
Player Characters surprised	2D6x5 yards	1D6 yards
Encountered characters surprised	1D6x10 yards	1D10+10 yards
Both groups surprised *	1D6 yards	1D3 yards
Neither surprised	3D6x5 yards	1D6+5 yards
If either characters are flying	+20 yards	+10 yards

### 2011.4 SAMPLE ENCOUNTER TABLES

In the **BUSHIDO** components you will find a reference sheet containing a set of sample Encounter Tables. We emphasize that word: **SAMPLE**. In any established campaign, you will soon develop your own special characters, new creatures, etc. Your Encounter Tables must then be expanded to handle these new elements. Moreover, in any random encounter system, you are likely to get dice generated results that just do not fit. Picking some more likely result from the table, or making one up on the spot, is quite permissible. This is also true on the fourth consecutive run-in with 3 asthmatic Bandits armed with chopsticks. Variety is the core of exciting role-playing and a dull series of predictable meetings along the road can bring down the most enthusiastic players all too quickly.

## 2012.0 DESIGNING THE NON-PLAYER CHARACTER

Human beings are unquestionably the most difficult Non-Player Characters to be designed by a gamesmaster. They may be as variously motivated, equipped, and trained as the Player Characters are themselves.

When in need of a quick set of Non-Player Characters, the gamesmaster may utilize the statistics on the next page which define the "Classic" member of a Profession.

These "Classic" statistics are derived by adding 10 to the Attribute Modifiers for each Profession. Having these values, all other Abilities and Capabilities may be quickly calculated as needed. In calculating Zanshin for Classic Non-Player Characters, all Professions fall into the second row on the table in section 1043.7b with a value between 30 and 59.

In designing more diverse, stock Non-Player Characters, the Gamesmaster may use several approaches. A character or group of

characters may be defined as having a flat bonus in an Attribute or Attributes. For example, the brutal "enforcers" of Yedo's top-ranked Yakuza Gang may be defined as having Strength +10, for a value of 20. The crack warriors of the Daimyo's bodyguard might be designed with +5 in all Physical Attributes. If a Non-Player Character of general superiority is desired, simply assign all of his Attributes a bonus: +5 in this case is a superior type of man and +10 a veritable hero! Remember that the Attribute may never exceed 40 points unless such superhuman power has a rationale in the character's case.

When introducing Non-Player Characters of high level, the Gamesmaster may feel that their Attributes should reflect their greater experience. A quick method of determining this is to add the roll of 1D3 per Level to the Classic Attribute values. This may be a flat bonus or one rolled for separately with each Attribute. Not all Attributes need be so increased.

### 2012.1 NON-PLAYER CHARACTER SKILLS

When designing Personality Non-Player Characters, the gamesmaster can and should take the time to detail all the Skills that he feels are needed to run the character properly. But when handling a large number of NPCs or when such stock characters are needed in a hurry, a less loving approach is needed. For this purpose, an NPC's Skills can be divided into three classes.

Class 1 Skills include those for which the character's Profession/Caste receives an Initial Score and any other Skills central to the character's role in the campaign. The base value for the Raw BCS is 9.

Class 2 Skills include other Skills that the character would be expected to study. The base value for their Raw BCS is 5.

Class 3 Skills would include any other Skills that the character might possess; but in which he would have received little or no special training. The base value for the Raw BCS is 0.

To determine an NPC's Raw BCS in a Skill the gamesmaster adds a die roll to the base value. The type of dice rolled is gotten from the Value Table, section 2020.2. Use the Dice Value for an Intensity equal to the NPC's Level.

If a Raw BCS greater than 19 occurs and the Skill involved is a Bugei, the remaining points may be used for the BCS in an Okuden for the Bugei, if any Okuden are available for it. If the Skill is not a Bugei or has no available Okuden then extra points are lost. Remember that characters add their Level to the Raw BCS to derive the Base BCS if their Profession receives a Bonus in the Skill.

The Gamesmaster may simply determine one BCS value for all Skills in a given Class when there are a lot of NPCs to control of if determining a general class of characters for a scenario. Thus, all the scummy Bandits attacking the heroes might have a Raw BCS of 12 in Kenjutsu, a Class 1 Skill for them, while only having a BCS of 6 in Kyujutsu, a Class 2 Skill for Bandits.

The exact choice of what Skills are available to an NPC and the Classes of such Skills is deliberately left vague. Variations can be great and very dependent on the campaign. The choice is the gamesmaster's. Suggestions are included with the description of human types in section 2013.0.

### 2012.2 NON-PLAYER CHARACTER KI

When dealing with stock Non-Player Characters, Ki is rarely of much concern. Since use of Ki Powers adds to the complexity of running the game, it is recommended that the gamesmaster use it only in the case of Personality Non-Player Characters, if at all. His Ki is equal to his Level, plus 1 point for every Skill in which he has a Raw BCS of 19 and each Attribute having a value of 40. If the gamesmaster wishes to assign more Ki to the character, he may give him a Raw BCS of 19 in Meditation, which would allow him to have gained more Ki as stated in Book 1, or assume that the Ki comes from some supernatural source.

### 2012.3 CATEGORIES OF NON-PLAYER CHARACTERS

The typical Non-Player Character resembles the Player-Character in that he has a Profession, albeit one which may not be available to PCs. One of the major differences lies in the Non-Player Character's Hit Points. Besides Classic types, in **BUSHIDO** we define two sub-categories of character: Rabble and Extras.

Rabble have 1D10 Hit Points, or if desired they may have 1D10 per level. This supersedes any other means of calculating Hit Points. In addition, Rabble may have their Class 1 Skills treated as Class 2, their Class 2 as Class 3, with Class 3 Skills non-existent. Rabble also receive -1 on all Saving throws.

Extras are a step further down the ladder. They have only 1 Hit Point, so any successful attack defeats them. Their Skills may be treated as are those of Rabble and they may receive a -2 to all Saving Throws.

## CLASSIC NPC STATISTICS TABLE

Profession	Strength	Deftness	Speed	Health	Wit	Will
Bushi	20 Raw ST: 7 DAM:+1	20 7 BAP:10	15 5 MNA:2	25 8 BMA:5	5 2 HPT:25+1D10 per Level	10 3
<b>Capabilities:</b> Brawling=6+Level. Climbing=10. Leaping=8. Swimming=7+Level.						
Budoka & Ninja	15 Raw ST: 5 DAM:+0	20 7 BAP:10	20 7 MNA:2	20 7 BMA:7	10 3 HPT: (Budoka): 10+1D10 per Level Ninja: 10+1D6 per Level *Ninja add Level to these values.	10 3
<b>Capabilities:</b> Brawling=5+Level. Climbing=10." Leaping=10* Swimming=6+Level*						
Shugenka & Gakusho	5 Raw ST: 2 DAM:-1	10 3 BAP:5	10 3 MNA:1	10 3 BMA:3	20 7 HPT:10+1D3 per level	25 8
<b>Capabilities:</b> Brawling=4+Level. Climbing=5. Leaping=5. Swimming=3+Level. Magic Capability=9+Level. Power:25+1D10 per level.						
Yakuza	10 Raw ST: 3 DAM:+0	20 7 BAP:10	15 5 MNA:2	15 5 BMA:5	20 7 HPT:10+1D6 per level.	10 3
<b>Capabilities:</b> Brawling=4+Level. Climbing=10. Leaping=8. Swimming=5+level.						
"Average Man"	10 Raw ST: 3 DAM:+0	10 3 BAP:5	10 3 MNA:1	10 3 BMA:3	10 3 HPT: 10	10 3
<b>Capabilities:</b> Brawling=3. Climbing=5. Leaping=5 Swimming=3.						

Any type of NPC may be designated as Rabble or Extra by the gamesmaster. The principal purpose of these sub-categories is to provide the typical mob of inept villains to be mowed down by the normal Japanese hero. They may also act as "spear carriers" and plot devices, minor but integral members of the "cast" that peoples the campaign.

Rabble or Extras may be given normal Skills and even high Professional Levels in order to provide the Player-Characters with a more significant challenge in a fight or assistance in a dilemma.

## 2013.0 TYPES OF HUMANS

Various types of human inhabit Nippon. Here we include a selection of some of the more interesting and/or common types.



### Abbots/Head Priests

Buddhist Abbots and Shinto Head Priests are the heads of their respective religious communities. In encounters with such men and their followers, there is a 70% chance that the group is Buddhist; otherwise it is Shinto. The Abbot/Head Priest himself will be a Gakusho of Level 1D3+3. This may be taken as a measure of his importance and thus of the size of his entourage.

Abbots are accompanied by 2D6 other Gakusho (random Level). The Abbot will also have 1D3+1 Sohei Guards (described later in this section) unless he is head of a Yamabushi order or sect. In this case, he is accompanied by a group of Warrior-monks numbering 1D6+1 per Level. Abbots have a 15% chance of travelling by ox cart, and a 40% chance of travelling by kaga. Otherwise they travel afoot. Yamabushi parties have a flat 10% chance of being mounted.

Head Priests travel on foot with 1D3+1 other Gakusho (random Level) and 1D6+1 Classic Bushi guards (random Level).  
Armament: Abbot-none. Head Priest-Bo, plus Dai-sho if Buke.  
Armor Class: Abbot-AC3 robes Head Priest-AC3 good clothes.

Skills (Class 1): All Yogas and appropriate Theology; Rhetoric (Class 2): Other Gakusho Bonus Skills.

Treasure: Abbot-Rich. Head Priest-Bountiful.  
Special Treasure: 10% per Level chance of Relic.

### Adventurers

This is a group of characters wandering Nippon seeking adventure, just as Player Characters are wont to do. All are members of one of the major Professions. Each is of random Level. The group usually numbers 2D3+1.

Die Roll	Profession
1-4	Bushi
5-6	Budoka
7	Shugenja
8	Gakusho (50% Buddhist; 50% Shinto)
9	Yakuza
10	Ninja

Treat each member of the group as an individual member of his Profession for purposes of determining armor, weapons, treasure, etc.

### Armies

The size of Armies may be determined using the rules for the maximum garrison in a castle (section 2052.0) Roll randomly for the "castle's" Level of Place to determine the size of the garrison. There is a 60% chance an army will be led by its Daimyo. Otherwise the Commander of the Troops, as described for castles, leads the force.

Armies can offer employment to characters if en route to a battle. Travellers armed for war who are not aligned with the army's leader or faction will find themselves the object of pointed questions and may land in serious trouble.

Special Treasure: Double normal chances for Weapon treasure and number of weapons in the Daimyo's treasure.

## Bandits

Bandits are petty thieves, plying the robber's trade on the highways and byways of Nippon. They are Heimin, commoners, but may be led by a ronin down on his luck. They are usually Classic Bushi but the gamesmaster may design gangs of Yakuza or Budoka, or a mixture of these Professions.

Armament: Wakizashi, plus Yari (35%) or Bo (45%). one in five carries a Hankyu. Leader carries Katana, or the Dai-sho if ronin. Armor Class: AC3 inferior clothes. 30% chance of AC 1d3+3 Ashigaru Armor.

Skills (Class 1): Skills for handweapons carried.

(Class 2): Kyujutsu.

Treasure: Poor.

## Brigands

Brigands are better fighters than Bandits but their morals are no improvement. They are often (40%) ronin who have turned to robbery between mercenary contracts. If they are not ronin they are Ashigaru who refused to return to the fields (peasant warriors who absconded in this manner were common). Their number may also include deserters from Daimyos' armies. There is a 25% chance the gang has horses.

Armament: Katana, plus Yari (65%) or Naginata (35%). 50% of gang carry Daikyu. Ronin carry the Dai-sho.

Armor Class: 30% chance of AC 2D3+2, otherwise AC4.

Skills (Class 1): Skills for weapons.

(Class 2): Bujutsu if mounted.

Treasure: Worthwhile.

Special Treasure: Triple normal chance of Weapons.

## Budoka

Wandering Budoka usually dress according to their social class. They disdain armor. There is a 30% chance that a Budoka is a member of a Ryu, thus having 1D3 Okuden to complement his Bugei. Budoka are usually of Heimin origin.

Armament: None (50%), Nunchaku (25%), Chain Weapon using Kusari-jutsu (20%), or other Budoka Bonus weapon (5%).

Armor Class: AC3 clothes.

Skills (Class 1): Atemi-waza, Jujutsu, Skill for weapon carried.

(Class 2): Okuden (if any), other Budoka Bonus Skills.

Treasure: Poor.

Special Treasure: No chance of Weapons.

## Bushi

Bushi may be simple travellers, but if they are samurai, they may be engaged in their lord's business. There is a 20% chance that a Bushi is a member of a Ryu, thus having 1D3 Okuden to complement his Bugei. Roll 1D10 to determine the Bushi's social class: 1=Samurai on Daimyo's business; 2=Samurai on personal business; 3 to 6=Ronin; 7 or more indicates an Ashigaru. Bushi usually travel afoot, though a samurai on his lord's business will usually (70%) be mounted. If on horseback, the Bushi wears his best armor or clothing, with his or his lord's mon (heraldic crest) prominently shown.

Armament: Katana; if Buke, Dai-sho. 65% chance of Daikyu. Mounted Buke carry Naginata. Ashigaru carry Yari (60%) or Naginata (40%).

Armor Class: AC3 clothes with AC 2D3+2 available. Samurai on official business have AC 2D3+4 armor available.

Skills (Class 1): Skills for weapons carried.

(Class 2) Okuden if any. Other Bushi Bonus Skills.

Treasure: Samurai-Valuable. Ronin-Worthwhile. Ashigaru-Poor.

Special Treasure: Triple normal chance of Weapons.

## Craftsmen

Craftsmen and Artisans range from humble tinkers to the revered swordsmiths. Physically, they have the Attributes of Average Men. The gamesmaster may use the Intensity column of the Treasure Value Table to gauge the value of the character's craft. This same table may be used to generate a Level of the character within his craft. It requires a Master craftsman (Level 6) to manufacture above-average goods. Convincing such craftsmen to sell a character their goods requires that they be influenced using the would-be customer's social Status.

Craftsmen rarely travel with samples of their goods nor do they take commissions while travelling. Status may be used to influence a craftsman to interrupt his journey to produce some specific item to order, if facilities are available.

Armament: If travelling, either Wakizashi (50%) or Bo (50%).

Armor Class: AC 1D2+1 clothes.

Skills (Class 1): Craft as Bonus Skill.

(Class 2): None

(Class 3) All other Skills.

Treasure: Money and Gems are as for Treasure type corresponding to value of Craft, starting with Niggardly.

Special Treasure: Artworks are samples of craft work. No Goods, Weapons(unless swordsmith), or Artifacts.

## Daimyo

Daimyo, the feudal overlords who rule Nippon's provinces, are men of tremendous authority and power. They command instant and unlimited loyalty from their samurai, all of whom are ready to die for their lord at a moment's notice. Great rewards: lands, honors, even elevation to the Buke, all lie within a Daimyo's gift. His word is law within his domains. Characters encountering a Daimyo should be on their best behavior on pain of instant attack by the lord's samurai or an invitation to commit seppuku.

The Daimyo himself is usually a Classic Bushi. When rolling for his Level on the Intensity column of the Value Table, reduce the die roll by 50. Daimyo maintain a personal guard of 2D3 Classic Bushi, each of Level 1D3+3. They are armored in the same manner as their Lord. They are rarely far from his side, even when not in open sight.

When travelling, Daimyo are usually mounted (85%), otherwise travelling by kaga. The entourage is usually preceded by a herald, a samurai travelling on foot, displaying the Daimyo's mon, who clears the road for his master. If travelling rapidly, the herald's place is taken by a mounted warrior, galloping pell-mell down the road. The proper response in either case is to clear the road and kow-tow as the Daimyo passes. When the entourage stops at an inn, other guests are evicted to provide quarters for as many of its members as possible. The rest camp outside the building.

Daimyo are often sources of employment for Player Characters. They can be used to introduce prepared scenario material for the gamesmaster. Characters should beware of incurring a Daimyo's wrath, or even his displeasure. Either can be fatal.

Armament: Dai-sho. Roll for sword quality, subtracting 50 from die roll.

Armor Class: AC3 superior clothes. AC 1D3+7 Samurai armor available. There is a 20% chance that he wears NinjaAC4 under his clothes.

Skills (Class 1): Bushi Bonus Skills.

Treasure: Wonderful.

Special Treasure: Double normal chance of Weapons.

## Doctors

Doctors are Average Men with the NPC Profession of Doctor. Determine Level randomly for Doctor Bonus Skills.

Armament: None.

Armor Class: AC3 good clothes.

Skills (Class 1): Physician, Herbalist.

(Class 2): Shiatsu.

Treasure: Worthwhile.

Special Treasure: 15% per Level chance of having 1D6 Units of Drugs. If Drugs use Level, it equals Doctor's Level. No Weapons.

## Duellist

Duellists are either Classic Bushi (80%) or Budoka (20%) who make a living by stripping defeated opponents of their goods. They usually challenge a likely looking victim to a duel, or provoke such a challenge by their actions. There is a 40% chance that a Duellist is a member of a Ryu, having 1D6 Okuden. Bushi Duellists are usually (85%) ronin. Otherwise they are Ashigaru. Budoka Duellists are always Heimin.

Armaments: Bushi-Katana (85%) or gamesmaster's choice. Ronin carry Dai-sho. Budoka-As described for Budoka.

Armor Class: AC3 clothes. Bushi have AC 2D3+1 available.

Skills (Class 1): Principle weapon forms.

(Class 2): Okuden.

Treasure: Varies with his recent luck. Type corresponds to random Intensity, starting with Niggardly.

Special Treasure: Double chance of Weapons. No Goods.

## Entertainer

Entertainers are low on the social ladder, only one step above the Eta. They are Average Men specializing in one form of entertainment, though they will also know related art forms needed for their business. Wanderers with no fixed abode and few family ties, they travel freely across Nippon.

Armament: None.

Armor Class: AC 1D2+1 clothes.

Skills (Class 1): Principal entertainment form.

(Class 2): Related entertainment Skills.

Treasure: Poor.

Special Treasure: Goods consist of costumes, musical instruments, etc



### Gakusho

Gakusho, wandering Nippon in search of enlightenment, may be Buddhist (70%) or Shinto (30%). Buddhists are clad in the saffron robes of a simple priest, no matter what their ecclesiastical rank may be, thus differing from priests in an Abbot's entourage, who will be dressed according to their position. Shinto clergy do not dress in their religious robes unless engaged in some rite of their faith.

Buddhist clerics will usually carry a begging bowl, living on the alms given by those they meet on their journey. It is a meritorious act to give alms to a Buddhist Gakusho (1 point of On received for a generous donation). Clergy of both religions may (20% chance) be soliciting donations for some project. A gift given as if making an offering to the Temple or Shrine, as described in Book 1, gains an amount of On set by the Gamesmaster before the offering is made (Characters must give the money before being told what the "prize" is).

Determining which Yogas fall into a given Class of Skill requires a roll on 1D5: 1=Karma-yoga; 2=Gnana-yoga; 3=Hatha-yoga; 4=Prana-yoga; 5=Raja-yoga.

Armament: Bo (80%) or none.

Armor Class: AC3 robes or clothes.

Skills: (Class 1): 1 Yoga per Level; Theology.

(Class 2): 1D3 additional Yogas ; Gakusho Bonus Skills.

(Class 3): Any remaining Yogas.

Treasure: Poor.

Special Treasure: No chance of Goods. 5% per Level chance of an Artifact. If an Artifact occurs, it may be a Sacred Text (70%), Relic (25%) or random Artifact.

### Geisha/Courtesans

Geisha are Average "Men." They have a random Level in their Profession. A separate Intensity roll is made to determine their fees. 1st to 2nd Level Geisha charge 5 times this in copper. 3rd and 4th Level Geisha charge silver. Higher Level Geisha charge gold. Geisha are adept in helping a client pass the time in many pleasant ways. Engaging a Geisha gains the client On equal to the lady's Level.

Armament: None.

Armor Class: AC3 superior clothing.

Skills (Class 1): Shiatsu; Koto; Biwa; Singing.

Treasure: Worthwhile, using Level as "Budo Value."

Special Treasure: No Weapons. Subtract value of fee in silver from die, from die rolls for quality of Goods.

### Imperial Nobles (Kuge)

The Kuge are usually impoverished, since the ruling Shogun or Buke faction controls the Emperor and his Court by keeping a tight hand on the pursestrings. On the other hand, it is considered an immense honor to provide for the needs of a member of the Kuge. Significant services gain the giver 25 points of On, if the action can be made public. Even Daimyo must show proper reverence for the Kuge, due to their close association with the divine person of the Emperor.

An act of disrespect to an Imperial Noble will bring the wrath of the government down on the offender, if he survives the vengeance of those who witness the crime. When travelling, Kuge are accompanied by an entourage similar to that of a Daimyo. Kuge either travel by ox cart (30%) or else by kaga.

Kuge rarely have any practical Skills and are Average Men physically. Some 40% of Kuge will be able to function in some form of Profession determined on the following table.

Die Roll	Profession
01-20	Shugenja
21-55	Gakusho (Shinto)
56-70	Gakusho (Buddhist)
71-85	Scholar
86-00	Philosopher

Armament: None.

Armor Class: AC3 superior clothes in the distinctive Court style.

Treasure: Bountiful with a Budo value of 6 to determine chances of treasure.

Special Treasure: Treasure contains Artworks and Artifacts only.

### Katari-Be

Katari-be are a class of wandering scholars and entertainers. They are treated as Average Men but the Gamesmaster may assign them an Attribute bonus of plus 5 in Attributes affecting their Profession (Wit for Scholars, Deftness and Speed for Acrobats, etc.). Katari-be



lacking fixed abodes and family ties, travel freely through Nippon, making their class a favored role for Ninja in disguise. Common Katari-be Professions are:

Die Roll	Profession
1-3	Doctor
5-7	Craftsman
8	Scholar
9	Entertainer
10	Philosopher

These Professions are explained elsewhere in this section. They are available for practice outside of the Katari-be class, though less dedicated practitioners tend to be less proficient. Katari-be have a random Level for the practice of their Profession, reduce the die roll on this Intensity Table to determine that Level by 20.

### Merchants

Merchants are Average Men with a random Level in their NPC Profession. A merchant shop offers the normal chance of finding goods for the Level of the Place where it is located.

There is a 10% chance that a merchant will specialize in only one type of merchandise: artworks, weapons, armor, clothing, etc.

To determine the composition of a merchant band use the table on the next page. Increase all die rolls by 5 times the merchant's Level. First roll for the number of porters (Average Men Extras). Each porter bears a trunk on his back. There is a 5% per level chance that the merchant will have pack horses instead of porters, each horse carrying two trunks. As needed, the contents of each trunk for porters, or each pair of trunks for horses, may be rolled for. For every 5 porters or horses, roll for one unit of guards. No matter how many guards are involved, there will be only one leader type in command.

The travelling Merchant functions at a "Level of Place" equal to his Level to determine availability and price. He may not sell more items than can be accounted for by the weight of that Class of goods carried by his porters.

The contents of the merchant's train replaces all chance for Goods, Artworks, Weapons, and Artifacts in Treasure determination. Armament: Wakizashi (30%) or Tanto.

Armor Class: AC3 good clothing. 1% per Level chance that merchant wears Ninja AC4 under clothing.

Skills: (Class 1): Commerce

(Class 2): Weapon Skill

Treasure: Type corresponding to Level, starting with Poor. Use Level as Budo Value.

Special Treasure: See text above.

### Natural Master

The Natural Master is a Professional specializing in one or more Bugei. The character has a Raw BCS of 19 in his special Skills and a Level for using these Skills of 2D3. His Attributes are those of an Average Man. There is a 40% chance that the character also will be a Master of 1D3 Okuden for his Bugei. Such characters can function as Teachers in their special Skills.

The areas of mastery are determined on the following table:

Die	Roll	Bugei
1-3	Armed	Bugei: Kenjutsu (40%), Sojutsu (30%) or Naginatajutsu (30%).
4-7	Unarmed	Bugei: Atemi-waza, Jujutsu, and 1 Budoka Bonus Bugei.
8	Bojutsu	and Jojutsu.
9	Kusarijutsu	and a weapon form to go with it.
10	Roll twice	at-1 to the die roll. Duplicate results adds 1 Okuden to Skills.

Armament: As per special Skills.

Armor Class: AC 1D3 clothes.

Skills: As noted. All others are Class 3.

Treasure: Poor.

### Appearance of Master:

Die Roll	Appearance
1	Humble peasant.
2	Puny wandering priest (no mystical powers).
3	Rude peasant.
4	Ragged beggar.
5	Young punk kid of Heimi birth.
6	Puny wandering Scholar (also functions in Scholar Profession).
7	Hunchbacked beggar.
8	Blind masseur. (No penalty for blindness).
9	Woman (disguised as man).
10	Woman (undisguised).

## MERCHANT TRAIN COMPOSITION

Die Roll	Porters	Merchandise	Guards
01-15	2D3	Inferior: reroll. Second result of Inferior means trunk empty	1D3 equivalent to Rabble Bandits.
16-30	2D3+2	Class D goods, 30 lbs.	1D3 equivalent to Rabble Brigands
31-45	2D6+2	Class C goods, 30 lbs.	1D3 equivalent to Bandits
46-55	2D10+2	Common Artworks, random value and weight	2D3 equivalent to Brigands
56-62	2D10+10	Semi-precious Artworks, random value and weight	1D3+1 equivalent to Brigands.
			Classic Bushi leader (random level)
63-66	2D10+10	Precious Artworks, random value and weight	1D3+1 Classic Bushi (random level, -10 to die roll).
67-69	2D10+15	1D6 Weapons, random type and quality	1D3+1 Classic Bushi (random Level, -10 to die roll).
			Classic Bushi Leader, 1 Level higher.
70	2D10+20	1D3 Artifacts.	2D3 Classic Bushi (random level, -20 to die roll).
			Classic Bushi Leader, 1 Level higher
71-85	2D10+5	Class B goods, 30 lbs.	As 56-62 above
86-00	2D10+10	Class A goods, 30 lbs.	As 56-62 above

## Ninja

When met by chance, Ninja are usually disguised, unless they are in the middle of an actual job. Ninja usually carry an array of all-purpose Gimmicks, randomly determined on the table below. However, it is left up to the Gamesmaster to decide if specialized devices are carried, based on the nature of the Ninja's assignment.

Ninja are unlikely to join up with Player Characters unless their mission can profit by doing so. Being used as cover by a Ninja can be embarrassing (if not lethal) for the manipulated Player Characters. Armament: Ninjato and Scabbard as well as weapons appropriate to disguise.

Armor Class: AC3 Ninja Suit (80%) or Ninja AC4, plus armor/clothes appropriate to disguise.

Skills (Class 1): Basic Ninja Skills; Disguise  
(Class 2): Other Ninja Bonus Skills.

Treasure: Worthwhile, but chances exist only for Cash and Gems.

Special Treasure: Ninja carried 1D3 Gimmicks per Level.

### Special Ninja Gimmick Table

#### Die Roll Gimmick

01-20	1D3 Blinding Egg
21-25	2D3 Shuriken
26-30	1D3 Poisoned Shuriken
31-40	1D3 Poisoned Darts
41-45	1 dozen Tetsubishi
46-50	1 dozen Poisoned Tetsubishi
51-60	1D3 Units of Antidote
61-70	Grenade with 1D3 feet of Slow Fuse
71-75	Bomb with 1D3 feet of Slow Fuse
76-80	10 feet of Cutwire
81-85	Climbing Pole
86-90	Entry Kit
91-95	Ninja Hankyu with 2D6 arrows
96-00	Kyotetsu-shoge

A Ninja will carry only one each of the last four items listed. If rolled again, reroll for a different Gimmick. If the Gimmick has Levels, they are equal to the Ninja's own.

## Patrol

This is a group of armed and often armored samurai. They are members of the local clan if there is one, and are patrolling their lord's domain. They will investigate strangers and may (30%) decide to extract a toll for crossing the Daimyo's land. If they are not members of a local clan, then they are scouting the area for their lord, who rules some nearby area.

The group consists of Classic Bushi. It will have a leader of Level 2D3. He has a lieutenant one level lower and 3D6 retainers, all 1st Level. The leader and one-third of his men are mounted as a rule, though there is a flat 25% chance that the entire patrol is mounted.

Armament: Dai-sho and one man in five carries Daikyu. Horsemen bear Naginata and footmen have Yari.

Armor Class: AC 2D3+1, Samurai armor or clothing as dictated by Armor Class.

Skills: As Classic Bushi.

Treasure: Valuable, but only Cash and Weapons are likely to be available.

Special Treasure: Four times normal chance of Weapons.

## Peasants

The typical Peasant is an average man and is usually equipped as follows:

Armament: None (70%) or one of following: Bo, Jo, Nunchaku, Kama, Tonfa, Sai, or club.

Skills (Class 1): Peasant Bonus Skills.

(Class 2): Skills for weapons used.

Treasure: Poor.

## Philosophers

This Non-Player Character Professional is an Average Man dedicated to intellectual study of the Magical and Mystical Arts. He has no magical power. He is a Master of his special Skills, with a Raw BCS of 19.

Armament: None.

Armor Class: AC 1D2 clothes.

Skills: 1D3 Yogas and/or Magical Schools per Level, plus 50% chance of Meditation.

Treasure: Poor.

Special Treasure: 5% per Level chance of 1D3 Spell Learning Scrolls and 1% per Level chance of Artifact.

## Pilgrims

Pilgrims are met en route to or from religious sites. The group will number 2D3 times 1D6 and is usually (60%) composed of members of the same caste. Otherwise, the group is actually composed of several smaller Pilgrim parties, each consisting of one caste, travelling together. Gender among pilgrims is mixed, though men predominate at about 2 to 1. Pilgrims are Average Men Extras.

The caste and composition of Pilgrim groups are determined using the table on the next page. This may also be used by the Gamesmaster for determining social standing in a manner based on a more realistic break-down of the population.

There is a 10% chance that Pilgrims will be accompanied by 1D2 Gakusho of the appropriate religion.

## Police

Police are usually Heimin or low ranking samurai. They are given authority by the local Daimyo (in which case the leader is a minor samurai) or the heads of the local wards. Police usually operate only in cities (Class A through D) and have little jurisdiction elsewhere.

Police are 1st Level Classic Bushi, but have only 10 Hit Points with no additions. More expendable Police may be Rabble or Extras. Tougher Police (and all leaders) have Classic Bushi Hit Points. Police have a separately determined Level governing their bonuses in Police Bonus Skills.

Nippon's Police are reasonable men, subject to bribery and unwilling to pursue a losing fight. The smaller the city is, the more open its Police are to bribes and caution.

Armament: Wakizashi, plus Sodegarmi (50%) or Sasumata (50%).

Leader—Katana, plus Jitte (85%) or Jitte-gusari (15%).

Armor Class: AC4. Leader has AC5. Armor is of distinctive Police style but compatible with Ashigaru type.

Skills (Class 1): Police Bonus Skills.

(Class 2): Skills for other weapons carried.

Treasure: Poor.

Special Treasure. No Goods. If Gems occur, they have 1D3.

## Scholar

A Scholar is an Average Man dedicated to the study of the Fine Arts as a Profession, having a random Level. He is a Master with a Raw BCS of 19 in 1D3 Fine Arts.

Armament: None.

Armor Class: 1D2+1 clothes.

Skills: (Class 1): 2D3 Fine Arts.

(Class 2): 2D3 Fine Arts.

Treasure: Poor, using Level as 'Budo Value.'

Special Treasure: No chance of Goods. If Artworks occur, use Valuable Treasure characteristics to determine type.

## Shugenja

Wandering Shugenja will rarely be clad in any distinctive manner, preferring the garb of their caste or that suitable to a Scholar or Philosopher. Mages having no fixed abode must carry their magical

texts and equipment with them, possibly with the help of a servant or pack horse.

A Shugenja knows 1D3 Spells per Level. To determine what a specific Spell is, follow this procedure:

Roll 1D5 to determine School: 1=Fire; 2=Water; 3=Wood; 4=Metal; 5=Soil. Then roll 1D100 and consult the Spell Tables in Book 1. The Spell with the Knowledge Required closest to the die roll is the Spell known. In order to keep the die roll in line with the Shugenja's Skill in the Schools multiply the die roll by (Raw BCS in that School/20). Thus, a Shugenja with a Raw BCS of 8 would multiply his die roll by 8/20, and therefore cannot get a Spell with a Knowledge Required higher than 40.

Armament: None (20%), Tanto (30%), 1D6 Shuriken (30%), or Bo (20%). If Buke, the Dai-sho is also carried.

Armor Class: AC 1D2+1.

Skills: (Class 1): 1 School per Level.

(Class 2): 1D3 other Schools. Skills for weapon carried.

Shugenja Bonus Skills.

(Class 3): Kenjutsu if Shugenja is a Buke.

Treasure: Poor.

Special Treasure: For each Spell he knows, the Shugenja has a chance in 10 equal to his Level of owning the Learning Scrolls for the Spell. There is also a chance in 20 equal to his Level that the Shugenja has 1 or more Artifacts, the number of items being equal to the Effect Number of the Determination roll, plus 1.

### Sohei Guards

Sohei guards are a mixed group of Classic Bushi, dedicated to a Temple, and Warrior-monks. These monks are described later in this section. The statistics here describe the dedicated Bushi. The group is split evenly between the two classes, with any extra man going to the Warrior-monks. The leader is also a Warrior-monk, who is armed as his men but has an Armor Class 1 higher than theirs.

Armament: Katana. plus Yari (80%) or Naginata (20%).

Armor Class: AC 2D3 of Samurai (75%) or Ashigaru (25%) style.

Skills (Class 1): Skills of weapons carried.

(Class 2): Buddhist Theology, Rhetoric and Meditation. Other Bushi Bonus Skills.

Treasure: Poor.

Special Treasure: No chance of Goods.

### Sumotori

Sumotori are generally uncouth fellows, having spent their entire lives training for their arduous Profession without concern for life's finer things. They are often employed as strong-arm men by Yakuza, innkeepers, and the like. Successful Sumotori are often attached to the entourages of Daimyo as "status symbols."

Sumotori have a Level in their use of Sumai. Physically, they have the Attributes of a Classic Bushi, but receive a +5 to their Strength and only half the normal number of Hit Points. They receive no Bonus for Bushi Bonus Skills.

Armament: None.

Armor Class: AC 1D2 clothes (AC0) in wrestler's garb, an ornate loincloth).

Skills (Class 1): Sumai.

Treasure: Worthwhile.

Special Treasure: No chance of weapons.

### Warrior-Monks (Yamabushi)

Warrior-monks are Buddhist Gakusho who also have a warrior orientation. Given their warlike ways and their taste for hot time, which includes drinking, gambling, wrestling, and even dallying with courtesans, they are usually tainted with Sin, which reduces or cancels their priestly powers.

Their characteristics are those of Classic Bushi. Thus, their Magic Power is only 10+(1D10 per Level), while their Raw Magic Capability is only 3. They have separate Levels as Gakusho and Warriors. Roll for the Warrior Level randomly, then subtract 1D3 from it for the Gakusho Level. The minimum Gakusho Level is 1. For their Bonus Skills as Warriors, they receive only Naginatjutsu, Sojutsu, and Sumai.

The leader of a group of Warrior-monks will be armed as are his men, but has an Armor Class of 1 higher.

Armor Class: AC 2D3 Samurai style.

Skills (Class 1): Skills for weapons carried.

(Class 2): 1 Yoga per Level as Gakusho; Buddhist Theology; Sumai.

(Class 3): 1D3 other Yogas; other Gakusho Bonus Skills.

Treasure: Poor.

Special Treasure: Double normal chances for Weapons. There is a chance in 20 equal to the Level as a Gakusho of owning a number of Artifacts equal to the Effect Number +1. If an Artifact is present, it is either a Relic (70%) or randomly determined.

### War Party

This is a group of fully armed and armored samurai. They will be actively suspicious of all strangers (-20 on Initial Attitude die roll). They may be riding to link up with a larger force, to war, on a raid, chasing Bandits or Brigands, etc. They are unlikely to attack outright unless the characters are in fact suspicious looking, but almost any provocation will trigger an attack.

The War Party consists of Classic Bushi. The leader is Level 2D2+2. He has a lieutenant of Level 2D3 and 4D6 1st Level retainers. Leaders and about one-third of their retainers are mounted. There is a 40% chance that the entire War Party is mounted. There is also a 50% chance that the Party includes 2D5x5 Ashigaru, in which case all the samurai will be mounted and the peasant troops are on foot. The Ashigaru are 1st Level Classic Bushi Rabble.

Armament: Samurai- Dai-sho, Daikyu, and 10% chance per man of a

No-dachi. If mounted, Samurai also bear Naginata (60%) or Yari (40%). Ashigaru- Katana and Yari.

Armor Class: Samurai- AC 2D3+4. Ashigaru- 2D2+3.

Skills: As Classic Bushi.

Treasure: Samurai- Worthwhile. Ashigaru- Poor.

Special Treasure: Samurai have four times normal chance of weapons.

### Yakuza

The wandering Yakuza will often assume a less notorious identity, such as a porter, kaga-bearer, small time merchant, etc. Or he may travel openly as a professional gambler. Chance met Zakuza may belong to a local Gang, be travelling on business for a Gang located somewhere else, be about their own affairs, or on the run from the law. When travelling undercover, the Yakuza will try to keep his identifying tattoos (irezumi) out of sight.

Yakuza are quick to join in games of chance whether they are under cover or not. If their orientation is more chivalrous than criminal, they will seek to defend commoners from the depredations of the upper classes if such situations present themselves. Most Yakuza will know of local opportunities for a less-than-honest deal and all Yakuza who have been in a neighborhood for any length of time will know where to find the best inn, the strongest sake, and the most accomplished courtesans in the area. Armament: Wakizashi, plus Kiseru (35%), Bo (40%), Katana (10%), or club (15%).

Armor Class: AC 1D3 clothes.

Skills (Class 1): Skills for weapon carried. Yakuza Bonus Skills.

Treasure: Worthwhile.

## PILGRIM GROUP COMPOSITION

Die Roll	Caste	Armament	Armor Class	Treasure	Guards
01	Eta	None	1D2	Poor	None
02-10	Merchant	None	3	Worthwhile	10% per 2 merchants chance of 1D3 guards equivalent to Brigands
11-30	Artisan	None	1D1+1	Poor	None
31-70	Peasant	50% chance of Bo or none	1D3	Poor	None
71-75	Ronin	Dai-sho	1D2+1 with AC 2D3 available	Poor	None
76-95	Samurai	Dai-sho	3	Worthwhile	None
96-00	Kuge	None	3	Poor	1D3 samurai Classic Bushi, random Level, per 5 Nobles or fraction thereof.



## 2014.0 BEASTS

Almost all of Nippon's creatures were at one time credited with the power of speech or the ability to transform themselves into human form. The most common of these shape-shifters are dealt with in the section on Legendary Beings, but the Gamesmaster should be aware of the possibility of using some of the beasts here as variants of the shapeshifters which emphasize the real of imagined characteristics of the animal form.

Should the Gamesmaster need a Saving Throw for a beast for a physical trial, add the Budo Value to 6 to determine the Base Saving Throw number. If the sort of activity requiring the Saving Throw is one in which that kind of Beast could be expected to be strong, add double the Budo Value to 6. For a Saving Throw requiring intelligence, use 3 as a base and add to it as above. A particularly canny creature such as a tiger, wolf, or monkey would have a standard Saving Throw base of 6.

Beasts' attacks do damage as indicated. This damage is Lethal unless otherwise specified. If more than one kind of attack is listed, a frequency range for use is given. The Gamesmaster should roll 1D6; the result indicates which attack form the beast uses. If the attack form is listed as 2, for example "2 Claws," roll for each claw separately; the damage done is for each claw. In some cases, the writeup on the beast calls for a specific pattern for attacks. All animal "weapons" are Short Range. Attacking a beast which is on or attached to a character requires a Deftness Saving Throw to avoid striking the character.

It is important to remember that a human defending himself from a beast does not receive the normal Defense gained from using a bonus Bugei. Beasts are not subject to Grapple or Throw attacks.

The characteristics given are those of the typical creature. Naturally, less or greater versions can exist.

FREQ=Frequency, DAM=Damage.

### Bear

BAP: 8 MNA: 2 ZAN: 1 BMA: 5  
 AC: 5 HPT:25+1D10 BUDO:2  
 ATTACK: FREQ: BCS: DAM:  
 Bite 1-2 10 1D6+2, Bash  
 2 Claws 3-6 14 1D6+2, Bash

DESCRIPTION: The great bear of Nippon is a form of brown bear related to the Kodiak bear of North America.

CHARACTERIZATION: The great bear, or Higuma, is considered sacred (though not inviolate) by the Ainu, but the Nipponese have no such feelings.

The bear itself tends to be a solitary beast that fights with great fury if aroused. As with most ursines, a female with a cub is particularly dangerous. Though omnivorous, the bear is rarely an active hunter. In Nippon, the Higuma has come to recognize man as a natural enemy to be eliminated when the opportunity arises. This means that a lone wanderer may find himself facing an apparently unprovoked attack.

The Higuma has a special form of attack called a Hug. If it should strike with both claws on one attack, the character who is its target must make a Speed Saving Throw or be trapped by the bear in its Hug. He is treated as if he had been Grappled by a normal opponent, except that he may not counterattack using unarmed combat arts. In this case, those arts function as any other Bugei. On each of the following Turns, the bear does damage as if it had struck with both of its claws. This damage is Subdual damage. There is no bash. On the bear's secondary action phase, it Bites at full BCS value since its victim is held. The bear drops an unmoving victim (whether truly unconscious or feigning) if it fails its normal Wit Saving Throw. It also drops a character if sufficiently distracted. On Action Phase 1, the Gamesmaster rolls 1D20; if the result is less than or equal to the number of attacks made against the bear in that turn, the bear drops its victim and will be ready to act normally on the next Detailed Turn.

### Boar

BAP: 14 MNA: 2 ZAN: 2 BMA: 5  
 AC: 4 HPT:15+1D10 BUDO: 1.5  
 ATTACK: BCS: DAM:  
 Slash 15 1D10, Bash  
 Savage 15 2D6

DESCRIPTION: The wild boar is found throughout Nippon. Standing 2 feet at the shoulder, it is armed with 4-inch tusks.

CHARACTERIZATION: The boar, or I, is thought by the Nipponese to possess reckless courage and to be an embodiment of brute force. It is a tenacious fighter and has been known to fight on for 1D3 Detailed Turns after it has been "killed." This occurs 60% of the time. Once a fight is begun, the boar fights to the death. The boar is also a canny creature. It has been known to turn the tables on a hunter by lying in ambush for him.

The Slash is the usual form of attack. If a boar is able to attack a prone character, it Savages him.

Boars are often found in groups of 2D6. Half of them will be young who do half damage and have half normal HPT. One will be a larger-than-normal type which does an extra 3 points of damage per attack and has 2D6 extra hit points. This one will always fight on after "death."

### Dog

BAP: 16 MNA: 1 ZAN: 1 BMA: 4  
 AC: 2 HPT: 6+1D6 BUDO: .5  
 ATTACK: BCS: DAM:  
 Bite 12 1D6

DESCRIPTION: The dog described here is a hound.

CHARACTERIZATION: The dog, or Inu, came to be regarded as a symbol of loyalty in Nippon much as in the western world. Dogs naturally function as watchdogs, sounding the alarm when intruders approach and leaping to the defense of their owners. To attack on command, a dog must be trained by its owner.

### Horse

BAP: 16 MNA: 1 ZAN: 1 BMA: 8 (Riding), 6 (War), 4 (Work)  
 AC:3 HPT: 5+1D10 BUDO: 0  
 10+1D10(War)

ATTACK: BCS: DAM:  
 2 Hooves 7 1D3+1 (Riding)  
 12 1D6+1 (War)

DESCRIPTION: The Japanese horse, or Uma, tends to be a short-legged and stocky. They often have shaggier coats than European horses.

CHARACTERIZATION: Only warhorses fight in combat. Other horses fight in self-defense as a last resort.

### Serpent

BAP: 22 MNA: 2 ZAN: 1 BMA: 2  
 AC: 6 HPT: 20+2D6 BUDO: 2  
 ATTACK: FREQ: BCS: DAM:  
 Bite first 12 1D3  
 Coil after bite 6 1D6, Subdual

DESCRIPTION: The great serpent of Nippon can reach lengths of 20 to 40 feet. It is covered with large scales that glint iridescently in the sun.

CHARACTERIZATION: The serpent, or Mi, normally feeds on smaller prey than man, but has been known to attack fullgrown travelers. It attempts to bite a victim and once it has done so, laps coils around him. A serpent may throw up to 3 coils around a man. It may continue to throw coils until it has three on the victim. On each of the serpent's Primary Action Phases it constricts, with each coil doing the damage indicated. A victim, on a Primary Action Phase, may attempt a Strength Saving Throw. Success removes one coil. To force a serpent to relinquish its Bite it must be distracted as one distracts a bear which is Hugging a victim.

### Shark

BAP: 20 MNA: 1 ZAN: 1 BMA: 6  
 AC: 5 HPT: 20+2D10 BUDO: 3  
 ATTACK: BCS: DAM:  
 Bite 18 1D10+2

DESCRIPTION: Many forms of shark swim in the waters around Nippon, including several varieties of "man-eaters."

CHARACTERIZATION: The shark, or Same, has been described as the ultimate eating machine. They often attack humans that they find in the waters of Nippon. Being notoriously difficult to kill, a Same fights on for 1D3 Detailed Turns after its HPT has been reduced to zero. They are attracted by violent motion or blood in the water. If such an attraction lasts for some time, a shark arrives in 1D6 Detailed Turns/On each successive Turn, there is a 25% chance of 1D3 more arriving.

### Tiger

BAP: 18 MNA: 2 ZAN: 2 BMA: 6  
AC: 4 HPT: 20+2D10 BUDO: 3  
ATTACK: FREQ: BCS: DAM:  
Bite 1-2 14 1D10+1D6  
2 Claws 4-6 16 1D10

DESCRIPTION: The tiger is the standard orange and black striped predator known throughout Asia. It can reach a length of 10 or 12 feet from nose to tail.

CHARACTERIZATION: The tiger, or Tora, has often earned its reputation as a man-killer. Though it is not native to Japan, it is occasionally met in Nippon. The tiger is considered a noble beast, and a man who slays one in single combat is held in great esteem. Tigers are usually one hunters, but can sometimes be found in pairs. The Tora favors the stalk and pounce approach to hunting.

### Viper

BAP: 22 MNA: 2 ZAN: 1 BMA: 3  
AC: 6 HPT: 10+2D6 BUDO: 1+Level of poison  
ATTACK: BCS: DAM:  
Bite 12 1D3 plus poison

DESCRIPTION: The viper of Nippon is closely related to the King Cobra of India. It reaches lengths of 12 to 15 feet. It is particularly feared because its poison, which has a Level of 1D3, is of the Lightning variety.

CHARACTERIZATION: The viper, or Kobura, is unable to eat a man, but often attacks if it considers itself to have been disturbed. It is tenacious and only leaves a combat if it can return later to attack with surprise on its side.

### Wolf

BAP: 16 MNA: 1 ZAN: 1 BMA: 5  
AC: 3 HPT: 10+1D6 BUDO: 1  
ATTACK: BCS: DAM:  
Bite 14 1D6+3

DESCRIPTION: The wolf of Nippon is very similar to the Timber Wolf. Its coat comes in many shades. Mountain wolves often have pure white coats.

CHARACTERIZATION: The wolf, or Okami, is found throughout the Nipponese islands. It generally bands into social packs of 3D6 or more. The pack is usually composed of 80% adults, the rest being youngsters and pups. When sufficiently hungry, Okami have been known to attack men.

### 2014.1 LEGENDARY BEASTS

The legendary beasts of Nippon are those which are not really known from the zoology of the area, or are so modified in the stories and legends as to be functionally different creatures. In the game, they function as normal beasts.

### KUMO

Kumo is the generic name for spider things. There are several kinds, each with its own peculiarities. All look generally similar, and all are about three feet across.

### Jikummo

BAP: 6 MNA: 2 ZAN: 1 BMA: 5  
AC: 4 HPT: 15+1D6 BUDO: 2 plus 1/4 Level of poison  
ATTACK: BCS: DAM:  
Bite 10 1D6+2 plus Fast Narcotic Poison of Level 1D3

CHARACTERIZATION: The Jikummo is the earth spider. It is naturally magical. It radiates a magical field, rendering all ground for 3 yards around it Treacherous to all creatures and beings except other Jikummo. It also has a natural magic defense that functions as the Shield of Sorcery spell at Level 2.

### Hirata-Kumo

BAP: 6 MNA: 2 ZAN: 1 BMA: 5  
AC: 5 HPT: 10+1D6 BUDO: 1 plus Level of poison  
ATTACK: FREQ: BCS: DAM:  
Bite 1-4 9 1D3 plus Fast Paralytic Poison of Level  
Web 5-6 12 Special 1D6

CHARACTERIZATION: The Hirata-kumo, or flat spider, is the archetypal spider thing. It often builds webs to catch prey. When used as a weapon, the tossed web acts as a missile weapon and has a range of 8 yards. Once hit, a victim gets one chance on his next available Primary Action Phase to make a Strength Saving Throw, which snaps the strands before he is completely enmeshed. If he fails, he is helpless until cut free. Cutting a character free requires an edged weapon, a full Detailed Turn, and a Dexterity Saving Throw. If left unmolested, the webbing dries out in 1D3 hours, allowing a functional victim to break free easily.

### Mizu-kumo

The Mizu-kumo is a giant water spider, identical to the Hirata-kumo in all ways but capable of moving equally swiftly and easily on the surface of water as on dry land.

### Totate-kumo

BAP: 6 MNA: 2 ZAN: 2 BMA: 5  
AC: 5 HPT: 15+2D6 BUDO: 1 plus 1/4 Level of poison  
ATTACK: BCS: DAM:  
Bite 9 1D6 plus Fast Paralytic poison of Level 1D3

CHARACTERIZATION: The Totate-kumo is a gigantic trap-door spider. Its hole is a Hidden Thing. If it is unnoticed, the spider waits for the last member of a party to pass before attacking. It attacks with surprise and from behind. If it brings its victim down, it retreats with him into its den. The den usually extends for some distance under ground, and entry into and movement through the tunnel are extremely difficult for a human.

### Mukade

BAP: 18 MNA: 3 ZAN: 2 BMA: 6  
AC: 8 HPT: 10+2D20 BUDO: 3 plus Level of poison  
ATTACK: BCS: DAM:  
Bite 16 1D10 plus Fast Lethal poison of Level MD3+1

DESCRIPTION: The Mukade is a gigantic centipede. It can grow up to 12 feet long. Its eyes are luminous and glow like lanterns. This allows it to see well day or night.

CHARACTERIZATION: The Mukade is the mortal foe of the Tatsu. It is equally at home on land or under water. It is a ferocious creature that does not hesitate to attack man.

### Shishi

BAP: 12 MNA: 2 ZAN: 2 BMA: 6  
AC: 4 HPT: 15+2D6 BUDO: 2  
ATTACK: FREQ: BCS: DAM:  
Bite 1-3 16 2D6+2  
2 Claws 4-6 10 1D6

DESCRIPTION: The Shishi has a broad face with protruding eyes, wide nostrils, and a large toothy mouth. It has a boxy cat-like body with a bushy tail. Its neck is decorated with a curly mane and additional curly locks are often found on its legs. The Shishi approximately as large as a lion.

CHARACTERIZATION: The Shishi is often depicted as a temple guardian in Buddhist lore. It is a noble beast, often found associated with very holy men. Shishi naturally travel in mated pairs, but occasionally cooperate in groups of 1D3+1 pairs.

### Tako

BAP: 15/7 MNA: 2/1 ZAN: 2/1 BMA: 8/4  
AC: 3 HPT: 12+2D3 BUDO: 4/3  
ATTACK: FREQ: BCS: DAM:  
Strike 1-3 10 1D3, Subdual or by weapon  
Constriction 4-6 10 10, Subdual

DESCRIPTION: The Tako is a gigantic octopus. It is capable of moving out of the water for periods of 1D3 hours. Where two statistics appear, the first is for the Tako in the water and the second is for the Tako out of the water.

CHARACTERIZATION: The Tako is well known for its raids on gardens and fields. If opposed during one of these visits, it does not hesitate to fight. It has even learned to wield weapons with its tentacles. Needless to say, the Tako is a very intelligent creature. The Tako uses four of its limbs for locomotion. Loss of one reduces its BMA by 2 or 1, depending on the environment. It can elect to use its "arms" for locomotion and increase its BMA by similar increments.

The Tako is a particularly dangerous foe. Its wide-set eyes allow it to treat its rear facing as a side facing and its side facings as front. If it should get a constriction hold on a victim, it does its damage on each of its Primary Action Phases. Any other attacks launched by a Tako at the held victim result in the victim's being treated as a Passive Target. The victim may attempt to break free from a constriction hold as if he were Coiled by a Serpent.

In the water, the Tako has additional powers. It may cloud the water with ink three times a day. This effectively blinds attackers, but only partially blinds the Tako. The Tako may also Jet away from opponents. This is essentially a Turn-and-Run Option, but the Tako uses four times its BMA. The Tako is also a master of camouflage due to its ability to change color. If out of sight for a Detailed Turn, it may remain motionless and use this ability to become a Hidden Thing.

### Wani

BAP: 16/8 MNA: 2 ZAN: 2/1 BMA: 4/2  
 AC: 9 HPT:30+2D10 BUDO: 3/2  
 ATTACK: FREQ: BCS: DAM:  
 Bite 1-3 15 3D6  
 2 Claws 4-5 12 1D6  
 Tail 6 17 1D6, Subdual, Bash

DESCRIPTION: The Wani is a sea-monster. It resembles an elongated crocodile. Wani have been known to reach 40 feet in length. The second statistics are the values for the Wani on land.  
 CHARACTERIZATION: The Wani is a fierce and implacable foe of man. It attacks with little or no provocation. It has even been known to use its strength to tip over small boats to get at people within them. The Wani's main purpose on land is believed to be breeding.

### Yamatokage

BAP: 16 MNA: 2 ZAN: 2 BMA: 4  
 AC: 9 HPT: 30+2D6 BUDO: 3  
 ATTACK: FREQ: BCS: DAM:  
 Bite 1-3 15 3D6  
 2 Claws 4-6 10 1D10, Bash  
 Tail — N/A 1D6, Subdual, Bash

DESCRIPTION: The Yamatokage is a gigantic, heavily-scaled, predatory lizard. It reaches a length of 30 feet, of which one-third is tail.

CHARACTERIZATION: The Yamatokage is often found in the mountains and hilly areas of Nippon. It readily attacks and devours men. When fighting, the Yamatokage lashes its tail about. This requires any character in its rear facings to make a Deftness Saving Throw on each of the lizard's Action Phases. Failure indicates that the character takes damage from the tail.

## 2015.0 LEGENDARY BEINGS

The statistics presented here for the Legendary Beings of Nippon are those for an average specimen of each type of creature. Greater and lesser forms can appear. The Gamesmaster is left to determine the statistics for such variants.

Some amphibious forms have two values for some statistics. The first applies when the being is in the water, and the second when it is on land.

All Beings have two Armor Class values. The first is the "Natural Armor Class" of the creature. The second is the Armor Class worn by the being. The second is added to the first to get the being's functional Armor Class.

Since all Legendary Beings are at least semi-intelligent, the frequency column for attack is usually left blank. Beings choose whatever available attack form suits the circumstances in which they find themselves.

If a Physical Attribute Saving Throw is required for a Legendary Being, the Gamesmaster should deduce the approximate Attribute score from a corresponding statistic. Add the being's Budo Value to this to get the Base Saving Throw. For a Will Saving Throw, assume a Raw Value of 8 and add the Budo Value. If the creature uses magic, add twice the Budo Value. For a Wit Saving Throw, add the beings Budo Value to a base number from the following chart. If there is no specific description of the being's intelligence rating, assume that it has average intelligence.

Intelligence	Base Value
Dumb	3
Slow-witted	5
Average	7
Bright	9
Crafty	11

### 2015.1 BAKEMONO

Bakemono are the ghostly goblins of Nippon. They are primarily physical beings, though some have supernatural powers.

#### Bakemono-sho

BAP: 12 MNA: 1 ZAN: 1 BMA: 4  
 AC:0/+1D6 HPT: 10+1D10 BUDO: 1  
 ATTACK: Weapon BCS: 6+2D3 DAM: +0

DESCRIPTION: The Bakemono-sho is a humanoid goblin. Its skin is warty though of human hue. Bakemono-sho are often unkempt and usually far from polite. They are slow-witted.

CHARACTERIZATION: Bakemono-sho are often found in bands of 2D6. When in numbers they enjoy bullying humans, who they normally prefer to avoid in a fair fight.

### Dai-bakemono

BAP: 14 MNA: 2 ZAN: 2 BMA: 5  
 AC: 1/+1D6 HPT:30+2D10 BUDO: 4  
 ATTACK: Weapon BCS: 10+2D3 DAM: +2D3,  
 Magic BCS: 10+1D6

DESCRIPTION: Physically, the Dai-bakemono appear much the same as Bakemono-sho, except that they are 3 to 4 feet taller (6 to 7 feet high). Their personal appearance and mode of dress are much cleaner. They are considered by some to be the samurai of the Bakemono. They are usually Bright.

CHARACTERIZATION: Dai-bakemono are cultured goblins with a developed esthetic sense. Most are versed in the manners and customs of society in Nippon. As such, they consider themselves to be on the level of samurai.

In combat they favor the No-dachi or Tetsubo. Some are even known to use the Daikyu.

About half of Dai-bakemono are magicians. They have an effective "Level" equal to their Budo. They know 1D6 spells, each of which may be cast once daily.

A more powerful version of the Dai-bakemono is the Bakemono-kunshu or ghostly goblin lord. Its statistics are:

BAP: 20 MNA: 2 ZAN: 2 MNA: 5  
 AC: 1D3/+1D6 HPT: 50+1D20 BUDO: 6  
 ATTACK: Weapon BCS: 10+2D6 DAM: +2D3  
 Magic BCS: 10+1D10

Bakemono-kunshu are often avaricious, greedy, and Crafty. They are almost always seekers after temporal power, and usually consider themselves on a par with daimyo. In this connection, they often maintain lairs in old castles or temples, where all manner of evil things lurk under the patronage of their dark lords.

Bakemono-Kunshu often travel with a retinue whose composition can be determined using the table below. To quickly determine the inhabitants of a lair, the Gamesmaster may wish to make several rolls on this table.

#### Die Roll Retinue

01-02	3D6 Bakemono-sho
21-40	2D6 Shikome
41-50	2D6 O-bakemono
51-60	1D3 Dai-bakemono
61-65	1D6 Yamatokage
66-70	2D3 Mujina
71-75	2D6 Rokurokubi
76-90	2D6 Ronin (Level 1 Bushi)
91-98	Two of the above. Reroll ignoring results above 90.
99-00	Three of the above. Reroll ignoring results above 90.

Some 5 percent of Bakemono-kunshu have learned the secret of hiding their life essences outside their bodies. A Bakemono-kunshu's essence is usually hidden in some mundane object. The object has an effective Armor Class of 10 and an HPT of 3D10. If the Bakemono-kunshu is "slain" but his heart is hidden, he rises again at the next dawn and begins a fanatical blood feud against his "slayers."

All Bakemono-Kunshu are sorcerers. Each has an effective "Level" of 2+2D2. Each knows 2D6 spells, which may be from any School. Power Capability is 25 plus a number of 1D10 equal to the "Level."

Bakemono-kunshu are perhaps the most cultured of the Bakemono. They are not likely to accompany characters, for they usually have their own business that needs attending. They may, however, have jobs for the characters to do for them.

#### Mujina

BAP: 12 MNA: 2 ZAN: 1 BMA: 5  
 AC:0/+1D3 HPT: 15+2D5 BUDO: 2  
 ATTACK: Weapon BCS: 8+2D3 DAM:+0  
 Magic BCS: 5+2D6

#### SPIRIT RANK: 2

DESCRIPTION: The Mujina first appears as a normal man or woman (depending on the sex of the Bakemono). The person appears comely, but this is illusion. The Mujina's head is actually a featureless expanse which strikes terror into the Nipponese heart and spirit.

CHARACTERIZATION: The Mujina delights in driving humans mad. Some believe that the Mujina feeds in some way on this madness. When a Mujina reveals its true visage to a character (it may do this on any Available Action Phase, as well as performing some other action), the character must make a Will Saving Throw. Failure results in a check of the table below. Success allows the character to stand

to face the Mujina for a number of Detailed Turns equal to his Effect Number. At the end of this time, another Saving Throw must be made.

A character who has failed his Saving Throw and is confronted with having to make another before the effects have worn off, goes insane if the Saving Throw fails. This condition lasts for 2D6 months, at the end of which a successful Will Saving Throw restores the character to sanity, and a failure dooms him to permanent insanity. Mujina often work in pairs to maximize their effect.

**Die**

**Roll Result**

- 01-30 Character flees in fear and avoids anyone on this path. He loses On equal to his Level. Flight lasts till the character is exhausted.
- 31-50 As above, but character fights any who try to stop him. He loses On equal to his Level for fleeing and On equal to a companion's Budo Value for wounding him, and twice that for killing him.
- 51-80 Character runs to cover in the nearest corner or behind a tree. This lasts for 100 Detailed Turns minus the character's Will. He loses On equal to his Level.
- 81-00 Character stands paralyzed with fear. This lasts as above. He loses On equal to his Level.

If the Mujina is exorcised, it loses its fear-creating power but remains physically present.

Some 5 percent of Mujina are minor magicians. They have 1D6 spells, each of which may be thrown once daily.

**O-Bakemono**

BAP: 10 MNA: 1 ZAN: 1 BMA: 3  
 AC: 1D3-1+(1D3-1) HPT: 20+ 3D10 BUDO: 2  
 ATTACK: Weapon BCS: 8+1D6 DAM:+2D3  
 2 Hands BCS: 8+1D6 DAM: 1D10 Subdual, plus Bash

DESCRIPTION: O-bakemono are big (6to8 feet), Dumb ogres. They are uncouth and unkempt. Most are smooth-skinned, but some are scaled. All tend to wear ill-smelling, patched clothes or skins.

CHARACTERIZATION: O-bakemono are known eaters of human flesh and renowned lovers of sake. Due to their size, it takes three times the normal amount of alcohol to affect one. O-bakemono are justly hated for what they do to women who fall into their clutches.

O-bakemono favor a club as a weapon. This club is the equivalent of a Tetsubo. Seventy percent of O-bakemono have one.

**Rokuro-kubi**

BAP: 12 MNA: 2 ZAN: 2 BMA: 5  
 AC: 6 HPT: (2D10) BUDO: 5  
 ATTACK: Bite BCS: 12 DAM: 1D3  
 SPIRIT RANK: 2

DESCRIPTION: The Rokuro-kubi is a very strange creature. Its attacks take place at night, when its head separates from its body and flies about on its own. During the day it appears as a normal person.

CHARACTERIZATION: Though it normally feeds on insects and carrion, the Rokuro-kubi prizes human flesh. It attacks seemingly easy targets readily, and more dangerous ones if necessary to protect its secret.

Rokuro-kubi are normally found in groups of 2D3+1 and live among the human populace. In their daytime appearance, they function as classic members of a Profession in all respects. If "slain," they revive at sunset.

To truly slay a Rokuro-kubi, the head must be prevented from returning to the body by sunrise. The HPT given for the head (see above) is the amount of damage it will take before fleeing. A fleeing head is very difficult to track.

An exorcism causes the head to return immediately to the body and to remain there for a number of nights equal to the exorcist's Level. If the Rokuro-kubi is actually slain, the Budo Value received is 2.

A rarer form of this Bakemono is the Hitobar. This creature's hands may also detach from its body and fly freely as does the head. Head and hands always attack the same victim. The hands may operate together to wield a weapon. Actual slaying of a Hitobar is worth 3 Budo Points. Head and hands must be exorcised separately.

**Hitbar (Hand)**

BAP: 12 MNA: 2 ZAN: 2 BMA: 5  
 AC: 6 HPT: (2D6) BUDO: .5  
 ATTACK: Weapon BCS: 10+1D3 DAM: -1  
 Nails BCS: 10+1D6 DAM: 1D3  
 SPIRIT RANK: 1

**Shuten-Doji**

BAP: 16 MNA: 2 ZAN: 2 BMA: 5  
 AC: 0+1D3 HPT: 20+1D6 BUDO: 3  
 ATTACK: 2 Claws BCS: 14 DAM: 1D10  
 plus, in close combat  
 Bite BCS: 10+1D6 DAM: 1D3+1  
 Weapon BCS: 5+1D6 DAM: +2  
 Flute Charm BCS: 16 DAM: Entrancement

DESCRIPTION: The Shuten-doji is a vampire. It has long fangs and claws with which it usually attacks. Shuten-doji are normally of human size and wear typical clothing of Nippon.

CHARACTERIZATION: The Shuten-doji may appear by day or night, and is not subject to exorcism or religious interference. It is, however, plagued by certain obsessions. A Shuten-doji confronted with a choice of paths spends 1D3 Detailed Turns in consideration, and then chooses randomly from the alternatives, including the path by which it reached the intersection. Shuten-doji are also compelled, before passing on, to count the grains present if rice is found in their path. If these circumstances arise during Detailed Scale, allow the Shuten-doji a Will Saving Throw to suppress the compulsion. Shuten-doji usually disdain weapons.

Shuten-doji use flutes to produce music which can charm a person into entrancement. When entranced, a character is a passive target and allows the vampire to drain his Strength freely at 1D6 points per Detailed Turn. A target subtracts his Level from the Flute Charm BCS and is allowed a Will Saving Throw to negate the entrancement. If he succeeds, he still suffers a number of Distractions equal to the vampire's Effect Number of the Flute Charm BCS roll. The effect lasts for 1D6 x 10 Detailed Turns.

The Shuten-doji's Bite may also drain Strength during combat. If the Bite BCS was successful, reroll using one-half the adjusted BCS. If this succeeds, the victim still gets a Speed Saving Throw to avoid the Strength drain. A successful Strength drain reduces the victim's Strength by 1D6. The vampire may drain Strength from an unconscious or helpless target without needing a BCS roll.

Once a victim's Strength has been reduced to zero, he becomes a will-less slave of the vampire. His effective Level is reduced to 1, but all Skills are intact. The character may be slain normally. He also dies when the Shuten-doji is slain. Until the vampire is slain, the character's spirit cannot reincarnate.

Some rare Shuten-doji reach enormous size (6 to 8 feet). For these, increase combat BCSs and Damage bonus by 2, and increase Bite and Claw damage by one Step. The HPT for such monsters is increased by 10+1D6. The Budo Value is 4.



**2015.2 OTHER LEGENDARY BEINGS**

**Kappa**

BAP: 20 MNA: 2 ZAN: 1 BMA: 8/4  
 AC: 1+1D3+0 HPT: 10+2D6 BUDO: 2  
 ATTACK: Weapon BCS: 5+1D10 DAM: +3  
 Sumai BCS: 14+1D6 DAM: 1D6 plus bonus  
 as for weapon  
 Magic BCS: S+1D10

## Rosulfu-Kappa

BAP: 15 MNA: 2 ZAN: 1 BMA: 6/3  
AC: 1+2D3+0 HPT: 20+2D6 BUDO: 3  
ATTACK: Weapon BCS: 4+2D6 DAM: +4  
Sumai BCS: 14+2D3 DAM: 1D10 plus bonus as for  
weapon

Magic BCS: 4+2D6

**DESCRIPTION:** The Kappa is a water being. It is usually scaled over its entire body, though sometimes one is relatively smooth-skinned. The Kappa has a bowl-shaped depression on the top of its rather flat head. This depression is filled with fluid from the Kappa's home body of water. The Rosuifu-kappa, or shell-backed Kappa, differs from the normal Kappa in that it has a turtle-like shell covering its back. A Kappa stands between 3.5 and 4.5 feet high. Kappa are of Average intelligence.

**CHARACTERIZATION:** Although its height and somewhat boyish appearance might lead one to dismiss the Kappa as not very dangerous, such an assumption is foolhardy. Kappa are the prime cause of drowning in bodies of fresh water in Nippon. They drag swimmers down and suck out their entrails in a particularly gruesome fashion. They also delight in raping incautious women who are found alone near their haunts.

Kappa are totally at home in water, which they can breathe as well as air. Assume that they have a Suijutsu BCS of 20. Being of the water, all Kappa are minor water magicians. A Kappa has one or two water spells. It may cast its spell(s) a total of 1 + 1D3 times per day. Kappa are masters of Koppo, or bone-breaking technique. When they achieve a Critical Success using Sumai, check the table to determine the effects:

### Die

#### Roll Results

- 01-20 Target's Right arm broken.
- 21-40 Target's Left arm broken.
- 41-50 Target's Right leg broken.
- 51-60 Target's Left leg broken.
- 61-70 Target's hips (both legs) broken.
- 71-73 Target's spine broken. Health Saving Throw required. Success indicates that the Target passes out and is treated as 61-70 above. Failure results in permanent paralysis of legs and immediate unconsciousness. Critical Failure means that the character dies.
- 74-00 Normal combat Critical Effect.

A captured or grateful Kappa may be induced to teach a character a special art of bone-healing. Successful use of this art reduces the normal healing time for a broken bone to one-half and reduces the Critical Damage by the Effect Number of the roll. Kappa themselves are masters of this art.

The fluid in the Kappa's head depression is the source of its Strength. If it is all spilled, the Kappa loses all of its special abilities. If it is not refilled with liquid from its home body of water, the Kappa will die in three days. Whenever the Kappa is placed in a circumstance that will cause it to spill some of its fluid, the Gamesmaster should roll 1D100 to determine the percentage of the total amount that was lost. For every 10% of the fluid lost, all of the Kappa's BCSs and Saving Throws are reduced by 1. If the fluid is lost entirely the Kappa will attempt to return to the water by any means available. Whenever thrown or knocked over in combat, a Kappa may make a Saving Throw using its Sumai BCS to avoid loss of fluid.

A person wishing to pass a known Kappa haunt may attempt to appease the Kappa with fresh wild cucumbers, of which they are very fond. Each cucumber per person adds 1 to the Kappa's initial reaction roll. Alternatively, a character may offer or be offered a wrestling match with the Kappa. Defeating the Kappa earns the group passage past the Kappa, while failure usually results in the Kappa drowning his opponent and then allowing the rest to pass—unless it is feeling particularly hostile.

### Kitsune

BAP: 30 MNA: 3 ZAN: 3 BMA: 7  
AC: as fox, 7 HPT: 20+3D10 BUDO: 5  
as human, 3/+1D3  
ATTACK: (Fox) Bite BCS: 18 DAM: 2D6  
as human  
ATTACK: Weapon BCS: 5+2D5 DAM: +1D6  
Unarmed Bugei BCS: 5+1D10 DAM: +1D6  
Magic BCS: 10+"Level"

**DESCRIPTION:** The Kitsune is a fox spirit. In fox form it looks like a long-furred fox. More powerful Kitsune often have more than one tail, the most powerful of them having as many as nine. In human form, which the Kitsune may take at will, the being looks like a normal person. In some cases, the transformation is incomplete,

leaving the Kitsune with hits normal tail to be hidden if the disguise is to be successful. This occurs if the Kitsune fails to roll less than its effective magical "Level" on 1D10 when transforming. The human guise may be of a nondescript person, usually a "classic" Bushi or Shugenja, or it may be of a specific person whom the Kitsune wishes to impersonate. If a specific person is not chosen, the human guise is almost always of above-average comeliness. Kitsune are also capable of taking on the appearance of other forms of life and sometimes of inanimate objects.

**CHARACTERIZATION:** Kitsune have as wide a range of personality types as do humans. In general, they are noble creatures and true to the code of Bushido. Some, however, are inveterate cowards who live by their powers, using them to extort their way through life. All Kitsune are definitely Crafty and often they are subject to whimsy.

Kitsune are renowned as magicians. A Kitsune has an effective magical "Level" of 2D3+1. He knows spells as a human Shugenja of one Level higher than the Kitsune's "Level." The Kitsune may cast 2D6 spells per day.

Some Kitsune have additional powers. One in ten Kitsune have a power from the table below. These powers increase the Budo value as indicated.

### Die

#### Roll Power

- 01-20 Kitsune-bi: The foxfire or will-of-the wisp which is used to lead men to their doom in dangerous places such as marshes and ruins. The fox generates it as a spell. A failed Will Saving Throw causes a character to follow it. He will recover his senses just as the fox's trap is sprung, allowing him to make an appropriate Saving Throw to avoid the danger. Sometimes this is used merely to delay or mislead characters. (Budo: +5)
- 21-30 Kitsune-tsuki: Possession. This is identical to the Supernatural power of Possession described in section 2016.3. The fox's physical form vanishes when it seeks to Possess a victim. The Kitsune has a "Spirit Rank" for this attack equal to his magical "Level." If the Possession fails, the Kitsune may not use this power again that day. (Budo: +2)
- 31-50 Kitsune-momoku: The fox convinces a number of characters that it is absolutely NOT a fox. The number is equal to the Kitsune's "Level." The affected characters receive a Will ST, at a penalty equal to the fox's "Level," to resist the power. If this fails, they will disbelieve any and all evidence as to the Kitsune's true nature. The fox uses this power as a Spell. (Budo +1)
- 51-70 Kitsune-konzatsu: The fox creates a cloud of confusion around itself, causing attackers to strike randomly at any target within range. This lasts for 2D10 Detailed Turns and operates as a spell for the fox. (Budo: +1)
- 71-80 Two of the above powers. Reroll, ignoring results over 80.

Kitsune, being whimsical, may interact with a group in odd ways. The table below gives some ideas for the behavior of a Kitsune upon meeting with a group of adventurers.

### Die

#### Roll Result

- 01-20 Kitsune, unknown to the group, assumes the form of one of its members and precedes the party to its destination. Before the party arrives, the Kitsune performs outrageous pranks in order to land the character in trouble when he finally arrives. If the Kitsune's initial reaction roll is favorable the pranks are mostly harmless. If it is hostile, they can become malicious and cause serious trouble.
- 21-40 Kitsune assumes human form and joins party briefly to play pranks. These vary according to the initial reaction roll, as above.
- 41-60 Kitsune assumes human form and joins the group to render aid. It remains for 1D6+1 days. Kitsune prefer to aid in indirect ways.
- 61-70 Kitsune befriends a random character. It assumes human form and attempts to render any aid a human could. Kitsune in this case are usually of the opposite sex and can significantly aid a character better in the long haul than the short term. Sometimes the Kitsune will become the character's spouse, one of excellent quality.
- 71-80 Kitsune takes the guise of an evil and dangerous monster to extort a toll from the characters. It will drop the disguise just before vanishing over a hill, so the group can know that they have been duped.



81-90 Kitsune is in fox form and apparently injured. It uses this ruse to trick or trap a character.

91-00 Kitsune is in fox form and in distress. Aid causes it to befriend a character. Roll 1D20 for the number of years of gratitude.

### Kojin

BAP: 14/10 MNA: 2 ZAN: 2/1 BMA: 7/4  
AC: 3 (+2 in water)/+2D3 HPT: 10+2D10 BUDO: 2/1  
ATTACK: Weapon BCS: 10+1D6 DAM:+2  
Bite BCS: 12 DAM: 1D10

DESCRIPTION: A Kojin is a shark man. It has the body of a man with a head that resembles that of a shark. It is at home in the water but can move easily on land. Its skin is tough like a shark's and it is frequently known to wear armor.

CHARACTERIZATION: The Kojin are frequently found as servitors in the Dragon Realm, but many live independently in the shallow waters off Nippon. They are a fierce and independent folk, who regard the bounty of the sea as their own.

They usually fight with weapons (Yari 80%; Katana 20%) and favor the Thrust attack, as that is more useful in the water, where a normal Strike would receive minuses up to 10 due to the unwieldiness of weapons under water. In water they have a Sueijutsu BCS of 20. They can remain out of water for up to an hour without ill effects. They often raid seaside villages for weapons, as their own rust rapidly despite a special compound with which they oil them.

### Shikoke

BAP: 14 MNA: 2 ZAN: 1 BMA: 4  
AC: 0/1D3 HPT: 20+1D6 BUDP: 1  
ATTACK: Weapon BCS: 10+1D6 DAM: +2

DESCRIPTION: Shikome are humanoid and stand 4 to 5 feet tall. Their skin tends to be dusky and is often covered with warts. Though their personal habits are uncouth, they take meticulous care of their weapons. Shikome may be described as Slow-witted.

CHARACTERIZATION: Shikome once ruled the nights on the mountains of Nippon, before they were supplanted by the Oni. They resent the situation, but can do little, for their time has passed.

Given the chance, Shikome feast on human flesh. They are especially fond of fingers and toes.

Shikome prefer to travel in groups of 3D6. These groups are often organized in a military fashion.

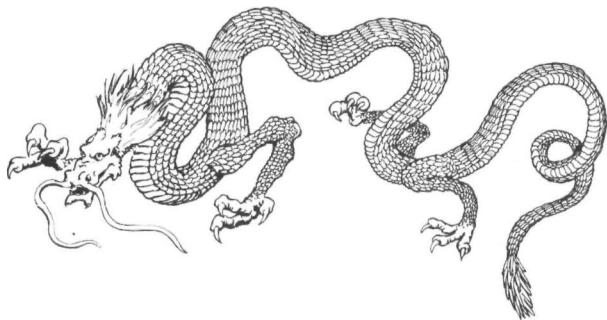
### Tatsu

BAP: 10+Budo MNA: 3 ZAN: 1+1D2 BMA: 3+ZAN  
AC: 5+(Budo/2) HPT: (Budo x 5)+2D10 BUDO: varies  
ATTACK: FREQ: BCS: DAM:  
Bite 1-3 12+Budo 3D6  
2 Claws 4-6 10+Budo 2D6, Bash  
Breath BCS: — DAM: varies  
Spell BCS: 6+Budo

DESCRIPTION: The Tatsu ranges from 7 to 50 feet long. It is the greatest of the scaled creatures of Nippon. Bony spines run along its back and its head is festooned with barbies and spines. Its feet have three claws. Its scales are iridescent. It resembles the great dragons (which are actually Kami) that control the waters, but the Tatsu is a lesser though still formidable creature.

CHARACTERIZATION: The Tatsu, like many non-human creatures, has obscure motivations. Many times the Tatsu appears to be a devout follower of Bushido, while at others it seems no more than a base braggart and bandit.

Tatsu are able to run through the air as easily as along the ground or under the water. Each Tatsu has a base Budo Value of 2D3. To this base is added the value of any special powers that the particular Tatsu has at its command. These are detailed below.



### Die

#### Roll Power

01-10 No special power.

11-25 Tatsu may breathe flame 1D10 times daily. The number varies each day. The flame projects in a straight path from the Tatsu's mouth. Range is the Tatsu's Budo Value in yards. See Fire rules in Book 1. (Budo: +2)

26-35 Tatsu has a Lethal contact poison of Level 2. It has a range in feet equal to the Tatsu's Budo Value. The poison spittle travels in a straight line from the Tatsu's mouth and, unlike flames, stops at the first obstruction. BCS as with Bite. (Budo: +1)

36-45 Tatsu may breathe a cloud of noxious vapor. The cloud is 3 yards wide and its length in yards is equal to the Tatsu's Budo Value. Anyone caught within it must make a Health Saving Throw or pass out. Even if the Throw is successful, he suffers from a number of Distractions equal to the Tatsu's Budo Value until a Health Saving Throw is successful. This Throw may be attempted once per Detailed Turn on Action Phase 1. (Budo: +2)

46-60 Tatsu can use magic. It has a number of spells equal to its Budo Value. These may be from any School. Each of the Tatsu's spells may be cast once daily. (Budo +2)

61-70 Tatsu may alter its shape to take on a human guise. It may do this once daily. (Budo +1)

71-80 Tatsu may control scaled creatures. This allows the creature to totally direct any scaled beasts within its range. Range is equal to its Budo Value x 3 in yards. Once daily it can call 1D6 scaled creatures to its aid. The help arrives in 2D3 Detailed Turns. Such scaled creatures need not be within the control range initially. (Budo:+2)

81-90 Tatsu has a natural power, usable 1D6 times daily, that functions as the spell Conquering Gaze. The Tatsu's "Level" is one-half of its Budo Value. (Budo: +2)

91-00 Tatsu has two of the above abilities. Reroll, ignoring results over 90.

Tatsu have been known to collect treasure, though they do so more for the esthetic value of such goods, rather than through the sort of greedy obsession that motivates western dragons. If a Tatsu is slain, a pearl of Intensity equal to the Tatsu's Budo Value will be found nestled beneath its chin.

### Tengu

#### Tengu on Ground

BAP: 12 MNA: 2 ZAN: 2 BMA: 4  
AC: 0/1D6 HPT: 15+1D10 BUDO: 3  
ATTACK: Weapon BCS: 14+1D6 DAM:+1D6  
Sumai BCS: 10+1D6 DAM: 1D6 plus bonus as above

#### Tengu in Air

BAP: 24 MNA: 2 ZAN: 2 BMA: 7  
AC: 2/1D6 HPT: 15+1D10 BUDO: 3  
ATTACK: Weapon BCS-14+1D6 DAM:+1D6  
BCS:11+1D3 DAM: 2D6

DESCRIPTION: Tengu are found in one of two forms. The Konoha Tengu is basically man-like in appearance, although it retains the great wings. Sometimes this form also retains clawed feet (50%). The Konoha Tengu has a long nose that often appears very red. The Karasu Tengu is more alien in appearance. It seems to be a cross between a man and a crow. This form always has clawed feet and in close combat can make an additional pecking attack (BCS: 12; Damage: 1D3) with its beak. Tengu vary from Average to Bright in intelligence.

CHARACTERIZATION: The Tengu are mountain-dwelling beings who often roost in the great trees found on mountainsides. Many are solitary, but when Tengu gather in a group they often bring mischief upon mankind. They are not evil, but are very mischievous. They often steal bright or shiny objects for fun. In this they are much like their apparent relatives, the crows.

Tengu are masterful fighters with weapons, especially the sword. If a Tengu can be convinced to teach a character, it functions as a Teacher of Superior level who has mastered the Skill. If the character already has a higher BCS than the Tengu, it can still teach him sufficient new tricks to increase his BCS by 1. Many Tengu are masters of Okuden as well. Fifty percent of sword-wielding Tengu use an Okuden of the sword with the BCS generated in the statistics section. Tengu commonly fight with katana (80%), Yari (15%), or Ni-to-kenjutsu (5%).

A small percentage (5%) of Tengu are also minor magicians of the Schools of Soil or of Wood, powers derived from their homes in the mountain forests. They each have 1D6 spells of their School. They may cast up to 3 spells daily. Their magic Capability is 10+1D6, with their "Level" being equal to that 1D6 die result.

## Tenuki

BAP: 25 NINA: 3 ZAN: 2 BMA: 6  
AC: badger, 6 HPT: 20+2D10 BUDO: 5  
human, 3/+1D3  
badger: ATTACK:    FREQ:    BCS:    DAM:  
      Bite    1-2        10        1D6  
      2 Claws 3-6        16        1D6  
human: Sumai BCS: 6+1D6 DAM:+3  
      Magic BCS: 8+"Level"

DESCRIPTION: The Tenuki is a badgerlike animal that is capable of taking human form. Its favorite guise is that of an impious Buddhist priest. Tenuki are Crafty.

CHARACTERIZATION: The Tenuki is essentially a "peasant" version of the Kitsune. It is generally coarser and less couth. Its pranks have a rougher humor and tend more toward the truly malicious. Treat its special abilities, including magic as if it were a Kitsune. The Tenuki does not have the additional powers of the Kitsune. However, all Tenuki have a power that functions as the Kitsune-bi or foxfire. The effect is created by the Tenuki drumming on its distended abdomen. Those failing their Saving Throw upon hearing the sound are treated as if they had seen the foxfire.

## UBA

Uba are hags and witches of various sorts. Several types of beings fall into this category. All are malicious. All hate Shugenja and Buddhist Gakusho.

## Hannya

BAP: 10 MNA: 2 ZAN: 2 BMA: 3  
AC: 1/+1D3 HPT: 20+1D10 BUDO: 5  
ATTACK: 2 Claws BCS: 14 DAM: 1D3  
      Weapon BCS: 10+1D3 DAM:+1  
      Coil BCS: 8 DAM: 1D6, Subdual plus 1D3  
                                  Lethal

Magic BCS: 10+1D6

DESCRIPTION: The Hannya is a witch that has made a pact with demons. It has been granted the body of a serpent in place of its legs. Hannya are Bright.

CHARACTERIZATION: Hannya may coil when in close combat as if they were Serpents. These coils radiate the heat of hell and so burn a victim as well as crushing him. Each coil acts as fire of Level 1 for purposes of igniting a victim's garments.

Hannya have 2D3 spells which may come from any of the Schools. They have a Power of 30+2D10 and function as Level 4 magicians.

Hannya are usually solitary, although they may have Bakemono servants. Only one type of Bakemono serves at any given time. Twenty percent of Hannya may call up 1D3 Oni as a spell. This costs 10 points of power. The Oni will follow the Hannya's orders and serve it to their deaths.

## Nushi

BAP: 9 MNA: 1 ZAN: 1 BMA: 3  
AC: 1/+1D3 HPT: 20+2D6 BUDO: 6  
ATTACK: Magic BCS: 10+2D3  
      2 Claws BCS: 10        DAM: 1D3+1

DESCRIPTION: The Nushi is a swamp-dwelling being. It often appears as a beautiful woman, although if surprised has its natural appearance as a withered old crone. It is capable of transforming itself into a snake and taking on all the characteristics of that type of snake except HPT. Most (60%) have an alternate form as a serpent, while the rest may transform themselves into vipers. It requires one Primary Action Phase for a Nushi to transform. They can be described as Bright.

CHARACTERIZATION: Nushi are primarily concerned with the maintenance of their swamp environment. If this is threatened, they go to great lengths to preserve it. In general, Nushi hates humans but will attempt to lay the blame for any harm done to men by Nushi on other causes. Nushi are solitary with regards to their own kind but often have a retinue of other swamp-dwelling creatures.

A Nushi functions as a Shugenja of Level 2+1D3 and has a Power of 40+2D10 when away from its home swamp. If in contact with its home swamp its power is renewed at the rate of 2D6 per Detailed Turn. Also while in its home swamp the Nushi's BAP, MNA, and ZAN are doubled. In any swamp or water the BMA is doubled.

Nushi Retinue:

### Die Roll Retinue

01-20	1D3 Serpents
21-40	1D3 Vipers
41-60	2D3 Kappa
61-80	2D3 Rosifu-kappa
81-00	Two of the above. Reroll, ignore results greater than 80.



## Uba

BAP: 7+Budo MNA: 2 ZAN: 2 BMA: 5  
AC: 1/+1D3 HPT: 15+1D10 BUDO: 2D3 (base)  
ATTACK: 2 Talons BCS 10+1D6 DAM: 1D3  
      Tantojutsu BCS: 10+1D6 DAM:+1  
      Magic BCS: 12+Budo

DESCRIPTION: Uba are filthy grey-haired crones with stony black eyes. They are Crafty.

CHARACTERIZATION: Uba are avaricious to an extreme. They can often be bribed to leave a character alone. They have a magically enhanced wiry strength which gives them a Saving Throw of 2D6 plus their Budo Value.

As a magician, an Uba has a "Level" equal to its Budo Value. It has a Power equal to 10 times the Budo Value. It has a number of spells equal to 1D3 plus its Budo Value.

All Uba enchant their tanto to be envenomed with a Lethal Poison equal to one-half the Uba's Budo Value. This effect wears off in 2D10 days unless renewed by the Uba.

Some Uba have additional powers as outlined below

### Die

#### Roll Power

- 01-20 Envenomed Talons. Fast Lethal Poison equal to one-half the Budo Value.
- 21 -50 Mist Ability. The Uba may transform itself into mist once daily. In this form, it is immune to all attacks except magic. This lasts for 2D6 Detailed Turns and the mist may move at a BMA of 7. (Budo: +1)
- 51-80 Transformation. The Uba may become a large black cat. To catch such a cat requires a Speed Saving Throw. This Throw receives a -1 for every 2 feet between character and Uba when it transforms. Once caught, the cat must be held. This requires the character to have a greater Effect Number on his Strength Saving Throw than the Uba gets on its. If held, the Uba will treat with the character to save its life. The cat form has the same statistics as the Uba. The transformation may occur on any Primary Action Phase. (Budo: +1)
- 81-95 Giant transformation. The Uba can transform itself into a gigantic black cat. All of the Uba's statistics for combat purposes are changed to those of a Tiger, except the Uba's HPT. The Uba uses whatever Saving Throw is most advantageous to it in a given circumstance. (Budo: +2)
- 96-00 Two powers. Reroll, ignoring results greater than 95.

## Usagi-Tsuki

BAP: 30 MNA:2 ZAN: 2 BMA: 5  
AC:8/+0 HPT10+1D10 BUDO:3  
ATTACK: Magic BCS: 10+2D6  
Bite BCS: 10 DAM: 1 point

**DESCRIPTION:** The Usagi-tsuki is the moon-hare of legend. Though naturally of hare form it usually takes the shape of a warrior in Superior Quality samurai-style clothes or armor of Armor Class 2D5. Such garments are trimmed with white rabbit fur, or the warrior wears a cloak trimmed with such fur (30%). The form and face of the Bushi are of above-average comeliness. The hare form is silver-grey in color and has golden eyes.

**CHARACTERIZATION:** When in human form: the Usgai-tsuki has the statistics of a Classic Bushi of Level 2D3, except for HPT which remains constant. The favored weapon of the being is the Yari, and 40% of the time the BCS indicated also applies to an Okuden of the weapon.

The Usagi-tsuki is generally benevolent, but is most definitely a proponent of the code of Bushido. If the characters have been abiding by the code, they receive a +5 to the initial reaction roll when they encounter this being. Contrary behavior receives a -5. An Usagi-tsuki will desert a group rather than fight if members breach the code of Bushido or the proper codes of etiquette.

The Usagi-tsuki may cast spells in either form. It has 1D6+1 spells. It may cast each of them once daily. If a character acquires the cloak of an Usagi-tsuki, he can then cast that moon-hare's spells as if he were the Usagi-tsuki. If the cloak has been acquired by force, the magic lasts for 1D6 days or until the first full moon, whichever comes first. If the cloak was given as a gift, the magic lasts for one full month after the next full moon.

## 2016.0 SUPERNATURAL BEINGS

The myths of Nippon are peopled by a wide variety of beings whose makeup and abilities derive from sources beyond earthly matter. The degree of power held by such characters is measured in terms of their Spirit Rank.

Spirit Rank has a value from 1 to 20 and converts into other game factors as follows:

### Saving Throws

Supernatural Beings have Saving Throws equal to one of three values: for Strong, Average, or Weak Attributes.

If in a Strong Attribute, the Saving Throw equals 10+(Spirit Rank/2)

If in an Average Attribute, the Saving Throw equals 5+(Spirit Rank/2).

If in a Weak Attribute, the Saving Throw equals the Spirit Rank/2.

The Attribute scores for a Supernatural Being are equal to 3 times their Saving Throw in the Attribute. Any Abilities that are not calculated from the Attributes in the normal way are clearly defined in the descriptions of Supernatural Beings that follow. Permanent Spirit Rank is used for these Saving Throws, so that Exorcism or other reduction of the Current Rank does not make Beings stupider, weaker, etc.

### Magical Spells and Special Powers

Spirit Rank will affect any Spells or powers possessed by the Being in the following ways.

—Supernatural Beings do not expend Power when using Spells. Instead, they may SUCCESSFULLY cast Spells or use powers a number of times per day equal to their Permanent Spirit Rank. Failed attempts to use Spells or powers do not reduce this figure unless a Critical Failure was suffered.

—In casting magical Spells having a variable Level of effect, the "Level" used is equal to the Current Spirit Rank/2. Thus, a Rank 8 Spirit's Spells function in this regard as those of a 4th Level Shugenja. Casting such Spells still only counts as 1 use of a power for purposes of record keeping. Beings with a Rank greater than 12 will function as if they were indeed Shugenja with a Level higher than 6th.

### 2016.1 SPIRIT COMBAT

Two Beings having Spirit Rank may engage in mystic combat to resolve differences. Each uses its Magic BCS to attack, rolling once per Detailed Turn, the first "blow" going to the Being with the higher Current Rank. A hit reduces the target's Current Rank by 1D3. Successful hits may be parried by the target, if it can roll its Magic BCS at a penalty equal to the attacker's Current Rank. When a Being's Current Rank is reduced below 0, it has been exorcized. The winner regains all Rank lost during the combat.

## 2016.2 SUPERNATURAL MANIFESTATIONS

The rules governing Supernatural Beings in **BUSHIDO** are based on the following theory: even the most powerful Spirit is limited when it assumes material form. Especially in the case of pods, we do not maintain that the Being's true nature is as described here. Rather, these are the traits it manifests upon the earthly plane. By "putting on the flesh" Spirits accept the limitations of that flesh. They can be physically or magically fought. Some Beings are more limited by their manifestations than others, as shall be described. In general, physically "killing" a Supernatural Being only inconveniences it, driving it away from that particular time and place. Exorcism has much the same effect. Even slaying a Supernatural Being on its "home ground," the astral plane, drives it into exile for a number of months or years, but cannot really destroy it.

### 2016.3 SUPERNATURAL POWERS

Supernatural Beings all have a BCS for using magic. This must be rolled in order to use a power. Spell Defense will reduce this BCS, though modifiers to Spell Defense applying to a particular School of Magic has no effect on Supernatural powers.

#### Armed Might

The Being can oppose armies in the field with a Troop Strength value equal to his Rank/2. A BENC or ENC result for characters in battles against such a Being means that the Player Character is smitten with Awe, even if the Being does not normally have that power. Beings with Armed Might can instead use it to increase the Troop Strength of armies they favor by the same amount. In purely political battles, it is rare for Gods to perform this favor, since the Gods are reluctant to aid one large group of worshippers in slaying another large group of worshippers.

#### Astral Presence

Beings with this power may affect the material world without actually manifesting upon it. They move through Kokuri-yo, the astral world, but may use all their Spells and powers freely upon the earth. Their presence may be detected by a Shugenja's Astral Senses or a Gakusho's Perception of Truth. Detected Being's may be attacked via Spell, Exorcism, or combatted directly (ie. "physically") by those who can enter the astral to fight them.

#### Awe

The Being can smite onlookers with Awe (Kashikomu). Those in sight of the Being who do not make a Will ST suffer Distractions equal to his Rank. There is a chance in 20 equal to the Beings Rank that they will be rendered unconscious, suffering Subdual Damage equal to their Current Hit Point score. If a victim is in fact rendered unconscious, then upon regaining his senses he will still suffer Distractions as stated above, even if the Being is no longer present. Each day thereafter, the victim is allowed a Will ST to throw off this effect.

Characters who suffer this extended effect due to being struck with Awe by Buddhist deities may undergo conversion to the priesthood. After throwing off the aftereffects of the power, the number of days required to do so is the percentage chance that the character will be seized by an overwhelming desire to become a Buddhist Gakusho (if he is not one already). He will seek out a Temple, shave his head, and undergo a change of Profession, becoming a 0 Level Gakusho.

#### Control Events

The Being can cause or suppress Events, described in section 2040.0. The Level of existing Events may be increased or decreased as well. Decreasing an Event's Level below 1 means that the situation never occurs. The maximum Level to which an Event may be raised is 6.

Events created by the Being have an initial Level up to his Rank/5. If altering the Level of an Event, the Being may do so by the same amount.

#### Control Phenomena

The Being can cause Natural Phenomena (see section 2030.0) to occur, or may alter the Danger Factor of existing Phenomena. The Danger Factor of created Phenomena may be up to the Being's Rank/2. Existing Danger Factors may be altered by the same amount.

#### Decrease (Attribute)

The Being can attack the Current value of a given Attribute. A successful BCS roll for this power acts as if the victim had been exposed to a Lightning Poison attacking that Attribute, having a Level equal to the Being's Rank/3. The victim uses his Will Saving Throw or Meditation BCS to fight off the effects of this Power, in the same manner that Health is used to resist Poison. Reducing an Attribute to 0 has the effects described for Plague (section 2030.0).

### Enhance (Attribute)

The being can increase a character's Current value in given Attributes by his Rank. This effect lasts for a number of hours equal to the Being's Rank.

### Enrichment

The Being can present those in whom he is pleased with valuables or money. The maximum amount thus delivered will not exceed the Being's Rank in gold. Enrichment as used by some Beings will take the form of goods, (weapons, trade goods, artworks, etc.) of equivalent value. If the Being wishes, it may seek to deliver items of much greater value than usual. The chance of doing so is his Rank or lesson 1D20. Multiply the Being's Rank times the Effect Number of a successful die roll to determine the maximum value of such a gift. Beings with this power are sometimes known to use it to bribe those they wish to influence.

### Fertility-Births

The Being can bless women with fertility, adding his Rank to the chances of conception. The Being has a chance on 1D20 equal to his Rank of causing conception on the spot, even without the intervention of a man. Beings with this power can also reduce the chance of conception by their Rank and have a chance in 20 equal to their Rank of rendering a woman completely barren. Priestly exorcism of the curse, treating it as a Spirit with a Rank equal to its caster's, is the only cure if the Being cannot be induced to remove it.

Men can be made more potent or less so in the same manner.

Beings with this power can also increase or decrease the chances of a safe delivery by their Rank.

### Fertility-Fields

The Being can increase or decrease the yield of farmlands within an area of 5 Productive Ri times its Rank. The power increases or decreases the Harvest Modifiers (section 2082.7) by its Rank/20, rounded to nearest tenth. If the fields are cursed in this manner, the curse may be exorcized as if it were a Spirit with Rank equal to its caster's.

### Luck

The subject of Good Luck receives a bonus to all Saving Throws equal to the Being's Rank/3. This will last for a number of hours equal to the Being's Rank.

Beings with this power can also inflict Ill Luck. This operates in the same manner as Good Luck, but a penalty is applied to Saving Throws instead of a bonus. The victim can resist the curse by making a Will ST at the time of the attack. A Meditation BCS may be substituted for the Saving Throw if the character wishes.

### Heal

The Being can heal all forms of damage. 1D6 per Rank of Lethal and Subdual damage can be healed by a successful use of the power. The progress of diseases or poisons are stopped at once by the power. Critical damage is healed at a rate of 1 point per point or Rank. Healing time for broken limbs is reduced 1D10days per point of Rank and severed limbs are healed in the same way. If the Being reduces his Current Rank by 1 point in using this power, lost limbs or faculties are restored by the use of this power.

### Instruct

Beings who can Instruct may do so in any Skill they know. They may increase the Learning Rate of those they so favor by their Rank/2. Instead, they may seek to immediately grant a number of points in a Skill to a character, equal to their Rank x 5. This has a chance of Success equal to the Being's Rank, rolled on 1D20. Both forms of Instruction are permanent.

Being's who can instruct may also cause forgetfulness, robbing a character of Skills. A successful BCS roll for the power robs the victim of Skill points equal to the Being's Rank x 5, or 1 BCS point per point of Spirit Rank. The victim may resist this curse with a Wit Saving Throw, and is permitted a BCS in Meditation in its place if this score is better. The forgetfulness lasts until the victim can make a Wit ST (or Meditation BCS), rolling once per day. The Being who placed the curse can remove it at any time, if so inclined.

### Invlulnerability

The Being is Invulnerable to all forms of damage from certain physical attacks. This power does NOT require a successful BCS to operate, but is fully effective at all times, unless the Being loses all special powers in some manner.

The Gamesmaster may use the following table to determine the precise form of Invulnerability possessed by the Being. Other variations might include adding special weaknesses for Invulnerable Beings, even rare items which will kill outright on contact (a powerful Oni might perish at the touch of a Kami's hair, for example).

### Die

#### Roll Result

01-45 The Being is only vulnerable to magical weapons, which do full damage with all bonuses.

46-55 The Being is only vulnerable to above-Average or magical weapons, which do full damage plus bonuses.

56-70 The Being is only vulnerable to Superior or Master weapons, or magical weapons, which do full damage plus all bonuses.

71-90 The Being is only vulnerable to Master or magical weapons, which do full damage plus all bonuses.

91 -93 Reroll at -10 to die roll. A hit on the Being by any other weapon exposes the attacker to the effects of a successful Remove Weapon Disarm attack. Unarmed attackers suffer a Bash if they strike.

94-96 Reroll at -10 to die roll. A hit by any other weapon exposes the attacker to the effects of a successful Remove Weapon Break attack. Unarmed attackers suffer a Bash and take the damage of their own blow if they strike.

97-99 Reroll at -10 to die roll. A hit by any other weapon exposes the attacker to the effects of his own weapon, taking the damage as Subdual damage, i.e. blows are reflected back on the attacker.

00 Reroll at -10 to the die roll. The indicated weapons do damage as Average weapons of their type, all bonuses not due to personal traits (Strength, Ki, Okuden, etc.) are lost.

Unarmed attacks using Atemi-waza may, at the Gamesmaster's option, still be effective on the following basis. A current Ki score greater than the Being's Rank causes blows to count as "magic" weapons. The attacks of high level Budoka may count as above-Average weapons: 4th Level is "Good," 5th Level is "Superior," and 6th Level is, of course, "Master."

### Overcoming

The Being can Overcome certain other classes of character by a successful use of the power, instantly subduing or slaying them as he wishes. If a character is confronted with a Being whom he knows has the power of Overcoming for his own type of character, he will seek to flee. Thus, Oni confronted by the Buddhist God Fudo Myoo, who has the power of Overcoming such Spirits, will flee if they can.

### Possession

Certain Spirits can Possess humans, seizing their souls and taking control of their actions. Beneficent Spirits will sometimes do this when there is no other way to save a deserving character from danger. They will depart from their host when the danger is past without doing him any harm. But malicious Kami and certain Yurei will Possess a victim with the intent of causing him injury or using him as a front for their evil actions.

A Spirit can seek to Possess a victim even if being physically fought at the same time. If being combatted on the astral plane, it may not do so, since it is on that plane that it makes its attack. If seeking to Possess a Gakusho or a Pious character, the Spirit must first overcome the character's Religious Power. It does so by rolling its BCS for the Possession, at a penalty equal to the victim's Religious Power. If this BCS roll succeeds, the Spirit may proceed. If it fails, the Spirit may not seek to Possess that victim, unless his Religious Power is reduced by Sin or Pollution.

Having overcome any Religious Power, the Spirit and victim now match die rolls, rolling on Action Phase 1 of each Detailed Turn. The Spirit uses his BCS and the victim may roll a Will ST or Meditation BCS, whichever is higher, adding any Spell Defense he has to the BCS or Saving Throw. For each set of die rolls, note the difference between the two Effect Numbers, adding this result to a tally for the winning character. If the Spirit's total exceeds the victim's Will, the Possession is successful. If the victim's total exceeds the Spirit's Current Rank, the Spirit is repulsed and may no longer seek to Possess that victim during their relationship.

A character fighting off a Possession suffers Distractions equal to the Permanent Rank of the attacking Spirit.

A Possessed character is under the control of the Spirit. His Physical Attributes are increased by the Being's Permanent Rank. The Spirit's Mental Attributes replace the victim's. The Spirit may not use the victim's Skills. It has all its own Skills and Spells intact, but may not use supernatural powers while in control. If it uses such a power, the victim may seek to repel it, fighting out the Possession all over again. In such a case, the Spirit suffers Distractions during the conflict equal to the victim's Will ST.

Exorcising a Possessed victim of the invading Spirit is more difficult than usual. Increase the Spirit Rank used to resist Exorcism by the Level of the victim. Upon being driven from a victim, a Spirit must make a Will ST. If this fails, it is utterly driven away and

vanishes. If the Saving Throw succeeds, it may remain present, attacking the Exorcist physically. A Possessing Spirit may at any time leave a victim and seek to invade some new victim. When a victim is freed by Exorcism, he must also make a Will ST or go mad until magically healed.

Physically slaying or hurting a Possession victim does not bother the Spirit, who is simply left free of the host at his death.

#### Resurrect

The Being can raise characters from the dead, with automatic success, as long as they have not been dead a number of days greater than the Being's Rank. Buddhist Spirits can raise only those characters for whom the Segaki service (Buddhist funeral rites) have been performed. Shinto and other Beings having this power may use it only on those for whom the Segaki ceremony has not been performed.

#### Summon

The Summon power allows the Being to summon a given number and type of creatures to its aid. These may be Beasts, Legendary Beings, other Supernatural Beings, whatever. Such creatures are obedient to the commands of the Summoner, without being mindless slaves. That is, they are active assistants to their master, freely cooperating with him. Some Beings may Summon their servitors in order to have them give aid to characters they wish to help. Such assistance is always for some strictly limited period or until a specific goal is achieved.

As a rule, the Gamesmaster should allow a Being to have only one group of Summoned creatures present at any given time. This is not a means of producing small armies at a moment's notice

#### Teach (Subject)

Beings with this power can act as a Teacher in any Skill they know, treating each day of instruction as a 1 Week Study Turn. They may also teach any Spells they know to Shugenja having the necessary Knowledge in the appropriate School. Spell Teaching is immediate once the power is successfully used.

#### 2016.4 KAMI

The Gods of Shinto are called Kami. There are Kami ranging from the powerful rulers of the heavens to the humble divinities of a farmer's field or a single household. This is but a small selection of the spirits held sacred by Shinto which is based on primitive animism. The religion believes that everything in creation has its unique Kami, all blending together into a vibrant, living whole.

#### 2016.4a Major Kami

These are the mighty Gods of the Shinto pantheon. They are not described in full, first because space does not permit a proper handling of the subject, and second because they are the principal deities of a living religion, not really fit subjects for casual use in a game. We do not recommend having the principle Kami appear physically in the campaign. We do list the principle reasons for which they were invoked, and prayer to these Gods by a Shinto Gakusho or Pious layman is not out of place, in order to ask them to exercise their special powers.

Amaterasu-Omi-No-Kami: Goddess of the Sun, Queen of all the Kami. This Goddess is capable of ordering any other Kami to assist a character, or to cease tormenting/attacking him. Or she may be invoked to bring the power of the sun into play, causing any events which are handled at sunrise (regaining magical Power, healing wounds, recovering Ki, etc.) to occur. Her Rank is 20.

**Inari:** This God is patron of rice, and therefore of wealth. He is ruler of the Kitsune, and can command them to aid or hinder characters. His orders will cause the most mischievous Kitsune to stop plaguing someone and to offer amends. Inari can bless any area of Nippon as described in the power Fertility-Fields. His Rank is 16.

**Okuni-Nushi:** This Kami, worshipped in the great Shrine at Izumo, is concerned with the political welfare of Nippon. His intervention controls all Phenomena and Events in the land. His favor increases Status. He is also a famous healer and can use both Heal and Resurrect. His Rank is 18.

**Susano-Wo:** This Kami is the very Spirit of warrior courage and impetuosity. He grants Ki to the brave (1D3 points if convinced to do so). He instructs in all the Bugei and their Okuden. He is also guardian of Yomi, the Sinto Hell. As such, his intervention Overcomes any actions by Araburu-kami, and Yurei of Shinto origin.

#### 2016.4b Minor Kami

Compared to powerful and widely worshipped deities described in the previous section, the classes of spirit which follow are lesser beings in the Shinto pantheon.

These Kami take more interest in the daily doings of humanity and are almost a familiar element in Nippon's society. But they are still regarded with proper respect by the people of Nippon and receive the appropriate reactions when they manifest, whether of reverence, fear, or awe.

All minor Kami have a Spirit Rank of 3D3. Each class of Kami has a ruler associated with it, who has a Rank of 12, but is otherwise like his subjects.

#### Araburu-kami

BCS: Magic- 10+Rank. Skills- 12+Rank. Hit Points- 10xRank.

ATTRIBUTES: Strong- Strength, Deftness

Average- Speed, Health Weak- Wit Will

POWERS: Roll 1D100 for each of the following powers, to see if the Kami has it. Astral Presence (10%xRank); Control Phenomena (100% for random type, rolled on Event Encounter Table); Decrease Attribute (30%. Roll randomly for Attribute governed); Luck (60%). SPELLS: (Araburu-kami know 1 School per Rank/2. Roll for School randomly)

Fire: Burning Touch, Cloak of Smoke, Flame Sphere, Storm of Firre

Water: Binding of Limbs, Dark Circle, Dissolving Defense, Quagmire

Wood: Calling Beasts, Darts of Wood, Master of the Green,

Spell of Sizes

Metal: Adamant Bonds, Confusing Gaze, Conquering Gaze, Iron Sphere

Soil: Arrows of Soil, Soil Storm, Spear of the Heavens, The Angry Earth

SKILLS: Bojutsu, Kenjutsu, Onjutsu, Sumai, Torture, Gambling  
DESCRIPTION: Araburu-kami often appear in terrible, demonic shapes: squat, ferocious imps or withered hags. But they may assume any shape they please they please, and will often appear as a beautiful human or noble Beast or Legendary Being, in order to deceive their victims. They are likewise prone to manifesting in a glorious, divine shape, if trying to overawe people. An Araburu-kami can never quite get his pleasant shapes right, and a Saving Throw for Hidden Things (at a penalty equal to the Kami's Rank) will find some "off-note" in the disguise. If this roll is made while using Astral Senses or Perceive Truth, then the Kami's true identity is revealed. Certain powerful Araburu-kami, of more-than-usual wickedness, exist. They are not Rulers per se, for these spirits have no such organization, but they do control some of their lesser brethren. CHARACTERIZATION: Araburu-kami are very naughty and for this reason have to live in Yomi, the Shinto Hell. They don't like it there and express their opinion by trying to make life miserable for others. As they know they cannot pull such tricks on the other Kami without being punished, they turn their attentions on humanity. Araburu-kami are, in a good mood, fond of the worst sort of tricks that a Kitsune might play, pranks that will destroy a reputation or cause some amusing occurrence (like a broken leg) to the butt of the joke. Truly malicious Araburu-kami are the bearers of plagues or cause natural disasters. They may also waylay and attack humans physically. If beaten, they usually whimper that nobody really likes them and it's not fair, as they are packed off to Yomi by exorcism or physical conquest.

#### Fujin

BCS: Magic- 5+Rank Skills- 8+Rank. Hit Points: Health+Rank

Armor Class: Rank

ATTRIBUTES: Strong- Strength, Health Average- Speed, Will Weak- Deftness, Wit

POWERS: Control Phenomenon (Storm, Tai-fun)

SPELLS: Wood: Spear of the Heavens

SKILLS: Bojutsu, Sumai.

DESCRIPTION: The Fujin appear as muscular, boisterous, and scantily clad giants some 8' tall, rushing through the sky on the backs of a wild wind. They carry a great bag filled with wind over their backs. Their Bo does damage as a Tetsubo on all hits.

CHARACTERIZATION: Fujin are the Kami of the storm winds. They are not overly bright and often are shown being blown about, willy-nilly, in winds of their own creation. They are generally friendly, in a rough sort of way, though they do find the damage their storms cause hilarious. If they like someone, they can carry him (and up to a number of others equal to their Rank) anywhere in Nippon that the wind blows, at about 50 miles per hour. If angered, they will open their bag to throw a storm at the offender (treat as a 1-shot version of the Spell, "Soil Storm," with Level equal to Kami's Rank). If they can be distracted while opening the bag, they must make a Wit ST or they will dump the storm all over themselves, and be blown back to the heavens. They are ruled by Kami-nari who is much wiser (Mental Attributes are Average) than his subjects.

## Kaijin

BCS: Magic- 5+Rank Skills- 10+Rank Hit Points. 3xRank

Armor Class: Rank

ATTRIBUTES: Average- All.

POWERS: Control Phenomenon (Tsunami and either Storms (60—) or Tai-fun (40%)), Summon (1 Shark/Rank), Teach

SPELLS: Water- Darts of Water, Dissolving Defense, Watery Doom, Watery Sphere, Roads of Water.

SKILLS: Kusarijutsu, Sojutsu, Suiejutsu, Yari-nage-jutsu, 1D3 Fine Arts

DESCRIPTION: Kaijin are typically stately Kami, appearing as noblemen in garments of fine silk in sea-colors: deep green, foam white, blue. They are armed with mighty Yari and Heavy Javelins. Some also bear strong, silken nets, which add +2 to the Entangling attacks using Kusarijutsu. Such nets cannot be cut and once a foe is Entangled, only the net's user can free him. These nets are sometimes given to favored humans by the Kaijin. Kaijin can also appear as great Sharks. Add their Rank to the Shark's Hit Points in this form and use the Kami's BAP and Zanshin.

CHARACTERIZATION: Kaijin are the noble retainers of Umi-no-kami, a God of the sea. Their mentality resembles that of samurai as regards loyalty to their king. An encounter with one or more Kaijin when at sea is on a par with a Patrol encounter while travelling across a Daimyo's territory. Kaijin rarely attack unprovoked, but are terrible in anger. They support their ruler's claim to be sole king of the sea against his archrival, Ryu-no-kami, and they war unceasingly on the Ryujin, who serve that God (see below).

## Kenzoku

BCS: Magic- 4+Rank Skills- 11+Rank

DESCRIPTION: Kanzoku appear as mighty Bushi, armed for war. Their armor and weapons shine with glorious light, and if loaned (rare) or given (even rarer) to mortals, strike as Master weapons.

CHARACTERIZATION: Kanzoku are treated as Classic Bushi, with a Level equal to their Rank, even if this exceeds 6th Level. They know all Bushi Bonus Skills, whether Bugei or not, and have the power to Instruct and Teach. Kanzoku are noble warrior-Kami, some say they are the immortal spirits of great fighters who have been raised to the status of the Gods after death. They fight evil in all forms and are greatly revered as the foes of Oni and Araburu-kami.

They are ruled over by Hachiman, premiere Warrior Kami of Shinto, who is not only a Rank 12 Kanzoku, but knows ALL Bugei, whether they are Bonus Skills for Bushi or not. Hachiman also has the powers Armed Might, Awe, and Resurrect, if the subject died in combat. He can grant 1D3 of Ki to those whom he deems worthy.

## Ryujin

DESCRIPTION: Ryujin have all the physical characteristics and powers (including Spells) of Kaijin, except that they summon Kojin, not Sharks. They are somewhat rougher in appearance and nature. They can assume the form of a Tatsu with a Budo equal to their Rank. They have none of the Tatsu's special powers.

CHARACTERIZATION: Ryujin are somewhat more greedy than Kaijin in matters of wealth. They have been known to raid ships carrying precious or beautiful items. They are ruled by the Dragon-King, Ryu-no-kami, who contests with Umi-no-kami the rulership of the sea. They will inevitably attack Kaijin, and aid those beleaguered by them.

## Kami of Place

Spirit Rank: 3D3 BCS: Magic- Rank Skills- 8+Rank

Hit Points: 5xRank Armor Class: 5

ATTRIBUTES: Average- All

POWERS: Instruct. Most have others, which vary by type

SPELLS: 1 random Spell per point of Rank

SKILLS: 1 Bugei of Gamesmaster's choice. The rest vary.

There are the numerous Kami whose interest lies in the immediate area of some place or item, or those whose powers only concern some particular Skill or event. The sheer numbers of such Kami to be found in Nippon are what earn it the title, "Land of 800 Million Gods." Kami of Place have no Rulers.

**Chinjin:** These are Kami governing an urban area. They care for a number of wards equal to their Rank. They can Control Events and Phenomena within their territory. They aid those who contribute to the peace and prosperity of the district, and may punish those who disrupt these qualities. Their special Skills include Commerce, and any Skill practiced by the bulk of the people in their area (a Craft in an Artisan ward, Physician in a Ward of doctors, etc.)

**Dosojin:** Kami of roads and travellers. Appears as a Pilgrim. His shrines exist along roads all over Nippon. His special Skills include Hayagakejutsu and Tracking. They can increase the Strategic Base

Movement Allowance by their Rank, as long as they accompany the party.

**Jigami:** Rural Kami who protect a given village, farm, or area. They can Control Phenomena of any kind within the area they govern. They have the powers Fertility-Fields and Fertility-Births. They usually appear in garments whose colors are reminiscent of rice paddies: tender green and rich earth brown. The Kami usually rules 1 square Ri times his Rank. There are Rank 10 Kami who rule an entire hex on the map.

**Mori-no-kami:** These are the Gods of the forests. They rule an area dictated by their Rank as described under Jigami. They are, essentially, rulers of Rough terrain. They control all Phenomena in their domain, and may Summon 2D6 of any Beast found in Rough Terrain. They generally appear rough-mannered and boisterous, but are usually kindly to those in need.

**Tenjin:** These are Kami of Bugei and Fine Arts. Every such Skill has its associated Kami, who are the divine incarnations of the Skill's founder. All Tenjin are Rank 6. They have a Raw BCS in the Skill of 19, treating their Rank as their Level in its use. They will protect those who use their Skill well and teach it to those whom they favor. They have the power to Teach. A Tenjin knows all Okuden for a Bugei if it is Kami of that Bugei. Tenjin of the Fine Arts reach "Okuden" for those Arts, whereby the character increases the quality of his Artworks by one level (Common to Semi-precious, Semi-precious to Precious). See section 2075.0 on making Artworks. Tenjin appear as some typical practitioner of their Skill.

**Yama-no-Kami:** These are the Kami of the mountains. Normally, they are severely austere deities, as cold as the peaks whereon they dwell. They rule areas calculated as for Jigami and Mori-no-kami. Famous individual mountains have their own Kami; Mt. Fuji, for example, is ruled by a Goddess known as Sengen-sama. Yama-no-kami Control all forms of Phenomena on their territory. They may Summon 2D6 Beasts of any kind found in Mountainous Terrain. They rarely bother with travellers in any way, though some are helpful to those lost in the peaks. Regrettably, there are Yama-no-kami who derive cold delight from plaguing, even destroying, wanderers in the high country.

## Kami of the Elements

These Kami are associated with the 5 Schools of Magic. They have a Spirit Rank of 2D5 and possess a Skill in their School of 10xRank. Kami of the Elements possess all Spells for which they have sufficient Knowledge. They may Teach their School or Instruct in any Spells they know.

Kami of the Elements appear as a Classic Shugenja, but increase the Attributes of the figure by their Rank, calculating any Abilities influenced by Level with a Level equal to their Rank. They likewise know, but cannot teach, all non-magical Shugenja Bonus Skills.

If fighting other than physically, the Kami is permitted to roll its Magic BCS (calculated as if they were in Shugenja form) each Detailed Turn. Success causes the Kami to radiate the effect of a Storm Spell for its School to a radius about its person of 1D3 yards times its Rank. This is treated as a power for record-keeping purposes, as is all Spell casting by the spirit.

## 2016.4c The Seven Fortunate Gods

These seven deities take a special interest in the well-being of humanity, and they are particularly well-loved by all Nipponese. The Seven Fortunate Gods were originally worshipped in China, but after their cult was imported to Nippon, it was soon absorbed into the popular faith. These Gods all have a Spirit Rank of 10.100 Hit Points, Magic BCS of 15, and the powers Instruct and Astral Presence. All their Attributes are Average.

**Benten:** Benten appears as a beautiful lady of noble demeanor and rank. She is a Goddess of love, beauty and the Arts. She knows all Fine Arts, all Skills which give a Bonus to women, and has a BCS of 20 in all these Skills. She carries the Biwa and Brush of Benten with her (see section 2021 6a). She is a particular patron of all brave and adventurous women and can grant Ki to such characters (1D3). She has the powers of Fertility-Birth and a special power: that of making men and women stunningly good-looking. She has the physical characteristics of a Classic Shugenja.

**Bishamon:** This is a warlike God, armed in the Chinese rather than native style. He knows all Bugei which are Bonus Skills for the Bushi or Budoka, and he is a patron of these Professions. He will grant 1D3 of Ki to their members if pleased with them. He also has the power to Heal and to Summon 1D3 Mukade, since the centipede is associated with him.

**Daikoku:** Daikoku is patron of farmers, appearing as a pleasant Heimin peasant, accompanied by a large, tame rat. This creature will

grow to the size of a Tiger, and fight like that Beast, in combat. Daikoku has all Skills that are Bonus Skills for Heimin. He also has the power Fertility-Fields. He carries the Mallet of Daikoku.

**Ebisu:** Ebisu is a patron of commerce and merchants. He appears as a well-to-do merchant and will protect travelling members of that class from robbery. His special Skills include Commerce and the Crafts. He fights using Bojutsu, but his Bo ALWAYS exposes those it strikes to a successful Bash attack.

**Fukuroku:** Fukuroku appears as a Taoist sage of Chinese origin. He knows all the Schools of Magic and all the Spells of each School. He is patron of Shugenja and Philosophers, granting 1D3 of Ki to members of these Professions who please him. He fights physically using Jujutsu, but a successful Throw attack also does 2D10 of Subdual damage, even if the victim uses Jujutsu to roll out of the throw. Fukuroku knows all other Shugenja Bonus Skills as well.

**Hotel:** This amiable wanderer appears in the shape of an itinerant monk, fat and jolly. Despite his clerical form, he is patron of Yakuza, for he is God of Luck, and prefers a hot dice game to priestly austerities. Hotel's special Skills are Gambling and all Yakuza Bonus Skills. He can grant 1D3 of Ki to Yakuza who please him. He hates cruelty and oppression, especially to the helpless. He has the power of Luck and also the special power to grant a Saving Throw (roll for value of Saving Throw on 4D3), for "Absurd Luck." This kind of Saving Throw has its user, when falling from a 5 story window, land in a convenient pile of swan's down (or at worst, manure) without getting a bruise. Hotel will grant a set number of these Saving Throws (say, 1D6 of them) which the recipient may use up as he wishes (or needs to).

**Jurojin:** Jurojin, though he appears as an ascetic Hermit of the Scholar Profession, is actually patron of Gakusho (of either religion). He knows all the Yogas and all Gakusho Bonus Skills (for both religions). He rides from place to place upon a magical Crane. It is, in fact, the Heavenly Crane, and Jurojin, if greatly pleased with some character, may give him one of its Plumes. He may also grant 1D3 of Ki to Gakusho whom he favors. He has all Gakusho Powers available to use and also the power Enhance Attribute, for any Attribute, and the power to Heal.

## 2016.5 BUDDHIST SPIRITS

As in the rules for Shinto spirits, the beings described in detail here are the lesser members of the pantheon worshipped by Nippon's Buddhists. We also include certain spirits held in less esteem, even in fear, by the congregation.

### 2016.5a The Buddhas

Those unfamiliar with Buddhism in general or Japanese Buddhism in particular are often surprised to learn that several beings receive the title "Buddha," meaning roughly, "An Enlightened One." Buddhas can be of human origin or purely spiritual. A Buddha would not directly manifest on earth, no matter the need, although intervention in answer to the prayers of those in need is not unheard of.

All Buddhas have a Spirit Rank of 20. The Buddhas most venerated by the people of Nippon include:

**Sakyamuni:** The Gautama Buddha, founder of the religion of Buddhism. Sakyamuni is most often revered without being invoked for aid, since he has no major interest in the earthly life of mortals. Those who face death or danger when in a state of bad Karma might receive some assistance in extricating themselves from the predicament, although complete salvation will still depend on their own efforts.

As the putative author of the Sutras, Sakyamuni can bestow the knowledge of any Sacred Text on a deserving worshipper.

**Amida:** The Buddha Amida, or Amithaba, is the Compassionate Buddha, and of all the Enlightened ones he is the most involved in human sufferings on earth. Amidaist sects in Nippon hold that he who repeats the sacred formula "Namu Amida Butsu" ("Homage to the Buddha Amida") even once with perfect sincerity shall attain to rebirth in the Buddha's Paradise of the West, there to continue to climb to Nirvana in the greatest happiness. Amida is much revered by the simple folk of Nippon since his worship requires no deep studys or complex rites. Successful invocation of the Amida Buddha will allow the Gamesmaster to bestow such aid on the invoker as is needed to succor him in his need.

**Dainichi:** The Dainichi Buddha (or "Cosmic Buddha") is much worshipped by ascetics, hermits, and mystics, since he affirms the unity of all creation in the Buddha nature. He can grant Spells ("Siddhis") to petitioners, though reluctant to do so since all such

things are but illusions, denying the totality of the universe. He is very much a deity of Shugenja, Philosophers, and the more mystical Gakusho.

Several other Buddhas have places in the worship of Nippon, but these three are the main ones. Invocation of a Buddha for mundane reasons, or when the need is not great, exposes the invoker to being smitten with Awe by the deity, with the possibility that he will convert to the priesthood as described in section 2094.0. The Buddhas will also use this power to defend their worshippers against evil creatures, and Nipponese myth is filled with examples of Beasts, Legendary Beings, even Oni, who have embraced the Eightfold Way after such a run in with a Buddha.

### 2016.5b The Bosatsu

Those who achieve Enlightenment but do not enter Nirvana at the end of their incarnation are called Bosatsu, the Japanese form of the Hindu word "Bodhisattva." Instead, the Bosatsu has chosen to remain closer to the human condition in order to aid those in need and to help others gain Enlightenment. There are scores of the Bosatsu, and we can only describe several of them here.

All Bosatsu have a Spirit Rank of 15, a BCS in Magic and Skills of 20, Hit Points=100, and Armor Class 12. They exercise the powers Astral Presence, Awe, Heal, and Resurrect.

#### Jizo Bosatasu

**SPELLS:** All forms of the Jizo wield the powers of a 6th Level Buddhist Gakusho.

**SKILLS:** Bojutsu, Jujutsu, Buddhist Theology, All Yogas, Meditation

The Jizo Bogatsu can appear in any one of six manifest forms. While simple folk consider these forms as separate beings, they are actually just different aspects of the Bosatsu. We shall discuss them in the same manner, although the Gamesmaster is reminded that the Jizo can assume any of these forms he pleases at any time, so that roughnecks abusing the kindly nature of the Jizo of Children may suddenly find themselves facing the warlike Jizo of Victory. Additional powers and Skills may be wielded by the particular Jizo appearing.

#### Jizo of Victory

**ATTRIBUTES:** Strong- All Physical Attributes.

Average- All Mental Attributes.

**POWERS:** Armed Might, Instruct (Bugei only), Teach (Bugei only)

**SKILLS:** All Bushi Bonus Bugei

**DESCRIPTION:** The Jizo of Victory appears as a Warrior-monk or Sohei of the Yamabushi Temples. But he bears a double-edged Chinese sword (a Ken) which strikes as a No-dachi, although it is freely wielded with one hand. He also carries a sheaf of three Heavy Javelins which strike like a Yari when used hand-to-hand or hurled. **CHARACTERIZATION:** This Jizo is very much like his Shinto Counterparts, Hachiman and Bishamon. He can grant 1D3 of Ki to brave Bushi or Budoka. He aids those who oppose evil with force of arms.

#### Jizo of Redemption

**ATTRIBUTES:** Strong- All Mental Attributes.

Average- All Physical Attributes.

**POWERS:** Instruct, Overcoming (Yurei).

**SKILLS:** All Buddhist Gakusho Bonus Skills.

**DESCRIPTION:** The Jizo of Redemption appears as a simple Bonze, a wandering Gakusho of his faith. He carries an Enchantment: a priestly staff which handles in all ways like a Bo but does the damage of a Tetsubo on hits, including the Bash attack, doubling the normal chance of a Bash result at that.

**CHARACTERIZATION:** This Jizo is very concerned with the proper development of lesser spirits, human or otherwise, in the journey to Nirvana. He is also the patron of Buddhist priests, helpful to those who are truly carrying out their vocation and sometimes rough on those who are not (though his chastisements are designed to straighten such characters out rather than just to punish them). As such, he can grant 1D3 of Ki to deserving Gakusho. He will willingly seek to raise from death those who have died with bad Karma, allowing them more time to develop in this life. He also gives aid to those combatting beings who have strayed from Enlightenment's path, especially Yurei or other evil spirits who have left the path of reincarnations.

#### Jizo of Children

**ATTRIBUTES:** All Attributes are Average

**POWERS:** Fertility-Births

**SKILLS:** Herbalist, Physician, all Musical Instruments, Popular Dance

**DESCRIPTION:** The Jizo of Children appears as a simple Bonze, of a roly-poly and somewhat comical demeanor. He carries an

Enchanted staff, the same kind used by the Jizo of Redemption, and another Enchantment, a Yawara. Hurling using his Deftness ST, this weapon attacks the target with a Subdual Attack, BCS 15, until it has subdued the victim as if using Jujutsu or been defeated in the attempt. If the Yawara "loses," it flies back to the Jizo for another throw. The Jizo also carries a large pouch which can produce any number of dolls, small musical instruments, and other toys. Ill-treating a child who has received such a toy from the Bosatsu has a 60% chance of drawing the God's attention to the situation, to the intense sorrow of the malefactor.

**CHARACTERIZATION:** The Jizo is patron and protector of the young, those unable to protect themselves. He likes nothing better than a good game in the dust with a pack of happy kids. All children instinctively love the Jizo on sight. He also takes advantage of such sessions to impart stories and instruction to the children, to enable them to retain their Buddha-like innocence as they grow up. He will fiercely protect children from harm and assist characters doing likewise as best he can. We remind gamers that physical punishment was almost NEVER used in raising children in Nippon, and that striking, starving, or otherwise abusing a child was regarded with horror by all decent folk.

#### **Jizo of Demons**

**ATTRIBUTES:** As Jizo of Victory

**POWERS:** Overcoming (Oni), Enhance Will (versus Possession attacks), Summon (see Characterization below)

**SKILLS:** Buddhist Theology, Meditation

**DESCRIPTION:** This Jizo appears as a Warrior-monk, not armored but dressed in that Profession's typical garb: loose jacket and breeches, pilgrim's sandals, pillbox hat perched forward on the head, charms and amulets dangling all over his torso. He bears a heavy Bo, which does normal damage as a Bo, but also has a Bash probability equal to 4 times the damage done on each strike. Striking any evil spirit (Yurei, Oni, malicious Kami or Kitsune, etc.) with this weapon exposes it to the power of Awe at the Rank of 10. If a possessed character is hit with the Bo, he is at once freed of possession, suffering no aftereffects. The damage done is the percentage chance that the expelled spirit will suffer the Awe effect described above.

**CHARACTERIZATION:** The Jizo presents a rough-and-ready exterior to the world, though he is really a compassionate being, deeply moved by humanity's sufferings, especially at the hands of malign spirits. His primary concern is the control of such Supernatural or Legendary Beings, turning their feet onto the path of Enlightenment, even if this means ending their current incarnation. His Summon power calls up 2D3 Oni of random types (oni 75%, Dai-oni 25%) who have been converted to Buddhism while remaining Oni. Such beings have all the powers and characteristics of Oni but also function as 1st Level Classic Gakusho as regards Skills and Spells.

#### **Jizo of Kami**

**ATTRIBUTES:** All are Average

**POWERS:** Has Shinto Gakusho Powers as well as Buddhist

**SKILLS:** Sacred Dance, Buddhist AND Shinto Theology, any Gakusho Bonus Skills, of either religion

**DESCRIPTION:** The Jizo appears as an ascetic, usually a religious hermit, with the far-off look of the mystic in his eyes. He rarely fights and when he does, uses Jujutsu, although any successful Jujutsu attack by him no matter its other effects, does 1D10 points of Subdual damage to the target.

**CHARACTERIZATION:** This God holds a unique place in the Buddhist pantheon, since his primary concern is with the Shinto Kami. He protects mankind from the depredations of harmful or malicious Kami and aids those opposed to such beings. He also tries to keep Buddhist zealots from insulting or profaning Shinto beliefs. The Bosatsu is also the patron of those who pursue the deeper meaning of Ryobu-shinto, and protector of sects based on this belief.

#### **Jizo of the Wilderness**

**ATTRIBUTES:** All are Average

**POWERS:** Control Phenomena (all but city Fires), Overcoming (Beasts and Legendary Beasts), Summon

**SPELLS:** Tongue of Beasts

**SKILLS:** Fishing, Hunting, Tracking, Animal Languages as Spoken Language Skill, Meditation

**DESCRIPTION:** This Jizo appears as a hermit, one who dwells in the forests or mountains. He rarely manifests in urban areas or even cultivated fields. He is armed as is the Jizo of Children.

**CHARACTERIZATION:** The Jizo of the Wilderness teaches harmony with nature. He is worshipped by those who earn a living by the bounty of nature and is not opposed to hunting or fishing for

food, though he will sternly correct those who do so for sport. He also protects humanity from natural disaster. He defends the simple souls of animals from cruelty by men. His Summon power calls up any type of Beasts or Legendary Beasts he wishes, with a total Budo Value for all the Beasts summoned not to exceed his Rank (12).

#### **Kwannon Bosatsu**

**ATTRIBUTES:** Strong- Mental Attributes.

Average- Physical Attributes

**POWERS:** Fertility-Births, Control Events (all Events)

**SPELLS:** For all Schools General Spells "Road" and "Blessing"

**SKILLS:** All Bonus Skills for Women, All Fine Arts

**DESCRIPTION:** The Kwannon Bosatsu appears in the form of an Ama, a Buddhist Nun, or else as a noble lady of great beauty. Her face always shows a sweet compassion, and indeed, she is the Buddhist Goddess of Mercy.

**CHARACTERIZATION:** Kwannon Bosatsu is unique in that she is the only major Goddess in the Buddhist pantheon. Standard Buddhist doctrine holds that a being cannot achieve Enlightenment while incarnated as a female, though a deserving woman might be reborn as a male in her next life to complete the final stages of achieving Enlightenment. This is an attitude unattractive to most modern Westerners.

Kwannon has a particular care for women, especially mothers, and also for those endangered by evil beings of a female gender (for example, by Uba). She is patroness of birth and motherhood. She is also Goddess of Beauty in the Buddhist pantheon, though this refers to spiritual beauty rather than the ephemeral attractiveness of the illusory, physical world.

#### **2016.5c The Myoo**

The Myoo are apparently fearsome cohorts of the Buddhas, warrior-Gods who combat the different forms of evil in the world. There are half a dozen of these spirits in the pantheon, but we will here treat only two of the most popular.

All Myoo have Spirit Rank 10, Skills BCS 20, Magic BCS 16, Hit Points 90, and Armor Class 10. Their Physical Attributes are Strong and their Mental Attributes are Average.

#### **Fudo-myoo**

**POWERS:** overcoming (Oni, Meifu-no-junsa), Enhance Attribute (any)

**SPELLS:**

Fire: Darts of Fire, Castle of Fire

Soil: Conquering Gaze, Fetters of Truth

**SKILLS:** Iaijutsu, Jujutsu, Kenjutsu, Kusari-jutsu

**DESCRIPTION:** Fudo-myoo appears as a powerful giant, some 9' tall. Thus, his reach allows him to increase the Range of his handweapons by 2 yards, so that Average Weapons strike at Long Range, etc., at no penalty. He also uses the weapons at their proper distance at no penalty. He carries a Ken (Chinese, double-edged sword) which strikes as an Ono on all hits, although it handles easily in one hand. He also carries the Enchantment called the Rope of Fudo-myoo. He may often (60%) be wreathed in flames when in battle, and in such cases those who strike him or are struck by him suffer a Strength 2 fire attack.

**CHARACTERIZATION:** Fudo-myoo is charged with restraining the evil done by spirits and other powerful beings who torment humanity. He aids those engaged in combatting such beings, he will test the courage of those who claim to be champions of good, often appearing to kill them in such tests. The brave will receive 1D3 of Ki if they behave properly in such tests. Cowards tend to stay dead afterwards. False or hypocritical "heroes" will likewise come off the worse for such meetings. Fudo-myoo can *override* the judgements of Emma-hoo (see below) and in token of his authority in such matters, can Overcome the Meifu-no-junsa who serve that God.

#### **Gundari-myoo**

**POWERS:** Armed Might, Control Events (Uprising), Instruct, Teach, Luck

**SPELLS:** As 5th Level Buddhist Gakusho

**SKILLS:** Chikujō-jutsu, Senjō-jutsu, Kenjutsu, Sojutsu, Rhetoric, all Yogas at Skill of 99

**DESCRIPTION:** Gundari-myoo appears as a wandering Warrior-monk, of stern and implacable mien. If angered, his features can take on the nearly demonic fury of the other Myoo. He carries a Ken like Fudo-myoo's and a great Yari, doing 2D10 damage, (1D10 on Thrusts).

**CHARACTERIZATION:** Gundari-myoo constrains the evil men do to one another. He is specifically the defender of the oppressed, and will sometimes foment Uprisings among the downtrodden. While he



rarely assumes the role of the ringleader himself, he will train up a character for that role, and sometimes adds his Armed Might to just causes in battle.

#### 2016.5d Other Buddhist Spirits

Several other typical members of the Buddhist pantheon of Nippon are presented here. Some will be more common in the campaign than others.

##### Emma-hoo

Emma-hoo rules the Buddhist Afterlife. Creatures who die without achieving Enlightenment and are given proper Segaki rites come under this God's control. Emma-hoo is the Magistrate of Hell. When departed spirits come before him for judgement he may send them on the normal path of rebirth, sentence them to a period of torment in Hell if they are open to no other means of balancing their Karma, or send them back to earth as Yurei of some kind, there to dwell until they have purged their karmic debts. Invoking Emma-hoo allows the invoker to argue a legal case before him, to seek and have a dead character under his control Resurrected. Both the "lawyer" and Emma-hoo will engage in an "on the spot" contest, using their Average BCS in Rhetoric and Buddhist Theology. Emma-hoo will have a variable BCS in this area, of 2D6+10. The higher Effect Number wins. Successfully Invoking Fudo-myoo as well as Emma-hoo will force the latter to concede the case, if Fudo-myoo will agree to help.

Emma-hoo is immune to other forms of prayer and certainly cannot be directly touched by any other means, magical or mundane. He appears as a Chinese magistrate of the Sung period, clad in the long robes of a scholar wearing an elaborate, judicial headdress. He has a somber mien, which sometimes shows demonic cruelty when he is trying to frighten some sinner back into the righteous path.

##### Mefu-no-Junja

Spirit Rank: 2D3+3                      BCS: Magic- 8+Rank. Skills- 12+Rank.  
Hit Points: 10xRank                      Armor Class: 5+(Rank/2)

ATTRIBUTES: Strong- Strength, Deftness  
Average- Health, Speed, Wit              Weak- Will

POWERS: Overcoming (Yurei)

SPELLS: Fire: Fire Eyes

Water: Muscles of Water

Metal: Adamant Bonds

SKILLS: Iaijutsu, Hojojutsu, Kenjutsu, Kusari-jutsu, Jujutsu, Sodegarami-jutsu, Sojutsu, Torture

DESCRIPTION: The Meifu-no-junja (Constables of "Meifu," the tribunal of Emma-hoo). appear as powerfully built humans with heads of either horses or bulls. They wear Police-style armor and carry Katana, a Jitte-gusari, and either a Yari (30%), Sodegarami (50%), or Sasumata (20%). They may employ the latter two weapons against any character whatsoever, since they grapple with his interior spirit, not his outward weapons or garments.

CHARACTERIZATION: The Meifu-no-junja are the court bailiffs and police of Emma-hoo. They may be sent to earth by Emma-hoo to arrest sinful spirits at the moment of their death. For Player Characters, the Gamesmaster may wish to have this occur with a percent chance equal to the absolute value of their Karma, if the final score is negative.

Meifu-no-junja may also be found in the same neighborhood as Yurei who have been sentenced to that existence by Emma-hoo. In such a case, a squad of some 2D2 of the Spirits might be encountered, or even more, if the Yurei is particularly guilty. These detachments of Meifu-no-junja will oppose any attempts to permanently send the Yurei to rest.

Randomly encountered Meifu-no-oni are usually on official business. If unhindered, they usually ignore others.

**Tennin:** Tennin are Buddhist warrior-spirits, identical to Kenzoku in their characteristics and powers. They usually appear as Sohei. Their preferred weapons are Yari (60%) or Naginata (40%). All bear the Dai-sho as well.

Tennin wear the Enchantment, "Cloak of the Tennin," described in section 2021.6a.

#### 2016.6 YUREI

Yurei are ghosts of the dead. Nippon's legends are filled with references to such beings. Yurei are regarded with mixed horror and pity by most Nipponese, since they do not move along the path of reincarnations that lead to Enlightenment while in the ghostly condition. Yurei may be created in many ways. An overmastering obligation or compulsion from its past life may hold the Yurei earthbound. Some act may have placed a burden on the spirit's Karma which must be worked off before entering a new incarnation.

Some Yurei may have been sentenced to assume that form by Emma-hoo, Magistrate of the Buddhist Underworld. Deceased persons who do not receive proper Segaki rites are believed to be more likely to become Yurei than properly revered dead.

Types of Yurei dealt with in **BUSHIDO** are:

##### Yokai (Apparitions)

The Yokai is harmless to living beings and in turn may not be attacked by any means except Exorcism. Yokai are unfortunate spirits who haunt the area where they died and constantly reenact the events leading up to that death. The Gamesmaster may use Yokai as "Scenery" or as a means of giving players clues about past events in which they were involved. Exorcising a Yokai gains the exorcist only 1 Shugendo point.

##### Gaki (Hungry Ghosts)

Spirit Rank: 3D3

BCS: Skills- Varies Magic- 5+Rank

Hit Points: 2D20+Rank

Armor Class: 1D5+Rank

ATTRIBUTES: Strong- Strength, Will              Average- Deftness, Speed  
Weak- Health, Wit

POWERS: Invulnerability

SPELLS: Water: Shadow Cloak

SKILLS: Gaki have the Skills they had in life (see below)

DESCRIPTION: Gaki appear as gaunt-faced monsters with enormous, frog-like mouths and grossly distended bellies. They can instead appear in the form they bore in life, but must make a Will ST to avoid losing this disguise in moments of stress: combat, anger, or confrontation with that which they hunger for, as described below. CHARACTERIZATION: Gaki are Yurei because they died with some overwhelming need or desire unfulfilled: hunger, greed, lust, etc. They retain non-magical Skills known in life. Roll for a random human encounter to determine the Gaki's former life. They carry one or more weapons for which they know the Bugei. In unarmed combat, their long clawed talons turn damage for blows into Lethal damage.

All Gaki are driven by an unremitting hunger, which they will seek to glut at any decent opportunity. Roll on the following table to determine the object of the Gaki's hunger.

##### Die

##### Roll Hunger and Reason

01-30 Food. The Gaki died of hunger or is condemned by the bad karma accruing to a life of gluttony.

31-50 Money. The Gaki was a miser in life and remains so in death.

51-60 Life. The Gaki is working off the karmic burden for taking life.

61-65 Strength. The Gaki is working off the karmic burden for physical vanity.

66-70 Deftness. The Gaki died due to his or another's clumsiness.

71-75 Speed. The Gaki died due to his or another's slowness.

76-80 Health. The Gaki died of some wretched illness, untended and uncared for.

81-90 Wit. The Gaki is working off the karmic burden for vanity about his intellectual powers in life.

91-00 Will. The Gaki is working off the karmic burden for lack of control or an unthinking passion, in life.

Food Gaki will seek to consume all manner of food and drink. Each minute such goodies are within 10 yards of the Gaki, it may roll its Magic BCS Success causes 2D6 man-day's worth of rations, sake, etc., to disappear.

Money Gaki consume material wealth, leaving dross behind. They may roll their BCS as do Food Gaki. Success will consume cash to the value of the Rank in gold, 1 Class of Value for Goods (A to B, B to C, etc.) for a weight up to 10xRank in pounds, or 1 Level of Value for Artworks. Money Gaki may (25%) keep up some of this wealth hidden, in order to gloat over it. This will be a Rich Treasure.

Life Gaki do Subdual Damage by rolling their Magic BCS. They may do so once per Detailed Turn. This amounts to 1D2 per point of Rank. Such damage applied to unconscious characters is Lethal damage.

Gaki attacking Attributes have the power to Decrease that Attribute.

Gaki may use their special powers to feed their Hunger while invisible, due to the action of their Spell, "Shadow Cloak." This is their favored attack mode. A successful use of Exorcism against the Gaki will cancel the Spell, even if the Gaki is not fully exorcised by it.

Wounded Gaki regain 1 Hit Point for every successful attempt they make to feed their Hunger. Gaki who have suffered a loss of Rank may trade 10 Hit Points per point of Rank to restore it to its former Level.

##### Shoryo (Spectors)

Spirit Rank: 3D3

BCS: Skills- 10+Rank, Magic- 8+Rank

Hit Points: 5xRank

Armor Class: 1D3+Rank

ATTRIBUTES: Same as Gaki

POWERS: Decrease Will\*, Invulnerability, Possession  
SPELLS: Fire: Smokes of Nai Soil: Traitor Ground  
SKILLS: Garrotte

\*If the Shoryo drains all of a character's Will, it controls him completely. The victim will obey all the Shoryo's commands to the letter. If the spirit is slain or Exorcised, then the victim must make a Will Saving Throw (using his Permanent value) or go mad until magically cured.

DESCRIPTION: Shoryo appear as lank and ghostly wraiths, having no feet. They float suspended above the ground. They are clad in soiled robes of white, the color of death and mourning. If they are the ghosts of suicides their hair is ungroomed, a tangled web floating about their glaring faces.

CHARACTERIZATION: Shoryo are the spirits of those who did not receive proper burial rites: suicides (honorable seppuku does not count), accident or murder victims. They are bound to this plane by anger, the most forceful emotion felt at their deaths.

Shoryo who died in accidents or by suicide cannot free themselves from the ghostly state until they have compelled a human victim, preferably *one* as similar to their former selves as possible, to die in the same manner. The Gamesmaster may choose to have them try and bring their victim to the place of their own death. The man controlled by a Shoryo might lead his friends a merry chase across Nippon as the ghost tries to reach the crater of Mt. Fuji for that last, big dive.

Murder victims, or those executed wrongfully, will seek to avenge themselves on their killer, or his descendants. Those they control are used to further this vengeance. If the killer's line is extinct, the Shoryo turns his rage on mankind in general, spreading death and misery wherever it can.

In physical combat, a Shoryo closes with a victim and locks its powerful hands around his throat, doing damage as if using the Ninja Skill, "Garrotte." Surprise is not necessary in this case. Unless the victim is armed with weapons to which the Shoryo is vulnerable, he has only two options: he may use a Strength Saving Throw on each Primary Action to try and hurl the ghost back. This is hampered by its great Strength and immaterial nature, and the Saving Throw receives -5 to the die roll. Alternatively, the victim may attempt a Meditation BCS, composing his mind in a peaceful calm hateful to the violent spirit. If he succeeds, it will release its grip.

There is a 20% chance that a Shoryo haunts the vicinity of its death. If this is so, then careful search should locate the remains of its dead body (the older the corpse is, the less there is to find). A Seganki rite performed over this corpse will exorcise the Shoryo. It will try to disrupt this ceremony if it can. There is a 5% chance the corpse is accompanied by a Treasure appropriate to the Shoryo's station in its former life.

### Shura (Warrior Ghosts)

Spirit Rank: 2D3 BCS: Combat- 15+Rank  
Armor Class: 2xRank

Shura appear as slightly misty forms similar to those they bore in life. They are usually the ghosts of violent individuals, held to earth by abrupt deaths which left their attention focussed on combat or attack, or else condemned to be Yurei by Emma-hoo. Shura may appear in Human (70%) or Beast (30%) form. In human form, they have the characteristics of a Classic Bushi of Level equal to their Rank. Beast-Shura add their Rank to the Budo for the Beast in question, increasing any characteristics not governed by Budo by their Rank. Exorcism against Shura does not reduce their Rank; rather it inflicts 1D6 per Level of Spell in Lethal damage on their Hit Points which are calculated as normal for the form they bear.

Beast-Shura fight as the Beast Form does. Human Shura may be variously armed. For campaign color, they may be described as almost any type of human figure, but if fighting unarmed, their blows do damage as a Katana. The ghostly maiden who leaps at the samurai with delicately clawed fingers will shock the blazes out of him when they damage him like a sword!

### 2016.7 ONI

Oni are Supernatural Beings bridging the gap between the Spirits of the invisible realms and the mortal creatures of this earth: bakemono, kappa, etc. Their natures are mixed, partaking of both the natural and supernatural. Thus, Oni may be slain by physical force or driven from this world by exorcism, each form of death affecting only a part of the total being. To be truly killed, an Oni must be both exorcised and physically killed.

Exorcising an Oni without killing him strips him of his magical powers but leaves him physically unharmed. Killing an Oni without exorcising his spirit will release that spirit as a wraithlike monster that may haunt the slayer as some form of Yurei.

### Oni

Spirit Rank: 2D3 BCS: 15+Rank  
Hit Points: Health x (Rank/2) Armor Class: 5+Rank  
ATTRIBUTES: Strong- Strength, Health; Average- Deftness  
Weak- Speed, Wit, Will

(Use Current Rank for BCS, Hit Points, and Armor Class calculations. As the Oni becomes spiritually weaker, these Abilities also degrade. If the Spirit Rank is reduced to 1 or less, the Oni's Hit Points are equal to his Health. If a reduction in Hit Points drops the Oni's current Hit Point value below the knock-out or kill points due to his current Damage, he passes out or dies as appropriate. Defeats caused in this manner provide Shugendo for the responsible magician or priest).

POWERS: (Roll 1D100 for each power.)

Awe:\* 10%; Control Phenomena (Floods, Rockslides):\* 45%each;  
Instruct: 20%; Invulnerability:\* 10%

SPELLS: (Oni know Spells from one School per point or Rank, determining School randomly)

Fire: Burning Touch, Smokes of Nai  
Water: Binding of Limbs, Concealing Cloak  
Wood: Calling Beasts, Shadow Eyes  
Metal: Bar Missiles, Mutability of Form  
Soil: Angry Earth, Traitor Ground

SKILLS: Bojutsu, Jojutsu, Kenjutsu, Sojutsu, Sumai, Yari-nage-jutsu

\*Oni Invulnerability receives -30 to the Invulnerability Table die roll.

DESCRIPTION: Oni tend to range in height from squat to very tall. As this often (but not always) indicates the power of the Oni, assume a height of V pi us the Oni's Permanent Rank, for a range of 3 to 7 feet, averaging 5', or just under a normal man's height. They are hairy about the face, not so much bearded as hirsute, with ragged, unkempt hair. Their skins are rough, darkened by sun and wind, though human enough in texture. Their hands are clawed, allowing their Unarmed Combat die rolls to count as Lethal damage. They often have grotesquely deformed faces: flat, porcine noses, fangs, one cyclopean eye in the midst of the forehead, etc. They are armored in cobbled together suits of stolen armor, uncured hides, and heavy cloth. They are generally armed with Tetsubo or spiked Clubs (the latter do 1D6 lethal damage). Swordsmen among them prefer the No-dachi. About one Oni in three uses a Yari. Most will carry a pair of Light Javelins as missile weapons.

CHARACTERIZATION: Oni are neither overly bright nor particularly cultured. They do like human artifacts, especially weapons, cloth, and liquor. They also are very fond of human women, as their own females are notoriously homely and ill-tempered to boot. This can lead to raids on small Villages or other places to gain such loot, as well as much brigandage performed upon *travellers*. The Oni in a group with the highest Spirit Rank will be its chief. If two or more Oni are tied for the position, they will be rivals, creating a very tense political situation in the group which enterprising troublemakers could capitalize on.

An Oni who is in danger of being killed is likely to want to discuss the matter. They will undertake to use the Instruction power, if they have it, to buy off attackers with knowledge. As long as fights are going reasonably well, Oni are brave enough. But if they start losing seriously, they see no percentage in fighting to the bitter end.

### Dai-Oni

Spirit Rank: 1D3+9 BCS: Magic- 10+(Rank/2) Skills-16+(Rank/2)  
Hit Points: Health+Rank Armor Class: 6+(Rank/2)  
ATTRIBUTES: Strong- Strength, Health, Deftness  
Average- Speed, Will Weak- Wit

(Same rules that govern Oni also control Dai-oni for BCS, Hit Points, and Armor Class)

POWERS: Awe,\* Summon, roll 1D100 for other powers listed below:  
Invulnerability (30%), Instruct (25%), Control Phenomenon: Floods, Rockslides, Earthquake (20% each), Astral Presence (15%)

SPELLS: As for Oni, but the Dai-Oni know all the Schools, having an extra 1D3-1 Spells per School, for they are mighty sorcerors.  
SKILLS: Bojutsu, Chikujō-jutsu, Kenjutsu, Naginatajutsu, Jujutsu, Senjojutsu, Yari-nage-jutsu, Torture

\*The Awe used by the Dai-oni is an aura of Fear. Instead of losing consciousness, those overwhelmed by this power are reduced to a quivering lump of terror, losing On equal to the Dai-oni's rank.

DESCRIPTION: Dai-oni, or "Oni Kings," as they may be called, rule numerous tribes of Oni. They dress in stolen finery, which only serves to make their grotesque appearance pathetically funny as well as horrible. They are larger than the average Oni, and bristling with weapons, bearing at least one Katana, a No-dachi, a Naginata or Tetsubo, and a sheaf of 2D3 Heavy Javelins.

CHARACTERIZATION: Dai-oni are ruthless tyrants, which is admittedly the only way to wield authority in Oni society. They are bloodthirsty and gross in their habits, with a disgusting way of aping the worst aspects of human culture without improving their overall character at all. They constantly war on each other. Each Dai-oni will rule 3D10 tribes of 2D3x10 Oni. He can Summon 2D3 Oni as a power. The Dai-oni, while they hate to admit it, know that humans can offer them much. They are particularly prone to kidnapping cultured, beautiful concubines for their homes and clever generals for their armies. Humans who fail them in these (or other) capacities usually end up on the dinner menu.

A Dai-oni will carry a Worthwhile Treasure on his scuzzy person. His stronghold will contain a Wonderful Treasure.

### 2016.7a Oni and Death

As mentioned earlier, killing an Oni physically without dealing with his Spirit half as well is risky. The Oni is allowed a Will Saving Throw to conceive a mighty grudge against its killer. If this occurs, the Spirit of the Oni will become a Shura manifesting as an Oni (60%), or will become a Shoryo (40%). This being will follow the killer in the manner decreed for Blood Feuds.

On the other hand, an Oni whose Spirit Rank is exorcised but who still lives in the flesh will regain 1 Rank per month until restored to his original power.

## 2020.0 TREASURE

Treasure in **BUSHIDO** is varied. It may not be in convenient forms like cash or gems. Merchandise or artworks, while valuable, are rarely as portable as coins. Gamesmaster are encouraged to be creative about the treasures with which they reward successful Player Characters, as they should be about the perils that must be faced to gain them. The principle rule to keep in mind is that the reward should be proportionate to the danger involved. Be fair and

creative. It is better to start rewards small. You can always increase the generosity of your rewards in later adventures, much more easily than you can pry overly rich loot out of a character's hand if they have collected too much too fast.

The system presented here for determining Treasure is for use when you lack time or energy to custom design it. The basic premise used is that the Budo Value of encountered characters is multiplied by a factor for a given Level of treasure. This gives the percentage chance of that treasure holding a particular type of valuable. Each category of valuables is rolled for separately. Once the presence of a given category of valuable is determined, additional dice rolling may be needed to determine its exact value and nature.

EG. A Worthwhile Treasure that was guarded by beings having a total Budo Value of 6 has a 5%x6, or 30% chance, of holding valuables in each of the following categories: Cash, Semi-Precious Gems, Precious Gems, Common Artworks, Semi-Precious Artworks, Goods, Weapons, and Artifacts. This means that eight percentage rolls must be made. If they score 25,45,96,72,11,23,83, and 46, then the Treasure will have Cash, Semi-precious Artworks, and Goods. Checking the nature of each of these categories, we find: Cash equal to 6+(6/10)D6, or 6+1D6 of silver; 1 Semi-precious Artwork whose value in silver and weight must then be determined on the Treasure Value Table; and 1 D3x10 pounds of Goods, whose quality must be determined from the Treasure Value Table.

## 2021.0 EXPLANATION OF TREASURE CATEGORIES

These descriptions can only suggest the nature of items in a Treasure. We trust they will feed your imagination in creating the contents of a given category.

### 2020.1 CASH

Cash values are spelled out clearly in the Treasure Type Table. The money need not, probably should not, be in exactly the mix of

### 2020.1 TREASURE TYPE TABLE

Treasure Type	Basic Chance Per Class	Cash	Gems			Artworks		Goods	Weapons	Artifacts
			Semi-Precious	Precious	Common	Semi-Precious	Precious			
Niggardly	x1%	Budo in SP	1		1	—	—	1D3 (+15 to Quality die roll	—	—
Poor	x2%	Budo in SP	1	—	1D3	—	—	2D2 (+10 to Quality die roll	—	—
Worthwhile	x5%	Budo + (Budo/10) D6 in SP	1D3	1	1D5	1	—	2D3 (+5 to Quality die roll	—	—
Valuable	x10%	Budo + (2xBudo/10)De in SP	1D3	1D3	2D3	1D3	1	2D6	1D2	1D2
Bountiful	x15%	Budo in SP + (Budo/10) in GP	2D3	1D3+1	2D6	1D5	1D3	2D6 (-5 on Quality die roll	1D3	1D3
Rich	x20%	Budo in SP +(2xBudo/10) in GP	2D5	2D3	2D10	2D3	1D5	2D6 (-10 on Quality die roll	1D3 (-5 on Quality die roll	1D3
Wonderful	x25%	Budo + (Budo/10) in GP	2D6	2D5	—	2D6	2D3	2D10 (-10 on Quality die roll	1D5 (-5 on Quality die roll	1D6
Fabulous	x30%	Budo + (2xBudo/1U) in GP	2D10	2D6	—	2D10	2D6	4D6 (-10 on Quality die roll	2D3 (-5 on Quality die roll	2D3

### 2020.2 TREASURE VALUE TABLE

Die Roll	Intensity (Level)	Value or Weight	Sword Quality	Quality	Good
01-05	6	2D20	Master	Artifact	
06-15	5	2D10	Superior	Class A	
16-30	4	2D6	Good	Class B	
31-50	3	2D5	Fine Workmanship*	Class C	
51-75	2	2D3	Average	Class D	
76-00	1	1D6	Inferior	Damaged goods.**	

\*Reroll for Quality. A second result of "Fine" means an Average Blade.

\*\*Value halved. Reroll for Quality. Damaged Artifacts have no charges or have faulty, possibly dangerous errors in their effects. If a "Damaged" result occurs again, ignore and reroll.

coins given by the table. Gold was rarely carried except for bulk payments of large sums. The Gamesmaster is reminded that "Gold" found in a residence could actually be measured in koku of rice (5 bushels of rice), which would hardly fit in one's pouch, would it?

### 2021.2 GEMS

When a Gem is acquired, roll on the Treasure Value Table to get its Intensity. The Intensity of the Gem is the number of D6 rolled to determine its cash value. Semi-precious gems are valued in silver coins, and Precious Gems in gold. Thus, an Intensity 3 Semi-precious Gem is worth 3D6 silver pieces. The cash value of a gem is rolled for at the time of purchase or sale.

Semi-precious "gems" include amber, tortoise shell, mother-of-pearl, and polished shell, along with low quality jade and true semi-precious stones. Precious "gems" include pearls, emeralds, diamonds, fine jade, etc. The Gamesmaster may assign Intensities greater than 6 if he wishes, for example if some fabulously valuable gem forms part of an adventure.

### 2021.3 ARTWORKS

When an Artwork is indicated, roll on the Value column of the Treasure Value Table. Roll once to determine Value and again to determine weight in pounds. The dice indicated for Value are rolled when buying or selling Artworks, to determine cash value. Common Artworks are valued in copper, Semi-precious Artworks in silver, and Precious Artworks in gold.

Examples of Artworks include netsuke (miniature carvings), calligraphed scrolls, paintings on scrolls, fans, or standing screens, rare manuscripts which can have practical as well as monetary value, sword fittings, etc. Art being what it is, high value can accompany low weight as easily as cheap items can weight a ton.

### 2021.4 GOODS

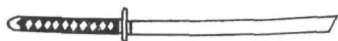
Goods are generalized trade goods, as described in section 1101.1. They generally come in 10 pound lots. As usual, the value of such lots will vary each time they are bought or sold.

The Gamesmaster may wish to specify the kind of goods found in a Treasure. A popular example is including one or more kegs of sake in a batch of goods for the appropriate Class. Other possibilities include clothing, armor, equipment, even horses if the Value range permits it.

### 2021.5 WEAPONS

Weapons are self-explanatory as a Treasure category. Check for the Quality of Weapons individually. The table below may be used to determine the kind of weapon found. Roll 1D60 on this table if the weapon is part of a Weapon treasure. Roll 1D100 if the Weapon is an Artifact.

Die Roll	Weapon	Quality Die Roll Modifier
01-30	Katana	+0
31-40	Wakizashi	+0
41-46	Tanto	+5
47-49	No-dachi	+10
50-54	Yari	+10
55-59	Naginata	+10
60	Nagimaki	+10
61-62	Ono	+20
63-64	Masakari	+20
65-67	Aiguchi	+15
68-70	Yawara	No die roll
71-80	Bo	No die roll
81-85	Shuriken	No die roll
86-90	Jo	No die roll
91-93	Tessen	No die roll
94-99	1D3 arrows	No die roll
00	Gamesmaster's choice	



### 2021.6 ARTIFACTS

Artifacts are magical items. If one is present, its nature must be rolled for on the table below. Once its nature is known, other die rolls will determine its specific powers, abilities, and appearance. Each artifact in a Treasure should be determined individually. If the Treasure belongs (belonged) to a magical type of character, add 10 to the Artifact determination die roll. If it is from the treasure of a martial character type, subtract 10. Remember that an intelligent being in possession of an Artifact that might help him defend himself would do so, rather than leaving the item as loot for his conqueror.

Die Roll	Artifact Type
01-14	Weapon
15-28	Amulet
29-42	Talisman
43-48	Relic
49-63	Sacred Text
64-65	Enchantment
66-80	Focus
81-00	Spell Learning Scroll

### Weapons

Weapon Artifacts first have their type determined on the Weapon Treasure table, rolling 1D100. If necessary a Quality may then be determined. This is followed by a determination of the magical nature of the Weapon on the Weapon Magic Table. If the table indicates that the Weapon actually functions as another type of Artifact, then consult the description of that Artifact for further information.

### Die

#### Roll Magic

- 01-10 Simple enchantment. Weapon functions as a magic weapon.
- 11-35 Plus 1 to 6 to BCS when used. Roll for Intensity.
- 36-60 Plus 1 to 6 to damage when used. Roll for Intensity.
- 61-70 Plus 1 to 6 to Armor Class when used. Roll for Intensity.
- 71-82 Weapon functions as a Talisman.
- 83-95 Weapon functions as an Amulet
- 96-99 Weapon has two enchantments. Reroll twice at -5 to die roll.
- 00 Weapon has three enchantments. Reroll thrice at -5 to die roll.

(NOTE: Magical bonuses to weapons are not additive. Reroll if duplicate enchantment occurs with multi-spell weapons.)

### Amulets

Amulets defend the bearer from magical attack. They function against Spells of one or more Schools. To determine the number of Schools defended against, roll for Intensity at +5 to the die roll. Then reroll for each School indicated to determine the Intensity of the Amulet's defense. Roll for specific Schools as described in section 2013.0, under Shugenja. Reroll if duplicate School is indicated, until all Schools for the Amulet are determined.

### Talismans

A Talisman allows its user to cast a given Spell. Determine the School of the Spell and the Spell itself as if determining the Spell for a Shugenja, as described in section 2013.0. Roll on the Treasure Value Table for a Value. Roll the indicated dice to determine the number of charges in the Talisman.

### Relics

Relics are physical artifacts revered by Buddhists. They are enshrined in reliquaries and only function magically while so enshrined. Roll on the Treasure Value Table to determine a Weight for the reliquary. Such containers may themselves be valuable Artworks.

Relics may be used by Buddhist Gakusho (roll Magic BCS to succeed) or Pious Buddhist Laymen (roll average Will ST and Theology BCS to succeed). An attempt to use a Relic is permitted once per day. Deliberate attempts to use a Relic more often are a Sin. The Relic can cast on Gakusho Spell, determined on the Relic Function Table. Roll for Intensity to determine its "Level" as a priest. Relics have charges, from the Value column of the Treasure Value Table. Each successful use of the Relic costs 1 charge. The Relic has a Raw magic BCS of 19 and a "Knowledge" in each Yoga of 20 times its Level, to a maximum of 99. Relics have Religious Power equal to 2D3 times their Level.

#### Relic Function Table

Die Roll	Function
01-10	Basic Healing
11-16	Exorcism
17-22	Magic Resistance
23-26	Spell Shield
27-38	Trance
39-50	Blessing in random Yoga
51-62	Countermagic (functions in correct Yoga for Spell to be countered)
63-68	Perceive Truth
69-80	Healing in random Yoga
81-86	Dissolve Illusions
87-92	Buddha Calling
93-98	Purify Sin
99-00	Invoke the Buddhas

### Sacred Texts

Sacred Texts and their uses are described in Appendix 1 of Book 1.

There is a 50% chance that a Text is Buddhist, written in Kanji, and a 50% chance that it is Shinto, written in Hiragana.

#### Sacred Text Determination Table

Die Roll	Text
01-20	Healing
21-40	Praise
41-45	Invocation
46-55	Placation (Shinto only)
56-76	Protection
77-86	Retribution
87-00	Penitence

#### Enchantments

The operation of the Enchantments are explained in section 2021.6a. Here we present a sample Enchantment Determination Table for the items described in that section.

#### Enchantment Determination Table

Die Roll	Enchantment
01-10	Mallet of Daikoku
11-20	Cloak of the Tennin
21-30	Arrows of Susano-wo
31-40	Rope of Fudo-myoo
41-50	Vase of Nyorai Bosatsu
51-60	Helm of Hachiman
61-70	Biwa of Benten
71-75	Brush of Benten
76-85	Chopsticks of Mochi-no-kami
86-93	Steed of Heaven
94-98	Plume of the Celestial Crane
99-00	Pearls of Ki (1D3)

#### Focusses

A Focus enhances a Shugenja's Level with regard to a particular Spell, determined randomly as described in section 2013.0 for Shugenja. The Focus has a Level, rolled for on the Intensity column of the Treasure Value Table. It increases the effective Level at which a Shugenja casts the Spell it governs by this amount.

#### Spell Learning Scroll

This is a Spell Learning Scroll for a specific Spell determined in the usual manner. Use the table below to determine the language in which it is written. This table may be used to determine the language of other manuscripts, if desired.

#### Manuscript Language Table

Die Roll	Language
01-05	Katakana
06-50	Hiragana
51-99	Kanji

00 Code. Reroll for Language at -1 to die roll. Code must be broken as a Study Task, as if learning a new language to a Fully Fluent level.

#### 2021.6a Sample Enchantments

Enchantments are a special class of Artifact. They are creations of the Gods of Nippon. As such, their lifespans in the Floating Kingdom are limited. To represent this, they have charges, determined on the Value column of the Treasure Value Table. If an Enchantment is a direct gift from a Divine Being, the number of charges will be dictated by the Being's reaction to the recipient. Once the charges are used up, the Enchantment vanishes from the earthly plane, returning to its source. While more than one Enchantment of a given type may coexist in the world, an Enchantment is unique. The Gods do not toss souvenirs around lightly.

#### Mallet of Daikoku

This appears to be a small hammer. Struck on something, it will either produce a bowl of rice (50%), or 1D6 coins. Roll 1D6: 1-3=copper, 4-5=silver, 6=gold. Each use reduces the charges by 1. Greedy use can cause Daikoku to appear to reclaim it.

#### Cloak of the Tennin

This appears as a white, feather-cloak. Its wearer can fly by making a Will-Saving Throw or Meditation BCS. He flies at 8 miles/hour (1 hex on the map) regardless of terrain. Activating the Cloak costs 1 charge, with another charge expended for every 8 miles flown (or fraction thereof). Any attempt to engage in combat while wearing the cloak causes it to fly towards the heavens, disappearing after it has raised the sinner 2D6x10 yards from the ground, leaving him to faaaaaahlllll (crunch)!

#### Arrows of Susano-wo

These resemble ordinary, Willow-leaf arrows. They add +3 to the user's Kyujutsu BCS. When shot, they become a lightning bolt,

doing 5D10 of Lethal damage and making a fire attack with a Strength equal to their adjusted Man-Rating. Needless to say, they vanish after one use.

#### Rope of Fudo-Myoo

A 4 yard rope, used in combat with Kusarijutsu. This rope may not be cut. A successful attack with the rope using Kusarijutsu imposes a penalty of -10 on the target's Speed ST to avoid the entanglement and his Strength Saving Throw to pull loose. Each such use reduces the charges by 1.

Used against Beings over whom Fudo-myoo has the power of Overcoming (see section 2016.3), a successful Entangling attack renders the target subject to the user's will for the rest of his or its life, whichever ends first. Use of the Rope in this way drains all remaining charges immediately.

#### Vase of Nyorai Bosatsu

The Vase appears as a small ceramic or laquerware bottle, vaguely heart shaped. Each charge represents a dose of healing liquor. This medicine will immediately negate the progress of any poison or disease and restore any damage they might have done. One dose can instead heal all current, normal damage (Lethal, Subdual, and Critical) affecting a character. The medicine of the Vase will not raise the dead.

#### Helm of Hachiman

This Artifact appears as a simply styled, fine quality kabuto helm. Only Bushi may make use of it. Any other character donning the Helm may be tempted to forsake his current Profession and become a Bushi. A Will Saving Throw is required to overcome this compulsion. If it fails, the character will change his Profession (see section 2094.0). Only the intervention of Hachiman will reverse this process, and then only if the God does so before the new Bushi achieves 1st Level.

The Helm has an Intensity, determined as usual. This Intensity is added to the user's BCS in any Bugei and also is added to his Armor Class. The wearer of the Helm cannot have a Critical Failure a Critical Failure when using a Bugei (treat such failures as normal misses) nor can a Critical Success occur for blows struck against him (treat as normal hits).

The Helm's charges are reduced by 1 for each combat in which the wearer gains any Budo, each Critical Failure or Success it negates and all attacks that are stopped by the increased Armor Class it gives (ie. if the attack misses by a margin less than the Intensity of the Helm). When the charges are gone, it loses all powers but does not vanish, proper behavior would dictate offering it to a Shrine for worship, or enshrining it oneself.

#### Biwa of Benten

The music of the Biwa is so haunting that none who hear it can even feel hostile, much less fight. Successfully playing upon the instrument using the BCS in playing the Biwa causes this effect on all characters (human or otherwise) within 25 feet of the player. Even when the music ceases, the peaceful effect can continue. Recheck Initial Attitude, at +50 to the die roll.

Each attempt to use the Biwa requires 2D3 Detailed Turns of playing and uses a charge whether successful or not.

#### Brush of Benten

This Artifact appears as a brush suitable for Calligraphy or Painting. Using one of these Skills the user of the Brush may draw a picture of some item or creature (use Painting BCS) or the Kanji ideograph for it (use Calligraphy averaged with Kanji BCS). If the BCS succeeds, the item or creature appears, at the command of the user. In a sense the Brush grants wishes. Each attempt to use it costs 1 charge, whether it succeeds or not, and the Brush has only 1 to 6 charges, rolled for on the Intensity column. Greedy or unworthy use of the Brush may cause Benten to reclaim it.

#### Chopsticks of Mochi-no-kami

The Mochi-no-kami (Kami of Food) makes these finely crafted utensils. When struck upon a table, they cause a feast of fine quality to appear, sufficient to feed all present. Leftovers disappear. The charge is reduced by 1 for every 10 people (or fraction thereof) fed.

#### Steed of Heaven

This is a netsuke of a ki-rin, the celestial dragon-horse. When activated by a Will Saving Throw, performed by the bearer, the image grows into a real ki-rin. The being is of sufficient size to carry 10 people and 1500 pounds of goods, it flies through the air at 16 miles (2 hexes) per hour, over any terrain. The charge is reduced by 1 per 8 miles or fraction thereof that is flown. The ki-rin is a steed only and will not engage in combat. The Artifact will not work at night.

#### Plume of the Celestial Crane

This precious feather has the ability to restore life to the dead. It can also restore a severed limb or lost faculty. There are no ill effects and no chance of failure. The Plume vanishes after a single use.

## Pearls of Ki

These appear as ordinary seeming pearls, which may be treated as Intensity 6 Precious Gems. If swallowed, a Pearl of Ki increases the Permanent Ki by 1. The Pearl, of course, vanishes as it imparts this benefit.

### 2021.7 HANDLING TREASURE

Some forms of Treasure are extremely bulky, hard to carry around. This is intentional. A Treasure indicates the goodies encountered NPCs will have available. Actually getting ahold of it may require the Player Characters to send for it, search for it, or go and get it. These actions can be built into a whole adventure by themselves. Characters who know the location of "loose" Treasure can even use the knowledge as an asset, offering the information as payment for something. Unclaimed Treasures do tend to get picked up by *someone* eventually (Nippon is full of adventurers).

If the Gamesmaster sees no reason for NPCs to have a Treasure, he may feel free to reduce the Type of Treasure assigned to such characters by one or more steps. Likewise, if an NPC is encountered in his stronghold/lair, then the usual Type of Treasure could be upgraded.

Places can be assigned Treasure in addition to that held by their principle inhabitants. The Gamesmaster may simply assign the appropriate seeming Treasure to represent the wealth that would go into such a Place. A large Temple might have a Rich Treasure, mostly tied up in religious Artworks and a Relic of two. A Daimyo's castle might have a Wonderful Treasure with the emphasis on Weapons. A reasonably successful gambling hall or inn would contain a Worthwhile Treasure. The Level of Place would be used as the Budo value for such Treasures. And as always, the more creative the Treasure is, the more enjoyable will be collecting it for your players.

## 2030.0 NATURAL PHENOMENA

Besides the violence of men and beasts, Nippon is often wracked by the forces of nature, striking out at these puny humans who presume to dwell in the land of the Gods. The possible Phenomena which can be met with in a campaign include the following:

### Earthquake

Earthquakes have a Danger Factor of 1D10. All characters in the quake must roll a Strength Saving Throw, with a penalty equal to the Danger Factor, or fall down, taking 1D10 of Subdual Damage. Buildings will suffer a loss to their overall Structure Value equal to the Danger Factor of the quake. There is a chance of fire in heavily built-up areas equal to the Danger Factor on 1D6.

Characters caught inside a collapsing building by an earthquake must make a Speed Saving Throw (if still conscious) to avoid being crushed by the rubble. Failure causes 1D6 of Subdual Damage per Danger Factor of the quake (reduce to 1D3 if in a very light building).

The quake may cause fissures. The chance of this is the Danger Factor plus 2, rolled on 1D20. If fissures occur, characters must make a Speed Saving Throw to avoid falling in. If a character falls into a fissure, roll 3D3 for its depth in yards. Check for fall damage normally. Climbing out of a fissure is a Steep Climb. Moreover, there is a cumulative chance of 10% per Detailed Turn that a fissure will close, counting from the time a character falls in. If this occurs, those still inside are crushed to death.

An earthquake Encounter in Rough or Mountain Terrain may cause Rockslides (see below). The chance of this is equal to the Danger Factor, rolling on 1D10 in Rough Terrain and 1D20 in the Mountains. Earthquakes encountered in seaside hexes on the map may be followed by Tsunami (see below) with a Danger Factor equal to half the Factor of the original quake.

### Fire

An outbreak of fire in a Nipponese city was a matter of universal urgency. With all but the most important buildings constructed of light wood and paper, fires could destroy hundreds of homes, killing thousands.

Any person discovering a fire in a city or town was required, on pain of death, to sound the alarm. Householders kept a conch shell at their gate for this purpose. Watchmen would raise a clatter on the wooden ratchets which they used as a Western policeman uses his whistle. Passers-by shouted the news to nearby houses.

Local firefighting brigades were maintained by each ward in the city. They would start working on the fires in their area, while those of neighboring wards stood guard to keep the blaze from spreading. In general conflagrations, wards would combine forces. Passers-by and neighbors were expected to join bucket brigades or stamp out small fires spreading to nearby rooftops. Trying to dodge this

responsibility was not well received and shirkers could find themselves in big trouble.

Assign the fire a "Troop Strength" of 2D6. Each fire brigade has a "Troop Strength" of 2D3. Resolve the fire in the same way as a Battle, but:

— Use 1 hour turns

— Losing results for the firefighters do not destroy Troop Points. They give a result to the Turn and if the fire "wins" the battle, it has destroyed that ward and will start burning another.

— Fires that are not extinguished will regain 1D3 of "Troop Points" at the beginning of the next turn.

In each hour spent fighting a fire, roll as if fighting a Battle, with Player Characters choosing how bravely they will combat the flames. Treat "H" results as On gained for proper conduct. "WND" and "INJ" results are as stated in the Battle rules. Encounters mean that a fire attack has been made on the character. "ENC" Encounters are at Strength 1. "BENC" Encounters are at Strength 1D3. A "SUR" means that a Strength 3 fire attack is suffered while escaping the area of the blaze. An "ESC" means that the character has safely moved out of the devastated ward.

### Flood

Flash floods have a Danger Factor of 1D3 in Clear Terrain, 1D10 in Rough Terrain, and 1D6 in Mountainous Terrain.

Characters have a chance of being swept away in the torrent rolled on 1D20 and equal to the Danger Factor+2. A Speed Saving Throw allows the victim to escape the flood before being dragged into the middle of the stream. Otherwise, the character must swim to safety. This is a Task, using the Swimming BCS. Failed die rolls are added to the Danger Factor of the flood. If this figure ever exceeds the character's Strength, he is sucked under and will start to drown, unless rescued by another. Positive Effect Numbers reduce the Danger Factor. If this falls below 0, the character has reached safety.

If a flash flood is indicated for a night Encounter, guards of the campsite will hear the approaching torrent 3D6 Detailed Turns before it hits the camp. Any material not grabbed up by escaping characters by that time is washed away and lost.

### Fog

A heavy mist, obscuring vision and slowing travel, covers a radius of 1D3 hexes (or 1D10 Ri). Normally, such fogs last 2D6 hours, but there is a 20% chance it is due to more stable climate conditions, lasting 1D3 days. Fog reduces the Base Movement Allowance for Strategic movement by 1. Vision is partially obscured beyond a distance of 10 yards and totally blocked beyond about 20 yards.

### Plague

An area or situation exists where the characters are exposed to a Plague of the Gamesmaster's choice. Roll for its Level on the Intensity column of the Treasure Value Table.

Plague has a Danger Factor of 2D5, representing the area affected by the epidemic. 1D10 square Ri per Danger Factor are involved. Note that 10 square Ri is approximately 1 hex on the map.

Typical examples of a Plague Encounter include a village where an epidemic is raging; an attack by a wretch dying of the disease; a hut standing invitingly in the character's path which is infected with the Plague, etc.

If characters linger in a Plague-stricken area, they should not be totally safe from infection if they resist it at the first exposure. The Gamesmaster should reroll at random intervals, say 2D3 days, for characters who remain in the infected area.

Those helping to combat an epidemic receive On equal to the Level of the Plague for every day they spend in this activity.

### Rockslide

Rockslides have a Danger Factor of 1D10. They attack characters who encounter them with a "BCS" equal to the Danger Factor+2. This is reduced by the victim's Base Movement Allowance. No other defenses (except applicable magical ones) have any effect on the attack.

If hit by the slide, the character is permitted a Speed Saving Throw to dodge the worst effects. If this succeeds, the character suffers Lethal Damage equal to the Danger Factor, minus his base Armor Class. If it fails, he takes 1D3 of Lethal Damage and 1D3 of Subdual Damage per point of Danger Factor.

If a rockslide is encountered in the Mountains during the winter (from month 9, week 2, through month 12, week 2) there is a 40% chance that the Phenomenon is actually an avalanche. The rockslide effect in this case will be followed by a "Flood" with a Danger Factor equal to half the Factor of the Rockslide.

### Storm

Storms last 1 to 6 days, rolling for their duration on the Intensity Table. During spring (month 12, week 2 through month 3, week 2)

there is a 25% chance that a storm will continue past the end of the rolled period, re-rolling for yet another 1 to 6 day period. In winter, storms have a 60% chance of being snowstorms.

Ordinary rainstorms reduce the Base Movement Allowance used for Strategic movement by 1 on roads and 2 everywhere else. There is a 10% chance per day of rain that there will be a Flood, unless the characters are in a town or city (villages are not immune).

Snowstorms reduce visibility as does Fog. For the first 2 days they affect Strategic movement as does rain. Thereafter, the Base Movement Allowance reduction increases by 1 per day. When the storm ceases, movement does not return to normal right away. The Base Movement Allowance penalty is reduced by 1 per day unless it is winter, during which season the penalty is reduced by 1 per week! Characters who do not wear warm clothes (equivalent of Armor Class 2 clothing) are exposed to Danger Factor 1 Plague each day they are so exposed.

Ships at sea that Encounter a Storm have a chance of sinking equal to the Danger Factor, rolling on 1D10.

### Tai-fun

Tai-fun, typhoons or hurricanes, strike with winds of 60 miles per hour or more, heavy rains, and danger from flying debris. The Phenomenon has a Danger Factor of 2D5. The Base Movement Allowance for Strategic movement on the day of the Encounter is reduced by the Danger Factor. Buildings suffer overall Structure damage equal to the Danger Factor, with characters in collapsing buildings suffering damage as in an Earthquake.

Characters caught outdoors by a Tai-fun suffer 1D6 of Subdual Damage per hour, if travelling through the storm. There is a chance of being struck by a particularly vicious blast of wind if moving outdoors. The chance of this is equal to the Danger Factor, rolling on 1D20. Such a wind requires a Strength Saving Throw to avoid being seriously hurt. If this fails, the character must make a Health Saving Throw. If the Saving Throw succeeds, then 1D1 Oof Lethal Damage is suffered. If it fails, 3D6 of Lethal Damage is suffered.

Ships caught at sea in a Tai-fun have a chance of sinking equal to the Danger Factor, rolling on 1D20.

### Tsunami

Tsunami, or "Tidal Waves," are the result of earthquakes in the sea bed or on the coast. They have a Danger Factor of 1D10. Characters who Encounter a Tsunami will have a warning of the incoming wave equal to 2D3 minutes. The waterline will retreat away from the beach during this period. Then the Tsunami rolls in.

Characters caught in a Tsunami may try to get clear of the beach in this time period. A Tsunami will come 1D10x10 yards inland per Danger Factor. If the wave does catch them, the characters must make Swimming BCS rolls. If these fail, Strength Saving Throws are required. If both rolls fail, the victims are sucked out to sea and drowned. Subtract the Danger Factor from the BCS or Saving Throw used.

## 2040.0 THE NATURE OF EVENTS

Unlike human or other foes, or the uncaring phenomena of nature. Events are very elastic situations. Their effect on the campaign depends as much on the characters' reaction to them as to the thing itself.

Events are social phenomena which present themselves to a character. In some cases, the Event is forced on him by his group. In others, he is free to respond to it or not. For example, a Battle is in the offing. If this occurs as an Event at Court, the Samurai characters have no choice as to how they will respond: they must stand by their lord on the field of conflict. But a wandering Ronin, confronted with an Event Encounter that turns out to be a Battle, may choose for himself whether he will involve himself with either side or whether he will simply walk away from the oncoming slaughter.

For each Event listed here, it is necessary to roll a Level, using the Intensity table. The Level determines the scope of the Event, both the public observation it undergoes and the range of possible situations involved in it. Level 1 Events are usually very minor affairs, hardly worth mentioning. Level 6 Events can alter the course of society in their neighborhood.

The material given here can at best be a loose guide to the Gamesmaster in setting up Events; a scenario idea generator. Color and purpose must come from the same place that all good things do in the game: from his imagination.

### 2041.0 BATTLES

Battle Events are situations where two opposed groups settle their differences by armed conflict. The participants need not be armies of

noble Samurai, massed in their thousands. Several dozen Yakuza, brawling for control of a ward with staves and clubs, can also constitute a Battle Event.

If a Player Character is a member of one of the groups involved in a Battle Event, he may seek to influence his Head with his group Status in order to be given command of the forces of the group. Lower ranking characters are well advised not to request command of huge forces, as this will expose them to ridicule.

If the Player Character is indeed senior enough to be eligible for command, then he must receive at least conditional agreement to his influence attempt. If a condition is attached to agreement, then, at the least, the candidate-general must successfully roll A BCS in Senjo-jutsu (or Chikujō-jutsu if a siege is involved) to confirm his command.

#### The Levels for a Battle Event are:

1: Skirmish. 1 Troop Point=10 men. 1 Battle Turn=10 minutes. Forces Involved: 2D6 Troop Points on a side.

2: Small Raid. As Level 1. Involved: 3D10 Troop Points per side.

3: Large Raid. 1 Troop Point=100 men. 1 Battle Turn=60 minutes. Involved: 2D5 on a side.

4: Small Battle. As level 3. Involved: 4D5 on a side.

5: Large Battle. A full-scale field battle occurs.

6: Military Campaign. A series of field battle will take place, with 2D6 weeks between each one. 1D3 battles will be fought. The Gamesmaster may intersperse these with smaller engagements to permit command opportunities for low-ranking Player Characters. The rulership of large areas will depend on the outcome of the main clashes.

#### Modifiers to Intensity roll:

Dealing with small groups	+50
Not in a heavily militarized situation	+20
In court	-10
In military active situation	-20

When in non-military Battle Events, Senjo-jutsu is still used to command forces. However, in clashes between groups that understand the value of money (eg. Yakuza) a SUR result for losers does not imply the options of Seppuku, escape, or death. Ransom is possible, amounting to gold equal to the captive's personal Status. Paying ransom also loses the captive On equal to the amount of ransom paid.

### 1042.0 CONTESTS

As mentioned earlier, the Nipponese love competitions of all kinds. Like many other cultures, races and games are even incorporated into their religious festivals. So that at any time, a quick, friendly contest can be encountered and the large, prestigious competitions of the court are not much rarer.

Contests are of two kinds: "On-the-spot" or task oriented. The former kind requires a die roll on the appropriate BCS by all contestants, with victory going to the highest Effect Number rolled. The latter requires that a Task be performed with the Skill used in the Contest. 2D3 Task Turns are permitted with the highest number of Task Points winning.

In either kind of Contest, any Player Characters with the opportunity to compete may do so. The Gamesmaster announces the subject of the Contest and rolls 2D3 to see how many Non-Player Characters will compete. The Gamesmaster rolls on behalf of the NPCs competing, doing so only once, which represents the best effort from among their number. The BCS for this roll, and any associated Skills used, is 2D5+10.

#### Levels for Contest Events are:

1: Small social contest. Winner gains 1 point of On per person competing in the contest (Player and Non-Player Characters alike). Each loser loses 1 point of On. These are on the spot contests in such areas as Poetry, Singing, Riddles (Use Wit Saving Throw), and Drinking (use Health Saving Throw).

2: As Level 1, but a small Task is involved, 1 Task Turn=1D10 minutes. Suitable Skills are Calligraphy, Poetry, Dance, etc.

3: Larger social contest, of the on-the-spot type. There is more prestige involved but otherwise the results are similar. Winner gains On equal to the difference between his Effect Number and the worst Effect Number of the bunch. Losers all lose On equal to the difference between their Effect Number and the winner's.

4: As Level 3 but a Task is involved, 1 Task Turn being from 1 hour to 1 day long. Some more important or time-consuming product of an Art is probably involved. Winner gains On equal to the difference between his Task Points and the lowest number of points scored. Losers lose On equal to the difference between their Task Points and the winner's.

5: Socially important Contest, similar to Level 4, but double *On* won or lost. If the NPC Task loses, the *On* lost is the chance in 1000 of one of the contestants conceiving a fiery hatred for the winning Player Character. Treat this as a Blood Feud.

6: As level 6 but the Contest involves the most important people in the area. In a Samurai Clan, this kind of thing would involve a competition before the Daimyo himself. Triple *On* won or lost. The *On* involved is the chance in 100 of an NPC loser beginning a feud with a Player Character winner.

### 2043.0 COURIER/ESCORT

Courier or Escort Events entail taking a message, person, or cargo from Point A and delivering it to point B. This is an Event assigned by a character's group, but can also represent a simple job offered to a wandering character. Failure to perform the assigned job can have results ranging from inconvenient to catastrophic, depending on the importance of the material to be delivered.

#### Levels for Courier/Escort Events are:

1: Minor message, cargo, or person. Distance to be travelled to destination is 2D3 hexes (6 to 10 Ri).

2: Minor message, cargo, etc., but distance involved is 1D10x6 hexes, or from 20 to 200 Ri.

3: The message, person, or cargo is of some importance or value. The destination is 2D3 hexes away. If opposition is encountered along the way, especially a run in with robbers, human or otherwise, they will be particularly motivated to acquire valuable goods or ransom victims.

4: As Level 3, but the distance involved is 1D10x6 hexes.

5: The item(s) to be delivered is vitally important: crucial military intelligence, an important hostage or member of the group, a very valuable piece of art or merchandise, etc. The distance involved is 1D10x6 hexes.

6: As Level 5, but there is organized opposition to the delivery, aiming to either stop it or acquire the guarded material or person. In addition to normal Encounters, apply a 1 in 20 chance per day that some element of this opposing group will show up to try and thwart the Courier/Escort. At the least, treat the Event as a Yojimbo's Job, checking for hazardous events weekly, with a randomly assigned Danger Factor. Treat all salary gained as *On* for this purpose.

Courier/Escort Events can be under a time limit, and the delivery must be accomplished by the end of that limit or the character in charge loses *On* equal to the Level of the Event for every day over the time limit he takes to fulfill his mission. The time limit is equal to the distance in hexes divided by 3, in days.

Successful delivery of the message, item, or person gains *On* equal to the Level of the Event and payment in gold of the same amount (use silver for unimportant deliveries). If assigned the Event by his group, the character also gains group Status equal to the Level of the Event.

The Gamesmaster may wish to assign the Courier/Escort a small command of Non-Player Characters to be an armed escort. In such a case, organized opposition will also show up in force. 1 Troop Point of this escort is equal to 10 men. A typical escort is 2D10 characters, all Classic Rabble members of the appropriate Profession for the group requiring the Event.

### 2044.0 DUELS

A Duel Event means that the character has encountered a situation where a challenge may be offered to him. Role-playing by the Gamesmaster will almost certainly be necessary to fill in the reason for the challenge.

#### Levels for Duels are:

1 to 2: A challenge is issued to have a Sparring Duel. This is probably a friendly offer of a test of skill.

3 to 4: A perhaps less-than-friendly challenge is issued to engage in a Duel with heavy wooden weapons, doing Subdual damage. The fight goes to a knockout.

5: Real weapons are used, but the challenger does not necessarily wish to kill the character. The fight goes to a clear win, whether fatal or not.

6: The challenge is to the death.

Shugenja in such a situation fight an Occult Duel. Gakusho would either engage in an Occult Duel or a religious debate. This follows the rules for using the Art of Rhetoric, with associated Skills being the Theology of the priests' religion and Classics, Chinese for Buddhists and Japanese for Shintoists. Religious debates are engaged in only by Gakusho of the same religion. Duels to the death in these non-fatal conflicts would instead end with the loser

committed to performing the bidding of the winner for some set task. *On* is gained or lost normally.

The Gamesmaster may choose to make a Duel Event one in which a Player Character is so provoked as to make a challenge from him socially correct.

### 2045.0 DUTY

Duty Events only apply to members of groups. Such individuals must spend a number of weeks equal to the Level of the Event in attendance on their group, its Head, and the duties of their position. During such periods, no Tasks or Study can occur.

Samurai spend Duty Events in attendance at court or on garrison duty. Ninja are required to assist in training the youth of their Clan and in producing Gimmicks for the common pool. Yakuza put in time as house players for a Gambling Hall or supervising some activity of their Gang. Priests spend the Event in meditation, *prayer*, and sacerdotal duties. Students in a Ryu help train new students or perform housekeeping chores.

### 2046.0 HUNTS

Hunt Events only concern members of noble court. The Daimyo and his retainers ride out into the wild, lightly armed, to seek and slay dangerous game. Hunts last 2D5 days.

The Level of the Event is its Danger Factor. Roll on 1D20 for each Player Character involved. A die roll less than or equal to the Danger Factor indicates that the hunter has a Beast Encounter. He will be in Armor Class 2 (fine Samurai clothes) and armed with a Hankyu, a sheaf of Willow Leaf arrows, several Light Javelins, and a Yari for dismounted hunting. He will have a hawk only if he owns one. The character gains *On* equal to any Budo he gains in such Encounters.

A Hunt Event is also treated as a Contest, Level 5. Task Turn equals 1 day, using the Skill in Hawking. This can involve all Player Characters, even those with Encounters to fight. Add the Budo gains by such characters to their Task Points.

At the Gamesmaster's option, a Beast Encounter may involve saving a member of the Daimyo's household, or the Lord himself, from the animal encountered. *On* gained for saving the victim is gained as described under "Heroic Duty" in Book 1. There is a 5% chance that this situation will arise. If the D100 roll comes up 01, then the victim is the Daimyo himself. Group Status will also be much increased by successfully saving the victim. The victim will be unable to help in his own defense, being conveniently knocked out by a fall from his horse, or pinned under a fallen tree limb, or what you will.

### 2047.0 MISSIONS

Mission Events use the statistics for Hazardous Jobs, section 2071.3. They are usually assigned by a group to one of their members, but the Event can also reflect an unexpected offer of employment to a wandering Player Character.

The Level of the Event is the Job's Danger Factor. Mission Events last 1D3 weeks, treating each week as a month under the Job rules. Brave behaviour in hazardous events is expected or the group may take punitive action against its member.

Bushi will undertake a Yojimbo Job. Samurai sent on a Mission will be paid in gold and double any *On* they receive.

Budoka, Ronin, and Ashigaru may receive either Yojimbo or Thief Jobs as their Mission Events. All pay and *On* are normal.

Ninja are picked for an Assassin/Spy Mission by their Clan.

Shugenja or Gakusho are sent on Missions as Exorcists.

Yakuza are sent out by their Gang as Yojimbo, Thieves, or Gamblers.

The Gamesmaster may designate Mission Events as Dangerous or Very Dangerous. He need not inform the Player Character of this designation. Dangerous Missions add +2 to the Danger Factor. Very Dangerous Missions double it!

### 2048.0 UPRISINGS

Uprising Events mean that the characters may become involved in civil disorders in the area. The way in which they react to this will differ according to their social position and personal ethics.

Peasant uprising in Nippon were common. In Japanese history, there were an average of four such uprisings per year from 1650 to 1870! The local citizens would demonstrate and protest against some specific grievance: unjust taxes, crimes by members of the Samurai, abuse of peasant labor, etc. Such revolts were *all* quite illegal. The usual pattern of events began with local unrest, followed by presentations to the local Daimyo or his deputy by the Elders of



the local Heimin. If this was refused, the scene was set for armed rebellion. Eventually, a compromise would be reached between the two sides. Leaders among the Heimin were executed as scapegoats to save Samurai pride, but the requests were usually met by the Daimyo.

**The Levels of Uprising Events are:**

- 1: Local disobedience to unpopular laws or authorities begins. This is usually petty vandalism, hiding taxable material, etc. Discovering the peasantry in the middle of such actions can be dangerous, as they may kill to conceal their criminal actions.
- 2: Local protests are mounted. The Elders of the rebellious faction meet to discuss grievances and plan action. Formal complaints are made to authorities, using the social Status of the most powerful Elder. If this attempt succeeds, the situation returns to normal. If it fails badly, the Elder involved will probably be executed.
- 3: Public demonstrations break out. Mass meetings protest the injustice of the local authorities. If these meetings are broken up by force, rioting will break out. Such clashes count as Skirmishes from the Battle Events description.
- 4: Defiance of authority becomes overt and violent. The rebels begin to mobilize fighters. Clashes at this time are treated as Small Raids.
- 5: Sporadic fighting breaks out between the rebels and the Samurai. Military action is handled as a Large Raid.
- 6: A general uprising occurs, with pitched Battles. A Military Campaign may be necessary to put the Uprising down if the first Battle does not end with a compromise between the rebels and authorities.

Player Characters interested in fomenting an Uprising Event, or at least increasing the Level of an existing, minor one, may undertake to do so as a Task, using Rhetoric Skill. The Task Turn is 1 week. Note the initial Intensity die roll that produced the Event's Level at the beginning of the encounter. Reduce it by the Effect Number of the Rhetoric rolls. When the Task Points accumulated are sufficient to reduce the die roll to the point where a higher Level is reached, the situation has been escalated to that level. Characters who succeed in reaching the Levels of violent action by this means will have a good chance of commanding the rebel forces. They will also be marked as ringleaders and subject to execution if the Uprising ends (which it eventually will). When this happens, roll for them on the "Defeated" column of the "Characters in Battle" table. Keep rolling until an ESC comes up, indicating that they have fled the province, or a SUR occurs, meaning that they are captured and will be crucified for treason. ENC and BENC are fought with Samurai, fully armed and armored Bushi as described in section 2013.0, under "Patrols." The Gamesmaster may choose to substitute Police in such fights.

**2050.0 PLACES IN NIPPON**

Certain Places of importance appear on the maps of Nippon included in **BUSHIDO**. These are major cities and towns, Class A through D. Other Places can be located on the map by the Gamesmaster to fit the campaign. Major habitations should not be plopped down at random, but should have a logical reason (however slim) for being where they are.

Random "encounters" with Places are possible at the Gamesmaster's whim. On any day of Strategic movement in which a regular Encounter does not occur, there is a 5% chance that a Place will be found that day. The Gamesmaster should feel free to Mm it this possibility to areas he has not already populated extensively. He should also free free to reduce the "Level" of a random Place, if he feels a large establishment is not in keeping with its location.

Once a Place is "encountered," it will remain where it is until destroyed. Its presence should be entered on the campaign map.

**2050.1 LEVEL OF PLACE TABLE**

The Level of Place Table is used to determine the "Level" of an encountered Place. It is identical in its probability to the Intensity column of the Treasure Value Table. This table yields a letter code and/or a numeric Level. They may be used interchangeably.

Level of Place Table	
Die	Level of Place (Intensity)
01-05	A (6)
06-15	B (5)
16-30	C (4)
31-50	D (3)
51-75	E (2)
76-00	F(1)

**2050.2 PLACE ENCOUNTER TABLE**

The Place Encounter Table randomly determines the overall types

of Place that can be found. They may also be used to "stock" cities, provinces, fiefs, etc. Places farther from civilization, especially in the high mountain country, could be inhabited or controlled by Legendary or Supernatural Beings. The chances of such an establishment run to about 10%.

**Encountered Place Table**

Type of Place	Terrain:	Clear	Rough	Mountain
Castle		01-10	01-10	01-10
Temple		11-15	11-15	11-15
Shrine		16-20	16-20	16-20
Hermitage		21-30	21-50	21-70
School		31-40	51-70	71-90
Inn		41-60	71-80	—
Village (Class E)		61-85	81-90	91-92
Village (Class F)		86-00	91-00	93-00

**2051.0 CITIES**

The cities are the major concentrations of population in Nippon. They are dense and very crowded. Cities are divided into administrative "wards" which often form the bases of practical power within the city. A city will have one ward for each fifty members of its population. Wards are essentially self-contained in most ways and can almost be treated as villages within the city. The scenario idea generator in section 2059.0 can be applied to individual wards (at a -5 to the die roll) if the Gamesmaster wishes to throw some spice into the Player Characters' travels through the city. Some discretion is advised in applying the ideas as well as in the number used within a given city at a given time.

The availability of goods in a city is given in Book 1. Other statistics on the facilities of a city are given here. Whenever teaching is sought within a city use the Level of Place of the institution rather than that of the city to determine the availability of Teachers. However, when rolling for the Level of Place for an institution within a city, the Level of the city may be subtracted from the die roll.

Class A City	Class B City
Population: 2D2 x 100,000	Population: 2D3 x 50,000
Citadel (Castle): Kyoto, none; Osaka, 10; Yedo, 8	Citadel: Level 1 + 2D3
Temples: 2D6 + 6	Temples: 2D6
Shrines: 2D6 + 6	Shrines: 2D6
Schools: 2D10 + 5	Schools: 2D10
Gambling Halls: 2D10	Gambling Houses: 3D6
(Kyoto has only 1D10)	Tax Revenue:
Tax Revenue:	+ 6D10x 100 koku
+ 10D10 x 100 koku	
Class C City	Class D City
Population: 2D6 x 5,000	Population: 2D6 x 1,000
Citadel: Level 2D3	Citadel: Level 1D3 + 1
Temples: 2D3	Temples: 1D3 + 1
Shrines: 2D3	Shrines: 1D3 + 1
Schools: 2D6	Schools: 1D6 + 1
Gambling Houses: 2D6	Gambling Halls: 1D6
Tax Revenue: + 6D10 x koku	Tax Revenue: + 6D10 x 10 koku

**2051.1 VILLAGES**

Villages are the smaller centers of habitation in Nippon. Buildings are primarily houses for the population and few are specialized save for storehouses. All, however, are clustered together to occupy as little arable land as possible.

Most villages are arranged around a central street, though the homes of the wealthy or samurai may be set back from the road or enclosed by a walled compound.

Class E Village	Class F Village
Population: 2D3 x 75	Population: 1D6 x 30
Citadel: 10% chance of Level 1 (no Troop Points)	Citadel: none
Temples: 20% chance of 1	Temples: 10% chance of 1
Shrines: 20% chance of 1	Shrines: 10% chance of 1
Schools: 5% chance of 1	Schools: none
Gambling Halls: 60% chance for Yakuza to run game at Inn. Use Level of Place Table to determine his Level	Gambling Halls: If an Inn is present, as for Class E
Teahouses: 20% chance of 1	Temple: none

**2052.0 CASTLES**

Nipponese castles differ somewhat from European castles. They tend to be a collection of fortified and unfortified buildings

connected by walls and natural defenses. As such they are more decentralized. For defense, the abilities of the defending troops are more to be relied upon than the strength of the physical defenses. In Japan, this altered with the introduction of gunpowder to warfare.

The lower walls of the keep and the outer walls of the compound, which could be up to 30 feet thick, are often honeycombed with narrow corridors. These lead to archery platforms, parapets, barracks, storerooms, and rally points. Such tunnels, by their nature, would delay an invader even after they were breached. To add to this, the Nipponese frequently add traps which can be activated directly or set by the retreating defenders.

Most of the buildings of a castle compound are small forts in and of themselves. Such buildings include towers, gatehouses, and watchpoints set within the walls in a random but crafty pattern to further confuse and delay invaders while allowing support by the defending troops.

The Keep itself was for the most part lightly fortified. In larger castles, it was often out of range of archery fire from besiegers. Though the lower stone portions of the keep were much like the outer walls, the upper stories were often luxurious quarters for the owner of the castle and his family, retainers, and guests.

There is a 15% per Level chance that a Castle has a Class E village in its vicinity, providing servants and food for the garrison.

### 2052.1 THE OWNER OF THE CASTLE

There is a 40% chance that the owner of a castle will be in residence when it is encountered. Owners are usually 6th Level Professionals. If the owner is not present, command is vested in the Commander of Troops (see below). There is a 60% chance in either case that 2D3 members of the owner's family are present.

When a castle is encountered, first check for the nature of the owner, as this may affect the Level of the castle.

#### Owner of Castle Table

Owner	Terrain:			Level of Place Modification
	Clear	Rough	Mountain	
Provincial Daimyo	1-40	1-30	1-10	+ 0
Samurai in service to Provincial Daimyo	41-75	31-60	11-30	+ 2
Other Lord	86-90	71-80	46-60	+10
Shugenja	91-95	81-85	61-70	+50
Ninja	—	86-90	71-80	+50
None	96-00	91-00	81-00	+ 0

Other Lords can include "Pretenders" (those pursuing temporal power), bandit gangs, Yakuza Oyabun, and others who appreciate a solid stronghold. Mountain castles have a 10% chance of belonging to a Legendary Being.

Ninja castles indicate a fortified base in most cases. The Gamesmaster may wish the castle to appear normal but really to be a front for a Ninja base.

A castle with no owner will be in ruins. It can be anywhere from slightly damaged to totally destroyed. If only minor damage has occurred, some of the defensive traps might still be operating and some of the original defenders hidden nearby either to befriend the Player Characters or to assume that they are looters or enemy and attack. A ruined castle may also function as the lair for beasts, bandits, or Legendary Beings. It may even be haunted.

### 2052.2 TROOPS OF THE CASTLE

The Level of the castle is an indication of its relative troop strength. A castle may hold a number of Troop Points equal to its Level plus a number equal to 1D6 per Level. Thus, a Level 4 castle can hold 4+4D6 TSP. In peace time, anywhere from 10 to 50 percent of these troops will be present. The rest can be called up within a week. Remember that, in Nippon, peacetime may be only a point of view.

The troops composing a Troop Point are considered to be Level 1 Bushi. For a Ninja-held castle, the troops are obviously Ninja, and their composition is left to the creative Gamesmaster. For a standard samurai-held castle, the troops are samurai in Armor Class 5. Sixty percent are footmen (half armed with Katana and half with Katana and Yari), while the rest are horsemen armed with Katana and bow. For each Troop Point, there will be five officers of second Level with Armor Class 6 and a subcommander of third level with Armor Class 7.

The Commander of the Troops will have Armor Class 8. His Level can be rolled on 1D3+3. he and all other officers will be mounted. He has a BCS in Senjo-jutsu and Chikujō-jutsu of 2D5+10 each.

### 2052.3 OPPORTUNITIES AT A CASTLE

Any castle can offer teaching in the Skills used by its troops to friendly characters. Usually this means Kenjutsu, Sojutsu, Kyujutsu, and Bajutsu. Use the table in Book 1 for determining the quality of Teacher available.

There is a chance the other Bugei will be taught at a castle. This chance must be checked for each Bugei desired and is equal to the Level of the castle times 10%. When checking for the quality of the Teacher, add 10 to the die roll.

Of course, if a castle has characters with other Skills present, they may be influenced by the Player Characters to function as Teachers. Their quality will naturally depend on their nature rather than the random determination as above.

Castles usually have armorers and bowyers and assorted other craftsmen necessary to the functions of such a place. These can perform their trade with a Basic Chance of Success equal to the Castle's Level times 1D3.

Hospitality at a castle is usually extended in accordance with the guest's position and the value of the gifts he offers his hosts. Much depends on the overall state of relations between the characters and the owner of the castle. Unfriendly relations can reduce hospitality to an invitation to inspect the business ends of the garrison's weapons.

## 2053.0 HOLY PLACES

### 2053.1 TEMPLES

Temples are holy places dedicated to the Buddhist religion. They vary in size and the number of monks or priests associated with them. Any temple will offer instruction in Butsudo, the Buddhist theology. Most will also offer teaching in Rhetoric, Meditation, Kanji, and the Yogas.

Temples will have an orientation that will affect other Skills available for learning. This orientation will vary with the type of terrain in which the temple is found.

#### Temple Orientation Table

Orientation	Terrain		
	Clear	Rough	Mountain
Contemplative	01-10	01-20	01-30
Normal	11-85	21-75	31-40
Shoei	86-00	76-90	41-75
Yamabushi		91-00	76-00

Contemplative temples are divorced from worldly things. Chinese Classics are taught and any study of Meditation is at a +2 bonus to the Learning Rate. There is a 10% chance per Level of Place that the priests of the temple will be devoted to a particular art. Study in such an art is also at a +2 bonus. These arts include Divination, Physician, Herbalist, Painting, Poetry, and other Skills that have purely cultural significance.

Normal temples face the everyday concerns of the world and thus form a bridge between the materialistic temples and the contemplative. Again, Chinese Classics are always taught. There is a 10% chance per Level of Place that each of the following Skills may also be taught: Physician, Herbalist, Jujutsu, Bojutsu, Calligraphy, Sacred Dance, and any Literacy Skills.

Sohei temples have a definite militaristic bent. Most Skills available are as for a normal temple but Jujutsu, Bojutsu, and Sojutsu are always taught. Sohei temples also have a 5% chance per level of Place of offering the following Skills: Kenjutsu, Naginatajutsu, Kyujutsu, and Senjo-jutsu.



Yamabushi temples are those of the most militant monks of all. Any Skills available at a Shoei temple are available here. Kenjutsu, Naginatajutsu, Kyujutsu, and Senjo-jutsu are always taught. There is a 10% chance per Level of Place that a Teacher for any Bugei sought will be found here. Yamabushi temples almost always have warriors associated with them.

In some cases the actual availability of Teachers for Skills will be modified by the actual staff available to the temple. This is particularly the case with the smaller temples where only what is known by the priest or priests running the temple may be taught. While money is not actually taken for the training, donations of appropriate value are expected to be given to the temple.

Temples are usually composed of several buildings arranged in a pleasing asymmetry around the central pagoda containing a great statue of Buddha. Usually the temple staff and ancillary population is housed in a village near the actual temple grounds.

#### Class A Temple

Abbot: Gakusho of Level 5  
Senior Staff: 2D6 priests each of Level 2D3  
Associated Village: Class E, random Level  
If Sohei: 2D5x.1 Troop Points of guards  
If Yamabushi: there is an associated Level 1 Castle whose troops are warrior-monks

#### Class B Temple

Abbot: Gakusho of Level 6  
Senior Staff: 2D5 priests each of Level 2D3  
Associated Village: Class E, +10 on Level of Place die roll  
If Sohei: 2D3x.1 Troop Points of guards  
If Yamabushi: 2D5x.5 Troop Points of warrior-monks

#### Class C Temple

Abbot: Gakusho of Level 4 + 1D2  
Senior Staff: 2D3 priests each of Level 1+ 2S2  
Associated Village: Class F, random Level  
If Sohei: 2D6x20 guards  
If Yamabushi: 2D10x50 warrior-monks

#### Class D Temple

Abbot: Gakusho of Level 2D2  
Senior Staff: 2D3 priests of Level 1D3  
Associated Village: Class F, +10 on Level of Place die roll  
If Sohei: 2D10 guards  
If Yamabushi: 2D10x10 warrior-monks

#### Class E Temple

Head Priest: Gakusho of Level 1D3  
Staff: 1D3 - 1  
Associated Village: none  
If Sohei: 30% chance of 2D3 guards  
If Yamabushi: 50% chance of 2D10 warrior-monks  
This is a small temple with a simple pagoda. There is no enclosed compound

#### Class F Temple

Head Priest: Gakusho of Level 1D3  
Staff: none  
Associated Village: none  
If Sohei: 10% chance of 2D3 guards  
If Yamabushi: 30% chance of 2D6 guards  
Again, just a simple pagoda with no compound

#### 2053.1a Temple Troops

The warriors are first Level Bushi and are all fighters. All will be armed with Yari and Katana. They will normally have Armor Class 5 which, since they think highly of themselves, will be samurai style. Warrior-monks are armed with Katana and either Naginata (65%) or yari. They wear armor like their brothers-in-arms, the Sohei warriors. Each 20 men, or fraction thereof, will have a level 2 officer, a Warrior-monk, who is armed and armored as his men.

The Commander of the Troops of a temple will be a Warrior-monk of Level 2D3. He will have Senjo-jutsu as a Class 1 Skill. Though armed as his men, he will usually have Armor Class 6.

#### 2053.2 SHRINES

Shrines are holy places dedicated to the Shinto religion. They are usually not as organized or stratified as their Buddhist counterparts. All Shrines are centered around the place in which the worshipped Kami dwells. If this place is small enough, it may be contained in a building. If not, in the larger Shrines, a special building will serve to focus one's attention on the Kami for proper worship. Shrines of Class D and up will always have facilities for purifying worshippers (a bath-house). These same larger Shrines may be identified by the

great wooden Torii, or archway, which marks the entrance to the sacred ground. The great Shrines may have many of these Torii.

There is a 5% chance per Level of Place that a Shrine will have a spot particularly suited to meditation. Such a place gives a bonus of +2 to the study of the Skill and a bonus of +1 to the BCS in its use when advantage is taken of the Shrine's facilities. Pious Shintoists may double these bonuses if they are not in a state of pollution.

Available Skills for Study depend on the Skills known to the priests in attendance at the Shrine. Unlike the Buddhists, a Shinto priest will accept payment for teaching Skills other than Shinten. For teaching Shinten, the priest will accept donations to the Shrine in the form of goods, service, or money.

A Shrine priest will have Shinten, Meditation, and the usual number of Yogas as Class 1 Skills. He will also have one of the possible secondary Skills as a primary Skill. A D10 may be used to determine this Skill. Roll for each separately. Possible secondary Skills are:

Calligraphy	Japanese Classics	Poetry
Divination	Jujutsu	Rhetoric
Herbalist	a Literacy Skill	Sacred Dance
	a Yoga	

#### Class A Shrine

Enshrined: 1D3 major Kami and 1D6-1 minor Kami  
Senior Priest: Gakusho of Level 6  
Attendant Priests: 2D6 each of Level 2D3  
Associated Village: Class E, random Level

#### Class B Shrine

Enshrined: A major Kami and 1D3-1 minor Kami  
Senior Priest: Gakusho of Level 4 + 1D2  
Attendant Priests: 2D5 each of Level 1 + 2D2  
Associated Village: Class E, +10 to Level of Place die roll

#### Class C Shrine

Enshrined: A major Kami  
Senior Priest: Gakusho of Level 2D3  
Attendant Priests: 2D3 each of Level 2D2  
Associated Village: Class F, +10 to Level of Place die roll

#### Class D Shrine

Enshrined: a minor Kami  
Senior Priest: Highest Level attendant priest  
Attendant Priests: 2D2 of Level 2D2-1  
Associated Village: Class F, +25 to Level of Place die roll

#### Class E Shrine

Enshrined: a minor Kami  
Senior Priest: none  
Attendant Priest: Gakusho of Level 2D2-1  
Associated Village: none

#### Class F Shrine

Enshrined: a minor Kami  
Senior Priest: none  
Attendant Priest: none  
Associated Village: none  
A Class F Shrine is simply the dwelling place of the Kami. It has no organized religious worship centered around it, although local inhabitants or passers-by might pay homage to the Kami.

## 2054.0 HERMITAGES

A hermitage is the dwelling place of a person who has forsaken the world in order to pursue the Skill of his Profession. The Level of Place indicates the Level of the hermit himself. The Gamesmaster should subtract 25 when making this roll. Most hermits are masters of many Skills. To determine the number of such Skills, make a second roll on the table and add the Numerical Value indicated to the hermit's Level. The exact Skills should be chosen at random from the bonus Skills for the hermit's Profession. Hermits may be induced to accept a Player Character as an individual student if the character can impress the hermit with his determination (Will Saving Throw).

#### Hermit Profession Table

Die	Profession
01-40	Shugenja
41-80	Gakusho
81-89	Bushi
90-98	Budoka
99	Ninja
00	Hermit is actually a monster in disguise. It will take on a student in order to attack him when alone.

## 2055.0 SCHOOLS

Schools are establishments where Skills are taught. The exact Skills will vary by the type of institution and/or the Teachers available. According to the orientation of the School, certain basic Skills will always be available. Other Skills within the purview of the School have a 10% chance per Level of Place of having a Teacher available. The Gamesmaster should check the table in Book 1 to determine the quality of the Teacher. If this indicates that no Teacher is available, assume that the Teacher is unable to take more students at this time.

### School Orientation Table

Die	Roll	Orientation
01-15		Specialist
16-30		Martial School
31-45		Martial Arts School
46-60		Fine Arts School
61-90		Gentlemen's Academy
91-00		General Academy

**Class A School** (Add 15 to Orientation roll)  
Sensei (Headmaster): Level 6 Professional  
Staff: 2D6 Teachers each of Level 2D2+2

**Class B School** (Add 10 to Orientation roll)  
Sensei: Level 6 Professional  
Staff: 2D6 Teachers each of Level 2D3

**Class C School**  
Sensei: Level 6 Professional  
Staff: 2D6 Teachers each of Level 1D5+1

**Class D School** (subtract 15 from Orientation roll)  
Sensei: Level 4 + 1D2 Professional  
Staff: 1D6 Teachers each of Level 2D2+1

**Class E School** (subtract 25 from Orientation roll)  
Sensei: Level 2D3 Professional, master of 1D6+1 Skills  
Staff: 1D3-1 Teachers each of Level 2D2

**Class F School** (subtract 40 from Orientation roll)  
Sensei: Level 2D3 Professional, master of 1 Skill  
Staff: none

### 2055.1 SCHOOL ORIENTATION

The orientation affects the curriculum of the School. Okuden are always taught by the sensei.

- Specialist Schools have but one Skill to teach though it is usually taught by a master. If Okuden are available for the Skill, there is a 20% chance per Level of the Teacher that they also can be taught. The quality of the Teacher should be determined separately. The Profession of the sensei may be any for which the Skill is a bonus Skill. If the Skill has no bonus Profession, the sensei will be a Bushi if the Skill is a bugei and a Scholar if it is an art.

The other orientation of Schools are broken down as follows:

#### Martial

Sensei Profession: Bushi  
Basic Skills: All Bushi bonus Skills  
Other Skills: All Bugei  
Okuden: 10% chance per Level of sensei for basic Skills

#### Martial Arts

Sensei Profession: Budoka  
Basic Skills: All Budoka bonus Skills  
Other Skills: Shinobijutsu; Suiejutsu; Hyagakejutsu; Massage; Tracking  
Okuden: 10% chance per Level of sensei for basic Skills

#### Fine Arts

Sensei Profession: Scholar (80%) or Shugenja  
Basic Skills: All Fine Arts except Theology  
Other Skills: none

#### Gentlemen's Academy

Sensei: Bushi  
Basic Skills: All Bushi bonus Skills; Poetry; Calligraphy;  
Chinese and Japanese Classics; Heraldry  
Other Skills: All other Fine Arts  
Okuden: 5% chance per Level of sensei

#### General Academy

Sensei: Scholar (60%), Gakusho (15%), Shugenja (10%) or Bushi  
Basic Skills: All Fine Arts and all bonus Skills for Sensei's Profession  
Other Skills: All other Bugei and all Practical Arts  
Okuden: 2% chance per Level of sensei if he is Bushi.

## 2056.0 NINJA BASES

Ninja, naturally, like to keep a low profile and thus their bases seldom appear as what they are. Most commonly they are disguised as simple Villages (40% Class E and 60% Class F). Other possibilities might occur, as described elsewhere in this chapter.

The base has a dual function for the clan. It serves as a dwelling place for clan members and as a school for its trainees. The Gamesmaster should roll twice on the Level of Place Table, first to determine the size of the Village and second to determine the Class of the Ninja school.

At the Ninja school, basic Skills will be all Ninja Skills. Other Skills will include all Bugei and all other Ninja bonus Skills. As always, the exact Skills available may be limited by the Teachers available.

Ninja bases also provide facilities for the construction of Gimmicks, the forging of papers, the hiding of "hot" Ninja, and the convalescence of wounded Ninja.

A base will not provide for a member of a hostile clan, but will not necessarily attack him. Neutral clans are treated well, although fees are usually 150 + 2D20% higher.

## 2057.0 YAKUZA HOLDINGS

Like Ninja bases, Yakuza holdings are rarely as they appear on the surface. The actual "front" of the operation can be anything that would suit its size and scope of operations, as these can be widely varied, they are left for the Gamesmaster to decide with regard to how they will best fit into his campaign. By using the Level of Place Table, you can get an idea of the power held by the Yakuza running the place. Add 5 to the die roll on the Level of Place Table. Multiply the resulting Numerical Value by .1 to get the status factor of the group. The unmodified roll will give the number of gangs within the group. Each gang will be composed of 2D10 Level 1 members and a leader of Level 2D3.

The unmodified roll will also give the Level at which the Yakuza's clandestine school operates. This will correspond directly to the Class given for Schools, but the Orientation may differ. Martial and Martial Arts Orientations are the same. Specialist Schools are restricted to Yakuza bonus Skills. Fine Arts become Practical Arts with a Yakuza sensei. The Gentlemen's Academy has Basic Skills of all Yakuza bonus Skills, with other Skills including all Practical Arts. The sensei is, of course, Yakuza. The General Academy is as the Yakuza Gentlemen's Academy but other Skills include any non-bonus Skill.

## 2058.0 NOTES ON NIPPONESE BUILDINGS

Most Nipponese buildings were simply arranged. Rooms were used to serve whatever purpose was necessary during the day, doubling as sleeping chambers at night. Floors were usually of polished wood, covered with woven straw matting (tatami). Tatami always measured 3' by 6' and room size was defined by the number of tatami required to cover the floor. Walls could be of wood, paper screens (shoji) or a combination of the two. Ceilings were often grooved to allow screens to be erected as room dividers. Ceilings also had a crawl-space between them and the roof, which provided a favorite means of entry for Ninja. Rooms were sparsely furnished, with extra goods stored in closets, chests, or exterior storehouses when not in use. Exterior windows were fitted with wooden shutters for winter or stormy days. Most homes maintained a garden as least as big as, and often more costly than, the house itself.

Nipponese homes are noted for their simple beauty and much of an owner's wealth might be displayed as the building itself. Important rooms often have a raised area inset in the wall, called a tokonoma, wherein a scroll or flower arrangement is placed. This is a revered area and the focal point of the room. One or more "Kamidana," or household shrines, would be found in most homes, as would outdoor shrines in more pious and well-off establishments.

As buildings were made of natural materials, including much wood and paper, they were highly flammable. Thus, arson was a heinous offense. Persons guilty of it were usually burned to death.

### 2058.1 STRUCTURE MEASUREMENT

In the course of the campaign it is often necessary to determine the structural resistance of doors, walls, etc. to fire, physical violence, and other attacks. Likewise, such data provides a guide to the amount of materials necessary to build such structures.

In breaking down an obstruction, the characters perform a Task. The Task Value to remove a cubic yard of material is equal to the Structure Value of the material. The Task Turn varies according to the material. Tools may be optional or required. If optional, they add

1D3 to 1D6 to the Task Points each Turn. Task Points are derived from the Strength Saving Throw. Up to two characters may work on a given area of the surface they are trying to break down.

### Structure Value Table

Material	Structure	Task Turn
Paper (eg. shoji screen)	1	1 Primary Action. Tools optional
Flimsy wood	5	1 Primary Action. Tools optional.
Light wood	10	1 Primary Action. Tools optional.
Heavy wood	20	1 Detailed Turn. Tools necessary Gamesmaster option.
Wood and iron	50	1 Detailed Turn. Tools required.
Stone and iron	80	1 minute. Tools required.
Iron	200	10 minutes. Tools required.

Doors: Bars or bolts add 10 to Structure vs. break-in. If locked, the lock may be picked.

It may also be necessary to determine the resistance of a building to massive damage. To determine a building's Structure value, calculate the average Values of all materials used in its construction, according to the percentages involved. Thus, a small, Heimin residence, 20% light wood, 40% flimsy wood, 40% paper, has an Average Structure of  $(.2 \times 10) + (.4 \times 5) + (.4 \times 1)$ , or 2+2+.4, for a total of 4.4 (rounded nearest to a 4). Multiply this by the building's area in square yards. Divide by 100. This represents the Structure Value. Our little hut, occupying 5 by 10 yards, or 50 square yards, has a Structure Value of  $4 \times 50 / 100$ , or 2. A very mild quake or storm will have it down in a trice. Yedo Castle, on the other hand, can stand up to the worst nature can offer for centuries (as, in fact, it has).

A five man team of builders can generate 1D3 building Structure points per week. Such a team contains 3 Manual Laborers and 2 Craftsmen (knowledgeable in carpentry, masonry, etc.). They are paid according to the Non-hazardous Jobs rules in section 2071.4. The Gamesmaster may simply roll 2D10, and multiply this by 5, to determine their weekly wages in copper. The Task Turn can be reduced to 5 days by paying in silver instead.

## 2059.0 SCENARIO SUGGESTIONS

Here we provide a random table of scenario suggestions involving an encountered Place. These should aid Gamesmaster's in need of a quick idea, or those still mastering the fine art of adventure construction. In some cases the particular idea will need to be tailored to the situation. However, most cases will allow straightforward application of the scenario outline. If rolling for some place other than a Village, subtract 5 from the die roll.

### Die

#### Roll Scenario

01-50 The place is a normal one of its type. Nothing unusual is occurring. For each 50 people in the population there is a cumulative 5% chance that there will be a young first-Level Professional who will wish to join the adventurers. There is a 40% chance that he will accompany them simply for the sake of adventure but, if not, he will wish to be paid as a retainer. Such would-be adventurers can be stalwart companions, inept bumbler, Jonahs who bring bad luck wherever they go, or possessed of some other quirk that will enliven things. If the chance of such a person exceeds 100%, each 100% indicates one such Non-Player Character, and any excess is the chance of another. They may all be of the same profession or not, at the Gamesmaster's discretion.

51-53 There are internal factions vying for power within the place. Most likely one or more will see the adventurers as useful additions to the cause.

54-55 There are external factions, either rivals to the current inhabitants or unrelated power-seekers, attempting to make a power play to control the place. Adventurers will be treated as above.

56-60 The place is suffering from bullies who are taking liberties with the milder inhabitants. The number will usually be 2D2 and the Level of each bully may be determined on the Level of Place Table.

61-65 A raid occurs on the place while the adventurers are present. The source may be hereditary enemies or simply outlaws. Alternatively, the place may be warned of a raid (which may or may not occur) and the inhabitants will wish to retain the adventurers to aid in the defense.

66-67 A Plague Phenomenon is occurring.

68-72 A notorious monster lairs nearby and is terrorizing the place. Such a monster will be a legendary Being 60% of the time;

otherwise it will be a Supernatural Being. Defeat of the monster is worth 5 On points per Budo point of the monster to all who are active in its downfall. As token of its success as a monster, the villain will have twice the usual amount of treasure.

73-77 The place is terrorized by a group of monsters by night. This is a family living in the place, who are secretly monsters. If the population is small (under 30), the Gamesmaster may wish to have the entire population become monsters.

78-83 The place has a famous inhabitant. Roll on the table below:

### Die

#### Roll Inhabitant

01-25 Level 6 Professional

26-30 Level 6 Philosopher. He will be a master Teacher of 1D3 of his Skills.

31-40 Level 6 Scholar. He will be a master Teacher of 1D3 of his Skills

41-55 Master Weaponsmith. He produces Good (50%), Superior (30%), or Master quality weapons.

56-70 Master (20%) Bowyer. He produces bows which function as +1 Man-rating.

71-85 Master Doctor. He doubles healing rate.

86-90 "Tame" monster. He has renounced evil ways and lives here.

91-95 Master practitioner of a Fine Art. Attendance at a performance, or viewing his work, gains character 1 point of On. Possession of an artifact or attendance of a Critically Successful performance gains 5 points.

96-00 Kami of Place.

84-86 The place is actually a Ninja base or site of extensive Ninja activity.

87-93 The place is a base of operations for bandits. If within a city, treat it as a Yakuza Holding.

94-98 The place serves as a merchant center. Caravans rest and refit here, and wholesalers buy and sell. Any goods may be found here. Characters of merchant background receive a 10% discount from list price, while all others pay 150% of list price.

99-00 The Village is actually inhabited by Jizamurai. While they may look like peasants, they will be highly offended if they are treated as such. Up to 10% of the population is available as hirelings.

## 2059.1 PLACES OF MYSTERY

The Place of Mystery is a place of great danger and opportunity. Frequently death lurks in close proximity. Such places take many forms, such as a warren of caverns; the maze of corridors within a ruined castle; a desecrated temple; or the holding of a monster or group of monsters.

Besides the living (and non-living) inhabitants, Places of Mystery often contain many and varied traps and trickery situations. In some cases, there may be traps within traps, where avoiding the spotted trigger of one will cause a character to trigger the same trap in a different way or a completely different trap.

Places of Mystery are locales where guile, presence of mind, courage, and quick wits are often more important than fighting ability. Keeping this in mind, we urge the Gamesmaster to construct such Places in a logical fashion. Almost all things and characters have a reason for being where they are at any given time. Such things should be taken into account. Also, reward should be commensurate with risk, which means that tougher dangers should have greater rewards.

A well-constructed Place of Mystery may be revisited more than once by adventurers. The Gamesmaster should remember that if surviving dwellers are left behind they will probably bolster their defenses as best they can within their resources. Traps may be reset or altered and reinforcements brought up. Intelligent beings on the same side will cooperate in defense and, even in Nippon, are not suicidal without good reason.

## 2059.2 TRICKS AND TRAPS OF NIPPON

This section is a beginner's guide to some of the tricks and traps popular in Nippon. They should suggest variations to the crafty Gamesmaster, as all can be used in a variety of ways. The die roll range is provided to help the harried Gamesmaster when he needs a random trap in a hurry. Remember that not all traps are designed to be lethal. Some are only intended as warnings to the defenders or to



slow, imprison, or confuse intruders until the defenders can give them proper attention.

#### Die

#### Roll Trap or Trick

- 01-15 **Nightingale floor** This is a section of wooden flooring with cunningly warped boards that squeak loudly when they are stepped on. This will alert anyone within about sixty feet that someone is crossing that section of floor. Tatami mats conceal this trick from view.
- 16-30 **Pit:** Pits are usually 2D10+5 feet deep. They may be covered with material that will break away when stepped on, or simply left open. At the bottom, the victim may find bamboo stakes, poisoned stakes, former victims, beasts, some combination of the above, or nothing.
- 31-35 **Oubliette:** Oubliettes are covered pits that close after dropping the victim into the pit. They may be designed to be triggered by passage across them in one or both directions. Victims making a Speed Saving Throw will grab one edge of the pit as the trap is triggered. The pit will not close till the obstruction (i.e. the character) is removed.
- 36-50 **Hidden panel:** It may be a doorway or a compartment. Treasure may be hidden behind a panel, or it may conceal waiting enemies.
- 51-60 **Oiled floor** The use of slippery fish oil (poorly combustible) creates Treacherous Ground. If used partway down an incline, it will likely send a character rapidly downward to whatever fate awaits at the bottom.
- 61-75 **Tripwires:** These are actually triggers to traps. They may be set off by pressure on them such as is caused by walking into them, stepping on them, or pulling them. Sometimes, they may be triggered by cutting them. Alternatively, they may be able to trigger alarm bells, snares, fireworks, nets, explosives, acid or poison sprays, oubliettes, deadfalls, and other such nasty surprises. A Dexterity Saving Throw when negotiating a known tripwire will usually prevent triggering the trap. The Gamesmaster should allow plusses to the Saving Throw for specifically described actions that he feels will aid in successfully passing the danger.
- 76-85 **Snagwires:** These are the typical uses of wire by Ninja. See Appendix 2 in Book 1 for the method of functioning.
- 86-99 **Puzzles:** The Gamesmaster should feel free to design a specific puzzle for the players to solve. If this is not desired, a puzzle may be treated as a Task with a Value of 6D10. Points are accumulated from Wit Saving Throws. If the Task is simple, the Turn may be 1 Detailed Turn. A more complex puzzle would have a 1 minute turn. A difficult one could have hourly or even daily turns. Treasure is often kept in puzzle boxes which may only be opened by moving the right pieces in the right order. The whole box may be treated as one puzzle of medium complexity, or each part may be treated as one separate simple puzzle. A typical box will have 2D3 pieces.
- 00 **Ninja:** Use the Level of Place Table for his Level. Ninja are not really traps, but they definitely are tricky.



## 2060.0 BATTLES

In the course of a **BUSHIDO** campaign, battles will occur; clashes of thousands of men in mass combat. Since this would take far too long to resolve using the man-to-man combat rules, we offer here a shorthand method for dealing with battles.

In the campaign, only the overall results of battles are of interest. Therefore, the system presented here is very general. Player Characters and Personality Non-Player Characters can participate in battles as individuals, and there are rules to determine the outcome of such participation.

Battles run for a variable number of turns, called Battle Turns. In each turn, the two sides will determine the overall progress of the battle and something will happen (good or bad) to individual characters in the combat. The results of each Battle Turn are determined by a die roll; the higher roll indicating which side has the upper hand for that turn.

When the strength of one or both sides is reduced to nothing, the battle is over. Any characters on the winning side stand to gain considerable reward if their general actions in the battle are meritorious and are noticed by their superiors.

The type of battle represented in **BUSHIDO** is the classic samurai engagement, which was little more than a continuous series of single or small-group combats. A warrior would announce his lineage and exploits in a challenge to opponents. An opponent, in turn, would announce his own lineage and use the information gleaned from the challenger to insult or mock his foe. Thus informed of one another's identity, and enraged by mutual insults, they would engage in a duel to the death in the midst of the battle.

A warrior's success in battle was measured by the number of heads that he took in the battle. It was the practice to strike off a slain foe's head as evidence of victory. Many samurai even carried special bags called kubibo-koro in which to collect these grisly trophies.

## 2061.0 PLAYER CHARACTERS IN A BATTLE

When circumstances arise during a campaign that make a battle imminent, the players may wish to have their characters participate. If a character is in service to one of the lords involved in the battle, that character may be required to participate.

Any character may take part in a battle as a fighter. This may bring some immediate benefits, but places the character in grave danger. Qualified characters can participate in less dangerous ways, such as providing support to the troops in administrative or priestly fashion. Even Ninja may have a chance to exercise their peculiar abilities.

### 2061.1 MERCENARY FIGHTERS

A fighter receives pay, weapons, and armor as appropriate to the arm with which he fights. Buke fight with the samurai infantry unless they already have a horse, in which case they fight with the cavalry. Other Bushi fight with the Ashigaru infantry. Any others wishing to fight participate as Chugen.

Samurai Cavalry:	Pay: 20g Armor Class: 6, Samurai Weapons: Yari and Katana
Samurai Infantry:	Pay: 15g Armor Class: 4, Samurai Weapons: Yari and Katana
Ashigaru Infantry:	Pay: 10g Armor Class: 4, Ashigaru Weapons: Yari and Wakizashi
Chugen:	Pay: 5g Armor Class: 4, Ashigaru Weapons: Yari

Weapons and armor are only received if the character does not already have as good or better weapons and armor. All weapons are of Average quality. Pay is withheld until after the battle. If your side loses, do not expect to get paid.

For each Battle Turn, the player controlling a character must choose the character's general mode of behavior for that Turn: Courageous, Dutiful, or Cautious. When the results of the Battle Turn have been determined, roll 2D6 for each character. If the character was Courageous, add 2 to the result. If the character was Cautious, subtract 2 from the result. Match the modified die roll with the condition of the character's side for that Battle Turn, on the Character in Battle Table, and resolve the indicated result. After each character has determined his results, it is time for the next Battle Turn, if there is to be one. The players again choose a general mode for the characters. A character may only shift to the next adjacent mode on a Turn, that is, between Courageous and Dutiful

and Cautious. If a character has spent two Battle Turns in a Cautious mode, he may retire from the battle before the results of the next Battle Turn are determined. Each Battle Turn during which the character is retired counts as 2 Turns in which he was Cautious for determining the character's Participation Factor.

### 2061.3 FOES IN BATTLE TABLE

Die Roll	Player Character Level					
	1	2	3	4	5	6
1	R	1	2	2	3	4
2	R	1	2	3	3	4
3	1	2	2	3	4	4
4	1	2	3	3	4	5
5	1	2	3	4	4	5
6	2	3	3	4	5	5

"R"=Classic Bushi Rabble

### 2061.4 PLAYER CHARACTER IN COMMAND

Under certain circumstances, a Player Character may be in the position of command for a battle. This can happen when a vassal character is given command of some of his master's troops, or when the character has acquired troops of his own. The character in these circumstances substitutes his own command skills when rolling for the loss modifications, as explained in section 2063.2. The player must still choose a mode of behavior for his character. To determine how the character fares in the battle, roll on the Character in Command column of the Character in Battle Table. If the result gives the name of one of the other columns, reroll on that column, using any modifiers indicated, but ignoring any modifiers due to the character's chosen mode for that Battle Turn.

### 2061.5 SUPPORT FUNCTIONS

As stated previously, qualified characters may function in support roles. Such characters receive pay, but no armor or weapons. They are not exposed to the dangers of battle unless their side is defeated. If this occurs, make a roll for each such character on the Defeated column of the Character in Battle Table. There are no modifications to this die roll.

Support positions are Non-hazardous Jobs, as described in section 2071.4. The army has a "Level of Place" for purposes of finding such employment rolled for on the Level of Place Table, section 2050.1. Subtract the size of the army in Troop Points from this die roll. Characters refused for one support function may seek another if they have the requisite Skill. Pay is in silver, not copper, and characters receive 2D3 weeks salary per battle.

If the character's side is not defeated, he may attempt to gain On through the exercise of the Skills which gained him his position. A normal Basic Chance of Success roll is made, and the character gains or loses On equal to the Effect Number.

### 2061.6 NINJA AT A BATTLE

Ninja are not at their best in a pitched battle, but are used to good advantage by the astute Nipponese commander, before the fighting actually begins. Any Ninja seeking such employment in an army must approach its commander openly, as a Ninja, to offer his services. The Gamesmaster will roll an Initial Attitude for the commander. A worse-than-Neutral result means there is no job offer. A Disastrous result means the commander is outraged by the implication that he would employ Ninja, and the Ninja must fight his way to freedom, as if on the Defeated side in a Battle. He would do well to lie low for a time, until the commander and his forces have moved elsewhere. A Neutral or better result means the Ninja will receive a mission.

If the Attitude was only Neutral, 1 mission is offered. If it was Favorable or better, then 1D3+1 missions are offered. These each count as 1 Job for an Assassin/Spy, as described in section 2071.3c. The Danger Factor for each Job is increased by the Troop Points on the opposing army, divided by 10.

### 2062.0 AFTER THE BATTLE: HONORS

If the side on which the characters have fought is defeated, they have the problems described above. If their side is victorious, they have the possibility of great reward. All pay is received. One silver piece is received for each head taken, plus 1 gold piece for each encounter fought.

### 2061.2 CHARACTER IN BATTLE TABLE

Modified Die Roll	Character's Side Is:					Character In Command
	Victorious	Winning	Deadlocked	Losing	Defeated	
0	—	INJ	INJ	INJ	ESC,INJ	ENC
1	—	—	—	—	INJ	Deadlock-2
2	1H	1H	—	—	INJ	Deadlock-2
3	1H,ENC	1H,INJ	1H	—	INJ	—
4	1D3 H,BENC	1D3 H,INJ	1H	1H	SUR	INJ
5	1D3 H	1D3 H	1D3 H,WND	1H,ENC	INJ	—
6	1D6 H	1D3 H	1D3 H,INJ	1D3 H,WND	ENC	Deadlock
7	1D6 H,WND	1D6 H,WND	1D3 H,INJ	1D3 H,INJ	ESC,WND	—
8	1D6 H	1D6 H	1D3 H	1D3 H	ESC	Deadlock
9	1D6+1 H	1D6 H	1D3 H,ENC	1D3 H,BENC	ESC,WND	—
10	1D6+1 H,INJ	1D6+1 H,ENC	1D6 H	1D3 H,INJ	BENC	INJ
11	2D6 H	1D6+1 H,BENC	1D6 H,WND	1D6 H,ENC	SUR	Losing
12	2D6 H	1D6+1 H	1D6 H,INJ	1D6 H	INJ	Losing+2
13	2D10 H	2D6 H	1D6+1 H	1D6 H,INJ	INJ	BENC
14	2D10 H,INJ*	2D6 H,INJ	1D6+1 H,INJ	1D6+1 H	ESC,INJ	Winning

\* Character doubles accumulated heads for On purposes.

- #H: This is the number of heads taken by the character. Such slain foes to not count for Budo experience points.
- WND: The character takes 1D6 of lethal damage. If this damage kills the character, he has been slain in battle.
- INJ: The character takes 1D3 of lethal damage. If this damage kills the character, he has been slain in battle.
- ENC: The character has an encounter with a specific foe. The combat is fought under the normal combat rules. The foe is a classic Bushi whose Level is determined on the Foes in Battle Table. If the character wins, he gains normal Budo experience points and adds the foe's Level to his accumulated total of heads. Any weapons and armor belonging to the foe become the character's property after the battle.
- BENC: The character has an encounter as above, but the Gamesmaster adds 1 to the Level of the foe as determined on the Foes in Battle Table. Additionally, the Gamesmaster may allow a 25% chance that the "foe" encountered is actually more than one enemy. In this case, the number

- indicated on the Foes in Battle Table is the total of the foes' Levels.
- ESC: The character escapes from the field of battle after his side has lost. He has only what he carried onto the field with him. Any property left in the camp becomes the loot of the victors.
- SUR: The character has been surrounded by the enemy. Any other surrounded characters in the same arm of the defeated side are with him. The character may honorably commit seppuku to avoid the disgrace of capture. Alternatively, he may attempt to make a bold escape, in which case continue to roll on the Defeated column of the Character in Battle Table until the character is slain, escapes, or is surrounded again. A "surrounded" result means that the character has been taken alive and will be dishonorably executed. A successful bold escape gains the character On. This On is equal to 10 minus the escaping character's Level, multiplied by 5, plus any On gained through encounters during the escape.

The chance of recognition must be calculated for each character involved in the fighting. This is equal to On gained in the battle times his Participation Factor.

$$\text{Participation factor} = \frac{\text{Number of Turns Courageous}}{\text{Number of Turns Cautious}}$$

If the Participation Factor is calculated to be 0 or the character spends the entire battle at Dutiful, assume a Participation Factor of 1. If the Participation Factor is a negative number, the character is not eligible for recognition honors and may be disgraced. A positive Participation Factor gives the character his chance of recognition.

To determine if a character receives recognition, roll 1D100. If the die result is less than or equal to his chance of recognition, he will receive honors. Divide his die roll by 10 to get his Recognition Number. This will be added to the roll of 1D20 on the Battle Honors Table to determine the honors being given to the character.

Characters operating in a support capacity have a percentage chance for recognition equal to any On gained.

#### Battle Honors Table

Die Roll	Honor
01-12	On and pay increased. Multiply each by (1 + ½ Recognition Number). Each additional receipt of this honor increases the multiplier by ½ Recognition Number. An additional receipt of this honor has a minimum addition to the multiplier of 1.
13-18	Sword. Roll 1D10, add Recognition number to the result, and consult the table below. A Ronin who receives this honor will be offered Samurai status. A second sword indicates that a dai-sho is received. This will bring an offer of samurai status to a Heimin.

Die Result	Sword
01-03	Fine Sword
04-10	Good Sword
11-16	Superior Sword
17+	Master Sword

**19-20** Armor. Roll 1D10, add Recognition Number to the result, and consult table. Additional Suits of armor are not possible; reroll. It is an insult to the giver to maltreat or lightly give away such gifts. Such *armor* is naturally samurai style armor.

Die Result	Armor Class
01-03	7
04-10	8
11-16	9
17+	10

21-22 Roll twice on this table without adding the Recognition Number. Ignore any results above 20 and reroll.

23-24 As 21-22, but is a dai-sho is received the character is offered a stipend as below.

25+ As 21-22 and the character's Stipend (see section 2082.2) is modified. His income is increased by a random die roll indicated by rolling on the Value column of the Treasure Value Table. This increase applies equally to the Stipends of newly created samurai or to retainers of long standing. Add the Recognition Number to the Value roll for the amount added to the Stipend. If the Daimyo (ie. the Gamesmaster) is so inclined, this result might instead indicate that the retainer is given a Fief (see section 2082.3).

Base Stipends:	Samurai	15
	Ronin	10
	Heimin	5

#### 2062.1 AFTER THE BATTLES: DISGRACE

A fighter with a negative participation factor adds the absolute value of the Participation Factor to his die roll on the Battle Disgrace Table. Characters operating in a support capacity have a percentage chance equal to the absolute value of the lost On to be required to roll on the Battle Disgrace Table.

#### Battle Disgrace Table

Die Roll	Disgrace
01-03	Forfeit all loot, pay, and On gained.
04-06	As 1-3, but character is stripped and flogged. Character takes 2D6 of Lethal damage followed by 4D6 of Subdual damage. When he recovers from the Subdual damage, he is driven away. All goods are forfeit to the Daimyo. Samurai are made Ronin.

07-08	As 1-3, and character's On score is reduced to 0.
09	Character is fined all pay and any loot.
10-11	Character is reprimanded and fined. Lose all pay, half of loot and half of any On gained.
12	Character is severely fined. Fine is 1D3 x 100 koku. Inability to pay brings an invitation to commit seppuku.
14	Character is ordered to shave his head and become a priest. If the character is already a Gakusho, treat as result 7-8.
14	Character is challenged as a coward by an offended Level 5 Bushi. If the disgraced character wins, no On is gained for the duel and there is an 80% chance that the Bushi's family will declare a bloodfeud.
15	The character is offered a chance to redeem himself. He is given the most lethal mission known to the Daimyo. No On will be gained while on the mission. Failure on the mission will require seppuku. If the character declines the mission, he is ordered to commit immediate seppuku.
16-18	Character is offered a chance to restore his <i>honor</i> by immediate seppuku.
19-20	Character is taken to be executed dishonorably.

A character may attempt to escape a judgement of death or an order to commit seppuku. Treat it as if he had received a SUR result when his side was defeated in battle, but he must successfully roll two ESC results to escape. If he succeeds, he will be declared outlaw in that Daimyo's domains. Needless to say, if the character had been samurai, he is now ronin.

#### 2062.2 AFTER THE BATTLE:

##### PLAYER CHARACTER IN COMMAND

A Player Character in command of one of the sides in a battle does not participate as a normal fighter. Since this is the case, any Budo points, On, or honors gained are not determined in the normal fashion.

The commander gains Budo experience points for each Battle Turn that his side wins. The exact value of this Budo is equal to the odds that his side faced on that Battle Turn. Thus, if the odds were 3 to 1 against him, he gains 3 Budo points. If the odds were 2 to 1 against his opponent, he gains only one-half of a Budo point. Although the odds against aside in one Battle Turn may not be more effective than 5 to 1, the Gamesmaster may wish to use the actual odds to calculate Budo points.

The commander also gains normal Budo points for any individual encounters that he is forced to fight in the course of the fray.

The commander also gains On for individual combats and heads taken as any other fighter in the battle.

The commander gains additional On if his side is victorious. This On is equal to the number of Troop Points destroyed times the result of 10 minus the number of Turns in the battle.

If the commander is operating in that capacity at the behest of a lord, he may receive honors for a successful performance. The total On gained is the percentage chance of recognition. The Recognition Number is determined in the usual fashion and the exact honors are determined on the Battle Honors Table.

If the commander's side should be defeated, he will have to escape the field of battle as if he were operating in a support function. It should be noted that a general might be captured to be brought before the victorious commander, whereas any other would be slain if captured. A losing commander who escapes the field of battle may well have an angry lord to face. If the Player Character has been in command for his lord, return to that lord will require a roll on the Battle Disgrace Table. A modification should be made to this die roll equal to Troop Points lost by the Player Character minus Troop Points lost by the enemy.

A Player Character in command of his own troops need not face an angry master if he is defeated. His defeat will have its own consequences within the development of the campaign. Conversely, a Player Character in a victorious position is expected to give out battle honors as any other victorious lord. If the Gamesmaster finds the Player Character reluctant to reward his troops, he should remember that discontent will grow among the Player Character's vassals, leading to lowered effectiveness or even rebellion.

#### 2063.0 THE BATTLE

The forces involved in a battle are described in terms of Troop Points. Each Troop Point basically represents about 1,000 men. For specific circumstances the composition of a Troop Point may vary. See section 2064.0. Each battle is divided into Battle Turns; the time span of each is equal to 1 Japanese Hour.



Before the battle, the opposing commanders' Senjo-jutsu BCS rolls are compared to determine the better general's advantage for the battle.

For each Battle, the Troop Points involved are compared to determine the odds for that Turn. Dice are rolled to determine the winner and the basic reduction in Troop Points for that Battle Turn.

Before the next Turn, the actions of all Player Characters involved in the fighting are checked as explained in section 2061.0.

A battle continues until the Troop Point Strength of one or both sides is reduced to zero, one side has Retreated, a complete Deadlock occurs, or night falls.

### 2063.1 PREPARATIONS FOR BATTLE

Day begins in the Hour of the Hare and so do the preparations for battle. These preparations and the deployment of forces consume 1D3 - 1 Battle Turns. No significant actions can occur during these Turns. No characters are placed in jeopardy and no experience or On is to be gained.

Once the required Turns are spent in preparing for battle (each side taking the same amount of time), the battle begins.

### 2063.2 THE BATTLE TURN

To determine the results of each Battle Turn, each side rolls 1D6. The side with the higher roll is Winning during that Turn and the other side is Losing. If the die rolls are equal the Turn is Deadlocked. The difference between the die rolls is the Base Loss for that Turn. The loser of the Turn subtracts the Base Loss from his Troop Points. The winner subtracts one-half the Base Loss. The commander of a side may make a Senjo-jutsu BCS roll. If it is successful, his losses are cut in half. A Critical Success reduces losses further by ½, and a Critical Failure doubles losses.

The die rolls made to determine the winner of a Battle Turn may be modified by circumstances. If this is the case, the modified rolls are used to determine the winner and the Base Loss. Some of the circumstances are in effect for the whole battle, while others may change from Turn to Turn. These modifiers are as follows:

—Superior generalship: This remains in effect for the whole battle. Each commander makes a Senjo-jutsu BCS roll. The commander with the higher Effect Number receives a +1 to Battle Turn Rolls.

—Superior numbers: This may change as the troop strengths change. The side with superior numbers receives an add to the Battle Turn die roll according to the chart below. To determine the odds, divide the superior side's Troop Points by the inferior side's Troop Points and round down.

Odds Ratio	Die Modification
Less than 2 to 1	+0
2 to 1	+1
3 to 1	+2
4 to 1	+3
5 to 1 or greater	+4

—Situational modifiers: The application of these modifiers varies at the discretion of the Gamesmaster. They can be used to represent such things as advantageous position on the field of battle, strong motivation for the troops, lack of confidence in or respect for the commander, and a host of other difficult-to-qualify intangibles that affect how men perform in combat. Such things might apply only to the first Battle Turn in which the forces actually meet hand-to-hand, may continue to pertain throughout the battle. If, for example, the Gamesmaster allows one side a positional advantage of +1 on Battle Turn die rolls, and that side still loses two Battle Turns in a row, he may decree that the army has been displaced from its advantageous position and must forfeit the +1 for the rest of the battle.

—Desperate attack: When such an attack is ordered, the side making the attack adds 1 to the Battle Turn die roll. That side loses 1 Troop Point in addition to any losses incurred for that Battle Turn. If the sides does not win that Battle Turn, it may continue the battle in the normal fashion, or continue to conduct desperate attacks. A successful desperate attack gains a commander twice the normal Budo experience points for that turn.

Non Player Character commanders order a desperate attack if facing odds of 5 to 1 or greater if a 1 or 2 rolled on 1D6.

—Retreat: A Retreat is in effect for one Battle Turn only. The Retreating side receives a -1 to its Battle Turn die roll. After the Turn in which a Retreat is conducted, the battle is over. No battle honors or payments are available to members of a Retreating army. Any character left wounded or unconscious on the field is treated as if he had received a SUR result as a member of a Defeated army.

If a Non-Player Character commander is facing odds of 5 to 1 or greater and does not order a desperate attack, there is a 3 in 6 chance that he will order a Retreat.

If an army is reduced to zero Troop Points or less on a Battle Turn, it is Defeated. The other army is Victorious. If both armies are reduced to this state on the same Battle Turn, the battle ends in a Deadlock with no victors. A battle may also end in a Deadlock if three consecutive Turns are Deadlocked.

### 2063.3 ENDING A BATTLE

A battle comes to an end if one side is Victorious, one side Retreats, a Deadlocked battle occurs, or night falls. Nightfall is defined as the end of the Hour of the Monkey. Thus, for battle purposes a day consists of six Battle Turns, including those spent in preparation for the battle.

Characters in Victorious or Defeated armies are eligible for rewards or disgrace as previously described. If night or a Deadlock ends the battle, a parley occurs. Armies which have Retreated are considered to have lost the battle.

To determine the results of a parley, each commander rolls 1D6. If the die rolls are equal, the hostilities are ended. Both armies are treated as Victorious and pay and battle honors are dispensed. Any other result means that the battle will continue on the next day. The Gamesmaster may wish to vary the results of a parley to suit the campaign scenario or simply for variety. Such modifications might include have the two armies join together and move off to fight a third party, or having mercenary fighters on one side induced to join the other side. A military history of Japan would be useful in suggesting other possibilities that occurred in the convoluted politics of feudal Japan.

If the sides involved in a conflict are to renew hostilities on the next day, they will recover some of their lost Troop Points. This represents the restoration of the lightly wounded and the return or reorganization of Troop Points that were rendered ineffective but not destroyed in the previous day's fighting. One Troop Point is recovered for every four lost in battle. A successful Senjo-jutsu BCS roll by the commander converts any fractional recoveries to a full Troop Point. Additionally, a side may receive reinforcements during the night. Each army normally has a 20% chance of 1D6 Troops Points arriving. If an army is a custom-built or Player Character commanded army, reinforcements will depend on the campaign situation.

### 2064.0 SMALLER BATTLES

The basic battle rules use a Troop Point that is equal to approximately 1,000 men. On this scale, some battles that are too large to fight using the individual combat rules in Book 1 are still too small to use the basic battle effectively. By changing the value of a Troop Point and the amount of time represented by a Battle Turn, the Gamesmaster can use the battle rules to resolve combat above the personal scale yet still below the army scale.

If the numbers on a side range from 300 to 3,000, we recommend using a 100-man Troop Point and a 1-hour (½ of a Japanese Hour) Battle Turn. The number of heads taken must be divided by 5 before determining their value for On or pay bonuses.

If the numbers range from 30 to 300, we suggest a 10-man Troop Point and a 10-minute Battle Turn. Divide head results by 10 and subtract 2 from the die rolls for Injury and Wound results.

In any case, all Encounter results have full value. Remember to adjust any lengths of time to the smaller scale from the scale of the battle rules. Pay would not be significantly affected by the scale of the fight, but awarding great honors for a minor skirmish is a little out of line. To represent this, the Gamesmaster may wish to apply a negative modifier to the Battle Honors Table die roll. Subtract the number of men in the Troop Points used from 5,000, and divide the result by 10, to get the modifier.

The Gamesmaster may also find it useful to use the reduced-scale battle rules to resolve conflicts which the Player Characters get involved in when they are not part of a particularly military operation. In such cases, there would naturally be no one to pay them or to recognize their valor or cowardice, but On and Budo gained by their actions would certainly be recognized.

### 2065.0 SIEGES

If the events of a campaign require a siege, it is handled as a special form of battle. Chikujō-jutsu BCS rolls by the commanders are used wherever the usual rules call for Senjo-jutsu.

A siege is broken down into monthly increments. After the first month, bribery attempts may be made at the start of each month.

During each of the three weeks in a month, a siege consists of a random number of Battle Turns, or a special event such as a Sally or an Assault. In a week having no special events, there are 2D3 Battle

Turns. Odds for the defender are determined using the sum of his actual Troop Points and the Level of his castle. Each Battle Turn is calculated separately and fought as if a real battle. But 90% of all losses are recovered at the end of a week, so that the overall attrition of opposing forces is much slower. Thus, a 20 Troop Point Army that is "wiped out" in a week of fighting is reduced to 18 Troop Points during the grinding fighting that week.

Player Characters participate as if in a normal battle. No honors are received until the final results of the whole siege are assessed. A Player Character Ninja's role is stretched out over a month instead of night before the battle. Player Characters participating in a support role function in weekly increments.

The Level of a castle determines how long it can supply its normal complement of defenders in a siege. This is equal to twice its Level in months. If the number of defenders varies, the length of time varies. If the siege is maintained until time runs out, the defenders are forced to surrender due to starvation. Player Characters in a castle that has been starved into submission must make a Health Saving Throw or they will contract a Plague, due to the horrible conditions in the defeated castle.

Various events can occur during the course of a siege, including:

**Sallies:** The defender may sally forth with some or all of the available Troop Points. A normal battle is conducted. If the defender inflicts a Defeat or a Retreat on the besieger, the siege has been lifted. Any other result means that the siege continues. Retreating Troop Points of the defender may re-enter the castle and his losses will return to him as from a Deadlocked battle. The defender must fight against the besieger's full Troop Point strength in a Sally. Any Player Characters in the besieger's army participates as if in a normal battle. Fighters in the defender's army have a percentage chance of being in the Sally force equal to Troop Points sallying divided by defender's total Troop Points, multiplied by 100.

A defender may elect to conduct a Sally once per week.

**Assaults:** If the defender does not conduct a Sally, the besieger may elect to conduct an Assault. The besieger may use part or all of his Troop Points in the Assault. If only part are used, the chance of Player Character participation is determined as for participation in a Sally.

When receiving an Assault, the defender may add the Level of the castle to his Troop Point strength. He may split any Troop Point losses in an Assault between his troop and the castle. If the castle's Level is reduced to zero, it is destroyed and may no longer be repaired.

If the besieger uses all of his Troop Points in an Assault and does not at least achieve a Deadlocked battle, the siege is lifted.

**Repair of the castle:** A defender may attempt to repair lost Levels of the castle. Once a week after any Battle Turns or special events, the commander of the defense may make a Chikujō-jutsu BCS roll. Success means that 1 Level has been restored. Critical Success repairs 2 Levels and Critical Failure presents ANY further repairs from being made. The castle's Level may never be raised higher than it was originally.

**Bribery:** At the beginning of each month of Siege, the besieger may attempt to improve his chances of reducing the castle by offering bribes. Each 100 times the Level of the castle in gold pieces that he spends give the besieger a 1% chance of a successful bribe. If 100% is accumulated, a successful bribe automatically occurs. Any additional percentage chance concerns the chance of an additional bribe.

In a week in which simple Battle Turns or a Sally occurs, the besieger may add 1 to each Battle Turn die roll for each successful bribe transacted. In a week with an Assault, the number of successful bribes is the chance in 20 that the gates are opened to the besieger. If this occurs, the defender may not add the Level of the castle to his Troop Point strength. A die roll of 20 indicates a double-cross and the defender may double the Level of the castle for that Assault; any further effects of bribes are negated for the rest of that month.

**Ninja Assault:** A besieger may attempt to hire a Ninja Assault group for an attack on a besieged castle. One month before the attack is to take place, the besieger hires the Ninja at a price of 200 gold pieces per Level of the castle. If the siege is broken before the Ninja attack, the besieger forfeits half of the fee.

The Ninja Assault takes the place of one normal week's Assault. One family of Ninja will only contract to attempt such an Assault once per siege. The Troop Point strength of the Ninja Assault group is 2D3+1. This is determined at the time of the Assault. These Troop Points never Retreat or Deadlock. They do not cease combat at nightfall. Normal Battle rules are used to determine the results of the

Assault. A special case of this type of Assault is that the Ninja may be directed against either the castle itself (which has its Level as Troop Points) or against the defending Troop Points. This Assault need not be conducted against both. The besieger specifies the target of the Assault.

Player Character Ninja in the besieger's camp may elect to participate in the Assault. Their participation is determined as if they were in a Battle. Since their assault force fights until destroyed, this means they will HAVE to fight their way out to survive. The individual Ninja receives payment in silver equal to half the fee paid for the Assault Force in gold. I.e. if the Assault Force costs 400 gold pieces, a Player Character Ninja receives 200 silver pieces.

## 2066.0 ARMY MOVEMENT

Armies (any organized military group numbering 1,000 men or *more*) travel slowly. The Strategic Base Movement Allowance for an Army is 3 hexes (10 Ri) per day in Clear Terrain, 2 hexes (about 7 Ri) in Rough Terrain, and 1 hex in Mountains. Bad weather of any kind reduces this by 1. Movement on a road increases it by 1. Thus, movement in a Storm in the Mountains would paralyze an army, unless they were on a road, which would permit 1 hex/day as the march. Travel on the day before a battle reduces an army's effective Troop Points by 1D3 (stragglers, fatigue, etc.).

## 2070.0 DOWNTIME

Downtime is the time scale used in BUSHIDO to measure the relatively long periods of time Player Characters may spend between adventures. Study, large Tasks, Research, or other creative or self-improving work may occur in Downtime. If the Gamesmaster permits safe, long-distance travel via land or sea when characters are outside of active scenarios, this can occur in this time scale.

The amount of Downtime available to characters will vary, but we have found that a minimum of one month between adventures permits the most useful approaches to Study and general character improvement. This also keeps the campaign calendar moving fairly rapidly, compressing game time into realtime at a ratio of 5 to 1 or better. Needless to say, if one playing session ends with the Player Characters stuck in the middle of some hairy situation, no Downtime accrues to them. Generally, this time scale is invoked at adventure's end, upon safe arrival in the place the characters will recuperate and outfit for their next sortie into heroism.

Characters who were last active in the Year of the Rat (and here it is the middle of the Year of the Tiger) must account for the Downtime involved. If they have the cash to simply train or do research during that period, fine. If they are members of a group, they may have obligations to fulfill. If they go broke, a Job of some kind is necessary. Downtime, like Treasure, should be handed out stingily at first, until the gamers become comfortable with it, but no one has yet become Miyamoto Musashi just because he had a few months (or even a year) to play with.

## 2071.0 JOBS FOR PLAYER CHARACTERS

Even heroes have to eat. While the Nipponese adventurer generally tried to live by his prowess and his wits, there are those times when the only way for a wanderer to raise a bit of cash was by temporary employment.

Jobs in BUSHIDO fall into two categories: Non-hazardous and Hazardous. Non-hazardous Jobs are usually dull and low paying. A character puts in his time and collects his salary. Hazardous Jobs are more rewarding but entail some risk for the character.

### 2071.1 SEEKING EMPLOYMENT

Whether a Job requires an employer or is open to freelancers, it must be sought in the appropriate place. A Contemplative Temple is not the best market for a Gambler, for example. Once the Gamesmaster adjudicates that the character is, in fact, in a place where he can look for an opportunity to start a given Job (all cities qualify in this respect) then he rolls as if seeking goods of the Job's Class in a Place of that Level. Job hunting is carried out in one week turns, and can indicate the length of time involved in finding an employer, or a suitable set of opportunities for freelancing. Freelancers reduce the chances of finding a suitable Job by 20. Only one Job per week may be sought.

### 2071.2 TERM OF EMPLOYMENT

As a rule, Jobs are held for a period of months. In the case of Hazardous Jobs, the rules below can be used as they stand to resolve single assignments rather than long periods of effort, should a quick means of resolving certain missions be needed.

Employers will require a minimum term of employment of 2D3 months. Getting him to hire the character for a shorter or longer term requires the use of Status to influence his decision.

Leaving a Job before the end of the specified term requires a roll on the Attitude Table, to see how the employer reacts. A result of 20 or less (an Unfavorable attitude) will cause the former employer to "blacklist" the character, reducing his chances of finding other Jobs in that neighborhood by the employer's social Status. A freelance Job may be left at the end of a given month.

### 2071.3 HAZARDOUS JOBS

Hazardous Jobs can pay very well, but characters contracting such employment risk their lives. Not all Hazardous Jobs are available to all characters, though the Gamesmaster may make exceptions at will. Yojimbo (bodyguard): Open to Bushi, Budoka, and Ninja. Gambler or Thief: Open to anyone, but non-Yakuza or freelancers of any Profession are in danger from local Yakuza Gang on whose turf they are trespassing. Assassin/Spy: Open to Ninja. Exorcist: Open to Shugenja or Gakusho.

#### 2071.3a Danger Factors

Each Job in this category is assigned a "Danger Factor" as well as a Class. The salary for Hazardous Jobs is always equal to the character's Level in silver times the Danger Factor. The Gamesmaster may choose to reroll the Danger Factor at the beginning of any given month of employment, AFTER the player has announced that his character will remain in the Job (the Gamesmaster may warn the player of his intention to do so or it may be kept secret. For freelancers, the Danger Factor is increased by +2 for purposes of this check, without increasing the multiplier for monthly salary, if the result of a D20 roll is less than or equal to the Damage Factor, a Hazardous Event occurs. This roll is made once per month.

#### 2071.3b Results of Hazardous Events

When the Danger Factor die roll requires a check on the Battle results table, this constitutes a hazardous event. These results can be beneficial or harmful. The column of the table to be consulted is rolled for randomly.

##### Die Roll

(1D20) Column of "Character in Battle Table" checked:

01-08	Victorious
09-19	Winning
11-12	Deadlocked
13-14	Losing
15-20	Defeated

Add the Danger Factor for the Job to the die roll.

Character must decide if they are being Cautious, Average, or Courageous BEFORE rolling to see what column of table they must use for hazardous events.

The effects of the #H, ENC, BENC, ESC, and SUR results on the table vary for each Job. INJ and WND results, however, are basically the same for all Hazardous Jobs. They represent damage taken in the course of the Job, but the tally of damage is handled in a special way.

Damage from INJ or WND results on the table is tallied up during the whole term of employment. This damage is not counted against the character's Hit Points in any particular encounter during the term; he is unwounded at the beginning of such events. The doctrinal damage is instead used to measure when his "luck runs out." Should the total damage received from INJ or WND reach the point where the character would lose consciousness, he immediately receives a SUR result appropriate to the Job he is doing. If the damage reaches the killing point, the character has been killed on the Job. Such damage can never be "healed" except by leaving the Job for a period of at least a month. The character may then start the same or another Job with a clean slate.

#### 2071.3c Hazardous Job Descriptions

##### Yojimbo

Class: C Danger Factor: 2D5

Available to: Bushi, Bodoka, Yakuza, Ninja

The Yojimbo, or bodyguard, is the hired swordsman, acting as muscle for a merchant, shop owner, innkeeper, etc. His role is mainly as protection for his employer. For this reason, Yojimbo cannot be freelancers.

Yojimbo are assumed by their employer to be Courageous at all times. For any month in which the Yojimbo chooses Average behavior for possible hazardous events, there is a 10% chance he will be fired. For a month of Cautious behavior, the chance is 25%. Getting fired is described under SUR results, below.

Yojimbo functioning in a city or town are expected to adhere to the usual laws limiting armor worn in public.

Hazardous event results for Yojimbo are:

#H: Represents number of minor victories won by Yojimbo, or fights averted by his presence. Each "Head" is worth a bonus of 1D3 silver pieces and 1 point of On.

ENC or BENC: These are with Classic Bushi (60%), Budoka (20%), or Yakuza (20%). Roll for Level randomly on the Intensity Table. For BENC subtract 20 from the die roll.

SUR: The Yojimbo is fired by his employer. He is not paid for that month. He will be blacklisted for future Job hunting in that locale and loses On equal to his former boss's social Status.

ESC: The Yojimbo receives a bonus for his outstanding work that month, doubling his usual salary.

##### Gambler

Class: D Danger Factor: 1D3 if Honest; 1D6 if Cheating

Available to: Any Profession

Gambling may be under the employ of a Gambling Hall owner or it may be freelance. Yakuza who are not members of the local Gang may freelance if they pay 25% of their monthly earnings to that Gang. Non-freelance Gamblers must be Honest. Non-Yakuza Gamblers must be freelance.

The Gambler sets up a regular game somewhere, or more likely, circulates around the local hangouts, spending several hours in each, unless employed in a particular establishment.

For each month on this Job, the Gambler rolls his BCS in Gambling. He divides the Effect Number by 10, without rounding the result up or down. Honest Gamblers add this to the Danger Factor for the month, possibly reducing it (and thus their winnings) if their BCS roll failed. Cheating Gamblers add the absolute value of the Effect Number to their Danger Factor, thus increasing it whether the BCS succeeded or not. Use this modified Danger Factor for salary determination. Also apply the modifier to the effective Danger Factor used for seeing if hazardous events occur.

Hazardous event results for Gamblers are:

#H: Increase month's salary by 1D3 silver per "Head," Yakuza also gain 1 point of On per "Head" if Honest.

ENC or BENC: A fight breaks out with a Classic Yakuza (30%), Classic Bushi (10%), Budoka (20%) or a number of Average Men equal to the Level rolled on the Intensity Table (40%). Subtract 20 from the Intensity die roll for BENC fights. Rightly or wrongly, they accuse the Gambler of cheating.

SUR: If Honest, the Gambler is still forced to quit playing in the neighborhood, having gained a reputation as a "sharper." This is the same as the SUR result for a Yojimbo. Freelancers can go Job hunting again without penalty, simply moving "across town" next time. This will not work in villages or small towns.

If Cheating, the Yakuza is jumped by his victims. He must pay back 1D3 months of his regular salary and is then forced to move on. He is promised several broken bones if he shows up in any local Gambling Hall again.

ESC: The suckers wouldn't see a wall if they walked into it. Rake in twice the normal salary this month.

##### Thief

Class D: Danger Factor: 2D3

Available to: Any Profession

Thieves are always freelance unless they belong to the local Yakuza Gang. Freelance Yakuza Thieves may operate without hindrance from that Gang by paying over 25% of their monthly haul. Non-Yakuza Thieves are not offered this option and operate at their peril in Yakuza territory.

Hazardous event results for Thieves are:

#H: Yakuza gain 1 point of On per "Head" taken. The number of "Heads" taken in a given month is the percent chance of making a really big haul on a job. If this percentage is realized, the Thief rolls on the Intensity Table for a random Level. Level 1 means a "Poor" treasure is stolen, Level 2 is "Worthwhile", etc. up to Level 6, "Wonderful." The treasure has an effective "Budo" value equal to his "Heads" for the month. Increase the die roll on the Value table by 10 per Level of Place the Thief's locale is below "A" (ie. +10 for Class B, +20 for Class C, etc.)

ENC or BENC: The Thief tried to hold up the wrong person or the watchman walked in on him. He fights a Classic Bushi of random Level. Subtract 20 from the Intensity die roll for BENC fights.

SUR: The Thief is arrested! He will be imprisoned for 2D3 weeks and then executed. The Gamesmaster should permit the character some chance of escape, perhaps written up as a mini-scenario, or using a series of die rolls on the "Defeated" column of the "Character in Battle" table. In the latter case, a second SUR result means the Thief has been executed shamefully. An ESC result frees him, but he must flee the local law at once.

**ESC:** The Thief hits the jackpot this month. Collect salary in gold instead of silver.

**NOTE ON GAMBLERS AND THIEVES:** Freelancers in these Jobs who have not made arrangements with the local Yakuza must check monthly to see if they have been discovered by the Gang. Roll 1D20. If roll is less than or equal to the Danger Factor, they have been discovered operating in the area. Roll on the "Defeated" column of the "Character in Battle" table, re-rolling until a SUR or ESC result comes up.

Results of discovery are:

**INJ** or **WND:** As defined for Jobs in general.

**ENC** or **BENC:** A fight with a Classic Yakuza, random Level, occurs. Subtract 20 from die rolls for BENC Intensity. Killing opponent has a chance of starting Blood Feud with Gang.

**SUR:** Captured by Gang. Character must pay over 90% of his TOTAL take for the Job, since its beginning, or be killed.

**ESC:** Gets away from Gang, but the neighborhood is downright unhealthy and he'd best be moving on.

#### **Assassin/Spy**

Class: C\* Danger Factor: 2D5

Available to: Ninja

Ninja can only procure employment in such areas at Ninja bases. They have the base chance of finding a Class C job when at bases of their own Clan. Decrease the chance by 10 at Allied bases and 20 at Neutral bases. Employment cannot be procured at Hostile bases.

By now, everyone should have a fair idea of what Ninja do. The results of hazardous events for Ninja are:

#H: Budo value of kills made on missions. Each "Head" is worth 1 Budo point.

**ENC** or **BENC:** Ninja must fight Classic Bushi of random level, subtracting 20 from Intensity die roll for BENC opponents. As such Encounters will almost always result from the Ninja being discovered by a guard force, there is a 60% chance that the principle opponent will be accompanied by 1D3 Classic Bushi Rabble.

**SUR:** Mission is a total disaster. Continue to roll on "Defeated" column until an ESC comes up, indicating the Ninja has gotten away, or the Ninja is killed, or the Ninja gets another SUR. This indicates he has been captured and will be shamefully executed.

If the Ninja escapes, the mission is still unfulfilled and must be undertaken again next month with a +2 to the Danger Factor, but for no further salary until fulfilled.

**ESC:** Ninja gets in, performs mission and gets away unseen. Add the Danger Factor to the Ninja's personal Status.

#### **Exorcist**

Class: B Danger Factor: 1D6

Available to: Shugenja, Gakusho.

The Exorcist is always freelance unless affiliated with a local Temple or Shrine. He protects the people from malign Spirits, magically induced diseases, etc.

Hazardous event results for Exorcists are:

#H: Very successful cases. Each "Head" is worth 1 extra silver piece.

**ENC** or **BENC:** The Exorcist is physically attacked by a hostile Supernatural Being: A Shoryo (60%), Oni (30%), or Dai-oni (10%). Increase the Spirit Rank for BENC Spirits by 1D3.

**SUR:** A Spirit with Rank equal to the Danger Factor seeks to Possess the Exorcist.

**ESC:** The Exorcist overcomes a mighty Spirit. Gain the Danger Factor in Shugendo points.

#### **2071.4 NON-HAZARDOUS JOBS**

Safer, if less rewarding Jobs, are also available. Pay is minimal, based on a BCS or Saving Throw related to the nature of the work. An amount equal to the stated BCS or Saving Throw is received in copper every week. Thus, a character with a Strength Saving Throw of 12 working as a laborer would receive 12 copper pieces a week, or 36 per month (1 silver, 6 copper monthly wage).

Job	Class	Value used for Week's Pay
Bouncer	B	Brawling Capability
Courier	D	Speed ST
Craft	C	BCS in Craft
Entertainer (with Art)	D	BCS in Art used
Entertainer (with Magic)	B	Magic BCS
Fisherman	D	Fishing BCS
Herbalist	B	Herbalist BCS
Huckster	A	Commerce BCS
Hunter	C	Hunting BCS
Manual Labor	D	Strength ST
Physician	D	Physician BCS
Scribe, Common	D	Katakana BCS
Scribe, Court	A	Kanji BCS
Scribe, Official	B	Hiragana BCS

These are but a few of the possibilities. More educated characters could undertake Non-hazardous Jobs using multiple Skills (eg. Official Scribe in a Buddhist Temple, adding BCS in Hiragana, Kanji, and Buddhist Theology). But such employment is not designed to make a character rich and wages should not get too extravagant. Remember too that the worker in such a field should pay his living expenses out of pocket.

## **2072.0 DESIGNING NEW SPELLS**

This is a research Task used when a player controlling a Shugenja Player Character has come up with an idea for a new Spell which the Gamesmaster agrees to include in the campaign. The rules governing the Spell should be worked out in advance by the player and the Gamesmaster, and the Gamesmaster should also assign the Spell to a School and determine the Knowledge Required to learn it.

The character designing the Spell must perform three Tasks, each with a Task Value equal to the Knowledge Required for the new Spell and a Task Turn of 1 week. The first Task works out the theory of the Spell. The second Task designs its Ritual for learning purposes. The third entails actually learning the Spell in the normal manner. Task Points for all three are determined as described in section 1073.5c, for Spell Learning. Writing a Spell Learning Scroll for the new Spell would constitute a different Task altogether (see below).

This is worth Shugendo as stated in section 1063.4a. If the Shugenja "publishes" the Spell, making it available for general use in the Campaign, he should also receive On equal to its Knowledge Required value. But the Shugenja should be permitted to retain control of the Spell, studying it himself and perhaps lifting friends in the Profession learn it, but not "publishing" it.

### **2072.1 WRITING SPELL TEACHING SCROLLS**

This may well be the most popular form of magical research after the actual learning of Spells. A Shugenja may write a Spell Scroll for any Spell he has learned. The Task Value is equal to the Knowledge Required for the Spell. The Task Points are derived from the Average BCS in the School of Magic governing the Spell and Calligraphy. The Shugenja may write the Scroll in any script in which he is Fully Fluent.

There are no enhancements to the Effect Number for the Task, but failures in the Average BCS roll do not impede his progress. Critical Failures require a successful roll on the Base BCS in Calligraphy, or the Scroll has been ruined by a careless mistake and is worthless.

### **2073.0 MAGICAL ARTIFACTS**

The manufacture of magical Artifacts, items having powers of their own, is one we can touch on only lightly here. Gamesmasters may not wish to allow Shugenja to perform such operations and their word on such matters is final.

Artifacts which may be made by Shugenja include the following broad classes:

**Focusses:** Items which enhance the powers of a Shugenja in casting a given Spell.

**Amulets:** Items which protect the wear from magical attacks.

**Talismans:** Items which have the power to cast a given Spell if properly used.

**Weapons:** An existing weapon is enchanted by the Shugenja, enhancing its user's BCS, damage, or both.

Enchanting an Artifact is an arduous series of Tasks. In most cases the Shugenja must know the Binding Spell for each School involved as described below. Items to be enchanted must be made by the Shugenja or be purchased entirely new for the purpose.

Items to be enchanted should either have a symbolic meaning appropriate to the Spell used, or else be abstract (rings, jewels, etc.). A pair of sandals might carry Spells to increase movement or sureness of foot, but such apparel would be quite out of place carrying an enchantment that shoots bolts of flame.

Once the item is procured, the Shugenja must cast the Binding Spell for each School involved in the enchantment upon it. This is a Task with a Value equal to the Knowledge of the Binding Spell used and a 1 week Task Turn. The Task Points are derived from the Average BCS in Magic and the School involved. If a Kami of the elements associated with one of the Schools can be persuaded to assist in the Task, add its Rank to the Task Points each turn. No other enhancements will work.

The next steps in the process depend on just what is being made.

**Focus:** A Focus acts to increase the effective Level of the Shugenja when he casts a Spell. If nothing else, this increases his Magic BCS. In any instance where the caster's level has an effect on the Spell, the Shugenja will receive the benefit due to the Focus. He still expends

Power to cast the Spell normally, at his regular Level. No Power is spent to get the bonus.

The Shugenja must know the Spell the Focus is to enhance. Once the basis for the Focus is prepared, the Shugenja performs a Task to give it its bonus. The Value is equal to the Knowledge Required for the Spell times the amount of the Level bonus the Focus will give a user. This may not exceed the Shugenja's own Level in any case. Task Points are derived from the Shugenja's Skill in the School of Magic governing the Spell.

**Amulet:** The simplest Amulets extend a bonus to the wear's Magic Resistance against Spells of a given School. Amulets operate as long as they are worn or carried by the user. The maximum bonus a Shugenja may give to an Amulet may never exceed his own Level. The Task Value is equal to the defensive score of the Amulet times 5 for each School used. The most valuable Amulets have been prepared with Binding Spells for all five Schools and then given protection against each of those Schools. Such items are rare in proportion to the difficulty in making them.

**Talisman:** A Talisman operates to cast a Spell by the will of its user. Any character may employ a Talisman if he knows what it is and what Spell it uses. He performs a Cast Spell Option, and rolls on his Magic Capability to make the Artifact function. All other rolls needed for the Talisman's use employ the character's raw values but add the Level of the Talisman, not its user, to derive the Base BCS.

The Shugenja performs a Task equal to the Knowledge Required for the Spell he is placing in the Talisman for every Level he wishes the device to have. This may not exceed his own Level. The Task Points are derived from the Average BCS in Magic and the School of the Spell. Again, Spirit assistance is the only available enhancement. Once the Talisman has been "programmed" in this manner, the Shugenja may charge it.

Talismans use charges, one each time they are employed. The Shugenja performs a Task to give them Power for this reason. There is no Task Value. Instead for each Task Turn spent charging the Talisman, the Shugenja rolls on his Raw Magic Capability. If the roll succeeds, the Talisman receives a number of charges equal to his Level. The maximum charges a Shugenja may place in a Talisman may never exceed his Power Ability.

When a Talisman is completely discharged it will be destroyed, crumbling to dust. A Shugenja who knows the Spell on it may seek to recharge it before that time. Beginning the recharge process drains all remaining charges from the device. The Shugenja does this by performing the appropriate Binding Spell on the Talisman, as if preparing the item from scratch. He then repeats the charging process described above. A Critical Failure on any die roll in the procedure destroys the Talisman utterly.

**Weapons:** There is no fixed Spell placed on weapons. The Schools used to enchant them are as follows:

Damage Modifier: School of Metal for metal weapons. Wood for wooden ones.

BCS Modifier: School of Fire in all cases except bows and arrows which are covered by Wood.

Defense Modifier: School of Soil.

Weapon to be used as Talisman: School of Water used for Binding Spell. Follow this by usual Talisman process, including Binding Spell for School of talismanic Spell.

Other enchantments for weapons may occur to the gamers. Weapons that burst into flame would be enchanted by Fire. Weapons having inherent poisonous qualities, infecting those they strike, come under Water. Such enchantments should be designed as a Task by the Shugenja before he may place them on a weapon.

Once the Binding Spell has prepared the weapon, the Shugenja performs the Task of enchanting it. The Value is equal to 20 times the bonus given the weapon. The Task Points are derived from the Average BCS in the Magic Capability and the Bugei used to handle the weapon. Enchanting a sword averages the BCS in Magic and Kenjutsu, for example.

All enchanted weapons, even those which have only been exposed to a Binding Spell, are magic weapons as regards use against creatures which are vulnerable only to magic weapons. Enchanting weapons to this limited extent is a significant moneymaker for many Shugenja.

Artifacts bearing multiple enchantments are possible. A Talisman may be given more than 1 Spell or a weapon could be enchanted in several different ways. Each process is treated as if from scratch. Even if two Spells from the School of Fire were being placed in a Talisman, a new Bind Fire Spell would be necessary to begin each enchantment process.

If the Shugenja wishes to see if he can indeed place multiple enchantments on an Artifact, he does so after he has completed placing an enchantment on it already. Roll the Raw Magic Capability divide by the number of enchantments currently on the Artifact. If the BCS succeeds, then another may be placed on it. So a Shugenja with a Raw Magic Capability of 12 has a BCS of 12 to place 2 enchantments on an Artifact, a BCS of 6 for 3 enchantments, a BCS of 4 for 4, etc.

#### 2074.0 RELIGIOUS TRUTHS

A Gakusho, of either religion, may seek to determine a new religious doctrine, or find new aspects of an existing one. Such study constitutes a Task. The Task Turn is one month. The Task Points derive from the average BCS in the appropriate Theology and the Art of Meditation. A Truth has an abstract Value equal to the Task Points amassed on it, which can influence any future efforts by the Gakusho to found a sect, order, or Shrine.

Gakusho of great learning and high Level (5th or higher) may seek to unify the two national religions: Shinto and Buddhism, in their doctrines. This is the esoteric meaning of the term "Ryobu-shinto", "Equal Way of Buddhas and Kami," which is normally used to define the religion of the average Nipponese.

Understanding true Ryobu-shinto requires an arduous religious Task. The Gakusho must first seek inspiration as to how he shall pursue this Task. The chance of receiving this is the Gakusho's level on 1D20, rolling once for every full month spent in meditation on the question.

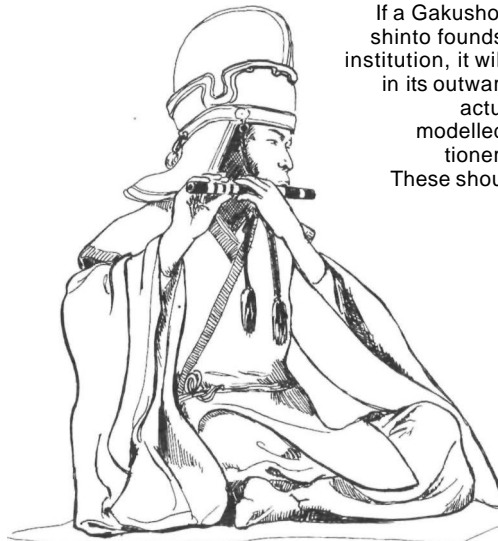
Becoming properly inspired, the Gakusho now sets out to reconcile the spiritual traits of the Buddhas and the Kami. This requires two Tasks, each with a Task Value of 20 and a 1 week Task Turn. The first derives Task Points from the Average BCS in Shinto Theology and meditation. The second Task uses the average BCS in Buddhist Theology and Meditation.

When the Gakusho has formulated these divine connections in his mind, he engages in a series of prayers and rites to the two pantheons, to assure their blessing on his actions. Again two Tasks are involved, each with a Value of 20, but this time having a Task Turn of 1 month. The first Task uses the Average BCS in Magic and Shinto Theology, the second uses the Average BCS in Magic and Buddhist Theology.

Having firmly established the single nature of the two groups of Gods, the Gakusho must explicate this doctrine in the forms of the world. A Task is performed for each Yoga in turn. The Task Value is 20 points and the Task turn is 1 week for each Task. The Average BCS in Meditation and the Yoga in question is used. When these Tasks are done, the true nature of Ryobu-shinto is revealed.

The Gakusho now may function as a priest in both religions. He also has been receiving significant On and Shugendo for the Tasks performed. Actions sinful to only one of the two religions are not sinful for the Gakusho. Actions proper to either religion are proper to the Gakusho, so that, to give one example, not only is he not Polluted by tending he sick as a Shinto cleric would be, but he receives a Bonus Skill in the Medical Arts as a Buddhist does, and will receive such On as his merciful work deserves as a Buddhist Bonze would.

Disadvantages of developing a doctrine of Ryobu-shinto is that public espousal of its tenets will arouse hostility on the part of established sects in both religions. This may escalate to violent persecution of the priest and his followers.



If a Gakusho espousing Ryobu-shinto founds a sect or religious institution, it will be semi-Buddhist in its outward manifestation. In actuality, its concept is modelled on Zen, its practitioners and monasteries. These should serve as models for campaign use.

## 2075.0 MARRIAGE

Marriages between Player Characters, or Player Characters and Personality Non-Player Characters, are campaign dependent events, and left to the Gamesmaster and involved players to work out. This section deals with arranged marriages by established members of society. As such, it is sad but true that female Player Characters will want none of them, since the wife in such matches was completely subject to the will of her husband. Thus, the following rules oriented to the male Player Character and the establishment of his happy household.

### 2075.1 THE WIFE

Wife is an Non-Player Character "Profession." A Wife is an Average "Man" with certain other characteristics determined secretly by the Gamesmaster. They have a Level as Wives, rolled on the Intensity column of the Treasure Value Table. Wives have all the Bonus Skills for Women and also those which are a Bonus for their Caste.

The Gamesmaster should roll on the Initial Attitude Table to determine the overall nature of the Wife.

A Disastrous result indicates a Shameful Wife, who will waste her husband's money and probably disgrace him with love affairs. Add 30 to the Intensity die roll, and subtract 50 from die rolls for Conception, described in section 2073.4.

A less-than-Neutral result indicates a Bad Wife, a woman who is just not cut out for this marriage and will make both herself and her husband unhappy about it. Add 10 to her Intensity roll and subtract 20 from her Conception die rolls.

A Neutral result indicates an Average wife: good manager, enjoyable companion, dedicated mother. She makes all rolls at base value.

A better-than-Neutral result indicates a Good Wife, loving and loyal, thrifty and fertile. Subtract 10 from her Intensity die roll, add 15 to her Conception rolls, and increase her husband's Group Status by 5.

An Excellent result indicates an Excellent Wife. -30 on Intensity roll, +20 to Conception and +10 to husband's Group Status. In addition, an Excellent Wife is very wise, and her husband darn well knows it. In any given adventure, he may go to her, place the facts before her, and take her advice (ie. he receives a hint from the Gamesmaster as to the nature of the adventure). He may also use her advice once per month to add 10 to the husband's Status for a given influence attempt.

Wifely Skills are classified as follows:

- Class 1: Commerce; Naginatajutsu if she is a Buke.
- Class 2: 1D3 Fine Arts; Bonus Skill for Women.
- Class 3: Bonus Skills for Caste.

Shameful Wives may have all Skills reduced 1 Class. Excellent Wives may have them increased 1 Level, with normal Class 1 Skills receiving a Raw BCS of 19.

### 2075.2 ARRANGING THE MARRIAGE

A matchmaker (baishakunin) is contracted to arrange matters. He is paid a fee equal to his client's Personal Status in silver (if Heimin) or gold (if Buke). His search for a bride requires 2D5 months. Extra gifts to the baishakunin increase the Attitude die roll for the quality of the wife (say +1 to the die roll per 10 coins extra, of the value appropriate to the client's Caste). The wedding is set for a date 2D3 months after the proper woman is located.

### 2075.3 WEDDING COSTS AND DOWRY

The base cost of the wedding is the groom's social Status in silver. Payment in gold gains him *On* equal to his Social Status. Roll on the Harvest Modifiers Table in section 2082.7. Multiply the cost of the wedding by the resulting modifier to see what the bride's dowry is. Alternatively, the bride may bring with her a random Treasure (Worthwhile for Heimin, Rich for Buke) using her Level as a "Budo Value."

### 2075.4 CHILDREN

The husband may allocate one or *more* consecutive weeks of Downtime to "Domesticity." At the end of this period, or every three weeks if it is a long one, roll for Conception. The chances of the wife becoming pregnant are calculated as follows: 1% times sum of wife and husband's Health Attribute, plus any modifiers for fertility based on quality of wife, plus 5% per consecutive week of domesticity up to that point, plus modifiers for factors such as divine intervention (Fertility-Births), plus (50%) or minus (50%) the roll of 2D10.

If conception occurs, the birth will take place 28 weeks after the die roll succeeded, the chance of a miscarriage or a stillbirth is 20%, minus the Effect Number for a Health Saving Throw by the wife, minus her modifier for Conception, minus the Level of any doctors or Buddhist Gakusho in attendance (to a maximum of 10%), minus the

effects of Fertility-Births, if applicable. Whether the birth goes successfully or not, the wife has a 5% chance of dying in childbirth. She is subject to resurrection in this case; stillborn children are not.

There is a 50-50 chance of getting a boy or a girl. Raising a child costs 1 gold piece per year (creative Gamesmasters will find other costs).

### 2075.5 WIVES AND INCOME

Average or better wives increase Stipends or other income earned by their husbands (not loot, however). Increase such income by a factor equal to their Commerce BCS times 1% if Average, 2% if Good, and 3% if Excellent. Bad or Shameful wives fritter away 1 D6x5% of their family income per year, rolling for a new figure each year.

### 2075.6 DIVORCE AND SCANDAL

A Nipponese husband could divorce his wife at anytime. However, doing so without cause was considered socially inelegant and costs the Husband 1D10 of *On* per Level his wife has. The chance of finding grounds to divorce a Bad or Shameful wife is the percentage of income she loses in that year. Three consecutive stillbirths or miscarriages are also grounds for divorce, but if the wife is Average or better, taking a concubine for childbearing is considered more correct.

For Shameful Wives, there is also a 10% per year chance that they will take one or more lovers. If this is discovered, public action costs the husband *On* as if he had performed a groundless divorce. The deceived husband has the right to kill his wife and her lover out of hand. Shameful wives who have affairs *may* plot with their lovers to murder their husbands (this is up to the Gamesmaster). This would usually occur only if a year goes by without the husband discovering the affair. His chance of discovery is 1% per week allocated to Domesticity, cumulative.

## 2076.0 TRAVEL

Not every traveler through Nippon is confronted by vile robbers or hideous monsters at every turn. The Gamesmaster may wish to allow sedate, trouble-free travel to Player Characters as a viable option during Downtime. Assume the usual pace of travel is *more reserved*, halving the base BMA for overland travel. Travel through wilderness, mountains, etc., would probably not be undertaken unless following a road. Sea travel is a possibility. Assume that ships will sail from any city or town in a coastal hex to any other. Cost is 1 silver piece per shore hex and 2 for each purely sea hex separating the two points. A ship will cover 2D2 hexes per day. Upon passing any hex with a city in it, there is a chance equal to 20% times the Level of the City that the vessel will lay over for 1D4 days. Gamesmasters may be interested enough in this to design seagoing Encounter tables. Men encounters are with ships of various kinds. Other encounters would include storms, sea monsters, or Legendary or Supernatural Beings inhabiting the sea. Ship-to-ship combat was simply a matter of grappling and boarding, whereupon combat was joined hand-to-hand.

## 2077.0 ARTWORKS

Characters may undertake a Task preparing an Artwork during Downtime. The Gamesmaster will allow them 3D3 Task Turns to work in, usually of 5 days or 1 week per Turn. The Task Points accumulated represent the base value of the piece. To determine cash Value, subtract this figure from 100 and consult the Value column of the Treasure Value Table. The resulting dice are rolled as if selling the Artwork. Upon finishing the Task, roll the Raw BCS in the Art used. A failure means a Common Artwork has been produced (a Critical Failure means it has no value whatsoever). A success indicates a Semi-precious Artwork. A Critical Success indicates a Precious Artwork.

## 2080.0 GROUP MEMBERSHIP

Nipponese society provides many paths for "joiners" as well as "loners." Some aspects of the culture as regards groups have been discussed in Book 1. Here, we examine the question of how membership in a group affects the Player Character. What obligations does he incur? What benefits does he receive?

Members of a group will receive some form of free board and lodging, though not luxurious in quality. Training in the special Skills offered by the group comes free. Advanced training is available to those using group Status to influence the better teachers who can impart it. The Gamesmaster must design the resources of each group to fit the campaign, but we can offer the following broad outlines:

### Samurai Clan

Retainers in a Samurai Clan receive an income (see section 20822). They receive free training by schools or teachers

maintained by the Clan. These usually include a Gentleman's Academy. Horses, armor, and weapons may be purchased at a 20% discount for personal use, or drawn from common stores. Retainers of "Manager" rank or higher may display their own "mon," or heraldic crest, on clothing and armor. Lower ranking members display the crest of their master.

#### **Ninja Clan**

Ninja Clans offer their members safe hideouts, bases where they can train, make or buy gimmicks, or simply live for a time, removed from the constant danger of the Ninja's Profession. Higher ranking Ninja (Chunin, Jonin) receive an income from activity in some area over which they exercise control. Other can seek Jobs with greater chances of success and reduced Danger Factors. Training for active members of the Clan above the rank of Senior Member is free at Home Bases.

#### **Yakuza Gangs**

Gangs offer members lodging and food, a place to run a game or a scam, a source of Jobs at reduced risk, and some protection from the law. Higher ranking members may receive control of a territory from the Oyabun, functioning much as do Mafia "Caporegimes." They receive a cut of the take from their territory in return for feeding a regular flow of cash to the Oyabun. Yakuza receive free training at any clandestine schools maintained by the Gang, as described in section 2057.0.

#### **Religious Institutions**

Temples and the larger Shrines offer living accommodations to their members, as well as an income for their Abbots and Head Priests, and their more influential under-priests. Training in the Skills taught by the institution is free to monks of the order. Membership in a sect or school at least guarantees a cordial welcome as an overnight guest by fellow-members.

#### **Ryu**

Students residing in the Martial, Martial Arts, or Specialist Schools which usually constitute the formal centers of a Ryu live there for free, and receive training at a discount, or no charge if they are of Manager rank or higher. Advanced students (those capable of teaching others) may receive a small income for handling younger or less experienced students.

Severing one's connection with a group requires that the character use Status to request his freedom from the Head of the group. Leaving a group without receiving such permission loses On equal to the group Status score that the character had within the group. Further complications (such as Blood Feuds) could arise. For example, a character who leaves a Ryu and then begins teaching its secret techniques may expect one or more of his fellow students to show up on the doorstep on day, thirsting for his blood.

### **2081.0 OBLIGATIONS TO THE GROUP**

For every month of Downtime, or fraction thereof, the character must check to see if he is required to perform a service for his group. Roll the group Status BCS. If the die roll succeeds, the character is called upon to perform some task for the group. The Gamesmaster may devise something on the spot, pull out a prepared scenario to fill the bill, or roll on the Events Encounter Table using an appropriate die. If nothing fancy is wanted by the Gamesmaster, a Duty Event can always be used.

Any member of a group is always bound to obey the Head of the group, or his appointed deputies. Thus, group members can be sent into the prepared scenarios of the campaign at will, though Gamesmasters must not abuse this power to send them to certain death.

### **2082.0 INCOMES, FIEFS, AND TERRITORIES**

Some groups give established members a cash income and this may all to include land or control of territory. There are two general classes of such incomes: Samurai income, where legal control of the land and its produce is involved; and other incomes, where a cash stipend and local "boss" status is conferred.

#### **2082.1 SAMURAI INCOME**

The Samurai in service to a Daimyo received an income in one of two forms. Lower ranking members of the Clan were given an annual Stipend, a salary in effect. This paid for their housing and provided funds for their arms and armor. Higher paying Stipends required the Samurai to provide a number of men-at-arms for military service.

The high ranking retainer received a Fief instead of money. This entailed direct control of a parcel of land, the places on it and the inhabitants. The Samurai was expected to maintain law in the Fief, develop its resources for his Clan, and command troops raised in the area.

#### **2082.2 STIPENDS**

Stipends are rated in gold pieces per year. Payments are made monthly, in silver. Thus, a Samurai with a Stipend of 10 gold pieces per year will receive 10 silver pieces per month. Increases in the stipend take effect in the month they are granted. A house in the provincial capital and a small staff of non-combatant servants is included. Perhaps 2 rooms plus 1 per 10 points of group Status is a good figure for determining house size. Remember that a suitable garden will be attached to the house.

The initial amount of a Stipend is usually 1D3 per Level of the Samurai, plus an additional 1D3 per 10 points of group Status within the Clan held by the Samurai. Increases in the Stipend are decreed by the Daimyo to reward proper actions by his retainer. To determine the amount of such raises, roll on the Value column of the Intensity Table, subtracting the Samurai's group Status from the die roll. Use the indicated dice to determine the amount of the increase. A flat raise may be mandated by the Daimyo instead, should that be desirable.

For every 10 full gold pieces paid in the Stipend, after the first 10, the Samurai must keep a retainer of his own in service. Thus, a Stipend of less than 20 gold pieces only requires that the retainer himself service the Daimyo. For 20 to 29 gold pieces, the Samurai must provide himself and a retainer of his own for service. For 30 to 39 gold pieces, two retainers must be provided, etc.

Non-Player Characters hired as retainers are low ranking Samurai, 1st Level Classic Bushi Rabble. They are paid 2 gold pieces per year, though higher salaries are better for morale. In addition, when first hiring a retainer, the Samurai must provide him with the following items:

Armor Class 4 (Samurai type)	132 silver pieces
Average Dai-sho	175 silver pieces
Daikyu of correct Man-Rating (usually Man-Rating 2)	40 silver pieces
Quiver and 24 Willow Leaf arrows	3.2 silver pieces
Average Yari _____ 12	silver pieces
TOTAL:	262.2 silver pieces (30 gold, 2 silver, 6 copper)

A Samurai may prepare and maintain an armory to offset the cost of outfitting retainers. Outfits purchased in lots of 10 or more may be bought at 25 gold pieces each. The armor and weapons of deceased retainers may be "recycled" if they survive their owner, being redistributed to the new men hired to replace the dead.

Theoretically, one retainer in four should be mounted, but this may prove too severe a drain on Stipends and is left to the discretion of the Daimyo (ie. the Gamesmaster).

Retainers of higher Level are paid a base salary of twice their Level in gold per year (5 times Level for non-Rabble NPCs). Reduce the initial outfitting costs for retainers above 1st Level by 20% times their Level -1 since they are assumed to have some equipment of their own.

#### **2082.3 FIEFS**

Fiefs are actual parcels of land given to the Samurai by the Daimyo. The Samurai manages this land for his Lord, receiving part of its produce as his salary. Fiefs are measured in square Ri, hereinafter simply called Ri.

#### **2082.4 DESIGNING THE FIEF**

The usual size of the fief is equal to the Samurai's group Status BCS, plus 2D6 Ri. Increases to the size of the Fief are calculated as are raises in a Stipend.

There are approximately 10 Ri in a hex on the **BUSHIDO** map as supplied. With this in mind, the Fief should be located on the map. Since the areas within a hex is not really all the same, careful attention given to how much of it is Clear, Rough, or Mountainous terrain, as terrain type strongly influences the productivity of the land.

Places within the Fief are determined as follows:

**Cities:** Class A through D cities and towns are shown on the map. When placing the Fief on the map, any such centers within its borders form a part of it. It was rare for a Daimyo to give control of such holdings to others. When they did, the Samurai in question was usually of "Advisor" rank or higher within the Clan.

**Villages:** In highly developed areas of Nippon, there will be one Village for every 5 Ri in the Fief. In less developed area, make this ratio 1 to 10. Underdeveloped areas may have no Villages at all in them. The chances of a Village being Class E or Class F are 60% for the former, 40% for the latter. More Villages are gained if the Fief grows.

**Other Places:** For every 20 Ri, or fraction thereof, of each Terrain type in the Fief, roll once on the random Places Table, section

2050.2. Thus a 20 Ri Fief, occupying 15 Ri of Clear Terrain and 5 of Rough will roll twice, once for the Clear area and once for the Rough. This identifies places of interest in the Fief: random Castles, extra Villages, Schools, religious institutions, etc. If the occurrence of such a random Place is likely to *overtax* the resources of the Fief, the Gamesmaster may lower the Level of Place involved. Recheck as need if the Fief grows.

**Castles:** Initially, there is a percentage chance equal to the Fief's size in Ri that it will contain a Castle. This is in addition to any Castles derived from the Places table, as described above. Any additional Castles within the Fief must be built there by the retainer controlling it. Permission to build extra Castles must be sought from the Daimyo, using Status to influence him.

If there is no Castle in the Fief when it is established, and none is built there, then if the Fief is enlarged, re-roll the percentage chance for a Castle using the new, overall size of the Fief as a check.

For a Castle received due to the percentage die roll subtract the size of the Fief in Ri from the die roll used to determine its Level. The maximum Level of such Castles is 5. The largest Castle in the Fief is the center of the local government.

## 2082.5 INCOME FROM FIEFS

The basis for income from a Fief is the number of Productive Ri it contains. The total number of Ri in a given type of Terrain times the Terrain Modifier determines the number of Productive Ri in the Fief.

Terrain Modifiers are:

Clear Terrain	8
Rough Terrain	.4
Mountainous Terrain	.2

The productive Ri have a given value in koku (basically, 1 koku-1 gold piece) per year, and will also support a given number of troops. These figures vary, according to the quality of the harvest. The Harvest Modifiers used are described in section 2082.7. Income and standing Troop Points are calculated as follows:

Productive Ri x Harvest Modifier x 200 = Income in gold.

Productive Ri x Harvest Modifier x .25 = Troop Points raised.

(Daimyo's income is two times retainer's if this information is needed. But the Daimyo does not get an automatic allocation of Troops, except on personally controlled land, and must use Levies or Mercenaries).

## 2983.6 MAINTAINING THE FIEF

Running a Fief incurs certain expenses, which must be paid annually, as the income for a given year is calculated. The following list includes the major items that may be incurred.

**Castle Contraction:** Building new castles or upgrading old ones costs 5,000 gold pieces per month of construction. Each Level of Castle requires 2D2 months to build. Partially completed Castles may be used at the value of the last Level finished, but if exposed to a Siege, all partial work on the Level under construction is destroyed and must be started over from scratch. If enlarging an existing Castle, the time required to construct the first additional Level is 2D3 months.

**Castle Maintenance:** Supporting existing castles cost 1,000 gold pieces per Level of castle per year. This pays for necessary stores, servants, and maintenance work. It does NOT include the garrison. The retainer's own troops, troops detailed to him by the Daimyo, or mercenaries, must be assigned to a castle as a garrison if it is to have a significant body of men in it.

**Religious Institutions:** The presence of a Temple or Shrine of Class A to D represents a drain on the Fief's resources. Such institutions cost 1D3x50 gold pieces per Level per year to support. Attempts to reduce the Level of such places increases the Uprising Factor for the Fief by 5 times the Level of Place for the Temple/Shrine. Military orders must be reduced by force in such situations.

**Notorious Monsters:** The presence of a notorious monster or Place of Mystery in the Fief can reduce its value, as the peasantry in the creature's area will be too terrified to work the fields properly. Such a threat will reduce the retainer's income by 1D100 times the chief monster's Budo Value, in gold. Such "monsters" can include bandit gangs, Bakemono or Oni, haunted locations, etc.

**Road Maintenance:** Retainers are expected to maintain Major and Minor Roads passing through their territory, paying upkeep for each hex containing a road. Major Roads require 500 gold pieces a year. Minor roads cost 100 gold pieces. Failure to perform this duty may escape the notice of the Daimyo or may get the retainer in trouble. Assume a cumulative 20% chance per year that neglect of the roads will be noticed, costing the retainer 25 points of On and 1D6 points of group status.

**Mercenary Troops:** Mercenary Troops are paid by the Battle. They cost 1500 per Troop Strength Point in gold pieces per Battle won. There is a cumulative 30% chance per Battle for which mercenaries are unpaid that they will revolt, turning on the standing troops of their erstwhile employer. Assume Mercenary forces lose 1D3x10% of their manpower per Battle won and melt away if the Battle is lost. See section 2091.0 for acquiring and maintaining such troops.

**Local Levies:** Local peasantry may be recruited as Troop levies. These Troop Strength Points cost 1,500 gold pieces to create. Up to 1 Troop Point per Productive Ri may be raised on a Fief. The Uprising Factor is increased by 1D3 per Troop Point levied, and the number of Troop Points levied is added to the Harvest Modifiers die roll.

**Upgrading Urban Places:** The retainer may seek to create new Class F Villages or to induce growth of existing Cities, Towns, or Villages. Upon declaring that this goal is desired, the Samurai (or Daimyo, as the case may be) begins investing money in the project. For every (100 gold pieces x next higher Level of the Place) invested, there is a cumulative 1% chance that the Place will grow to that Level. The percentage is checked every year, whether new money is invested or not. The increase in Level will occur in a variable number of months (2D6 times Level of Place, using the new Level). Taxes, if any, become collectable at the end of the year in which the growth finally occurs.

**Secret Police:** Every 100 gold pieces expended reduces the Uprising Factor for that year by 1, by maintaining a force of police informers around the Fief. If an Uprising occurs anyway, increase the effective Troop Points available to quell it by the amount spent on Secret Police/500.

## 2082.7 HARVEST MODIFIERS

The Harvest Modifiers are *rolled for* when calculating income. They also set the base Uprising Factor. Poor harvests increase discontent and good ones reduce it.

Die Roll	Quality	Modifier	Uprising Factor
01	Incredible	1.8	-20
02-10	Bountiful	1.5	-10
11-20	Good	1.2	-5
21-80	Average	1.0	0
81-90	Poor	0.8	10
91-99	Bad	0.5	20
00	Famine	0.2	30

### Other Factors:

Supernatural Intervention

(Fertility-Fields Power): See section 2016.3

Per month of War involving the Fief: -1

Per month of Uprising in the Fief: -.1 x (Level of Event/2)

Plague epidemic in Fief: -.1 to .6

(Gamesmaster call, based on the extent of the infection. Overly ruthless means of controlling spread of disease can increase Uprising Factor.)

## 2082.8 OTHER SOURCES OF INCOME

The retainer may derive additional income from the following sources:

**Tolls:** Every hex in the Fief containing a Major or Minor road (see the campaign map) may generate Tolls. The toll taker may roll 1D3 for each Level he has achieved. The roll on these dice times 50 is the income in gold from Major Roads; times 25 for Minor Roads. The total number of dice used is added to the Uprising Factor.

**Investment:** Any amount of annual income may be invested by the Retainer. Roll separately on the Harvest Modifiers Table to get a return on investment. The character may subtract the Effect Number of a Commerce BCS roll from the die roll. This is the only use of Commerce which does not cost a Buke On. The amount invested is multiplied by the Harvest Modifier to determine the total amount grossed in the transaction. Substantial losses or gains can be incurred in this way.

## 2082.9 INCOME FOR NON-SAMURAI

Low-ranking members of groups other than Samurai Clans do not receive a fixed income. They may undertake Jobs appropriate to their group at +20 to the chance of finding employment and -2 to the Danger Factor. Non-hazardous work is at +5 to the value used to determine salary and also receives the bonus for seeking employment.

High-ranking Yakuza and Ninja will be made overseers of their group's activities in certain areas. This will cover an urban area measured in wards or a rural one, centered in a village, measured in Ri.

Yakuza receiving a Territory are expected to send the Oyabun his cut of the take (again, the Oyabun receives two times the retainers



income). If the Gang is of the Otokodate (Nipponese "Robin Hoods") persuasion, the Yakuza is expected to protect the inhabitants of his territory from oppression.

The Ninja boss handles all contracts for his Clan within the assigned area. He also provides necessary support for other Ninja: his own relatives, Allied Ninja, or Neutrals with the money to pay.

The income for such a Territory is equal to 1D10 gold pieces per ward or Ri governed, rolled monthly. This is multiplied by the Harvest Modifiers Table, which also generates the Uprising Factor for the month.

There is an annual chance equal to the retainer's social Status BCS (rolled on 1D100), that the local law will go all out to suppress his activities. This can be reduced by 1% per 20 gold pieces paid out in yearly bribes. If the crackdown is indeed going to happen, its occurrence is a Hidden Thing. If the retainer observes it, then he can escape the area in time without hindrance. Otherwise, he must roll on the Characters in Battle Table as if he were fighting on a defeated side. Bosses who escape arrest must quit the territory for 4D6 months before things have cooled off sufficiently to allow a return. They may then find that their ambitious hirelings have taken over, which provides a very good basis for an adventure right there. Assume that the absent boss must roll a personal Status BCS, minus the number of months he is away, to prevent such an usurpation.

Territories may also yield a monthly income from fees paid by freelance agents (spies, thieves, gamblers, etc.) operating in areas held in franchise by the controlling Gang or Clan. The monthly chance is the total number of wards or Ri controlled, rolled on 1D20. If more than 20 such areas are controlled, then roll to see if multiple payments will be received. That is, for every 20 areas controlled, a fee is paid, plus a chance of another fee exists equal to the balance of areas on 1D20. 2D6 silver pieces times the chance of a fee is received. Thus, a Yakuza controlling 30 wards would receive 2D6x20 silver pieces each month, with a 10 in 20 chance of receiving an additional 2D6x10 silver pieces from the balance. However, the Gamesmaster may require that the boss roll a personal Status BCS each year, or some randomly designed freelancer will not only refuse to pay, but will try to wipe out the boss and take over his operation. Treat such occurrences as Blood Feuds.

Extra money may be "squeezed" from a Territory, allowing up to 1D6 per Level in extra income in gold per month. Each extra die of income procured in this manner adds 10 to the Uprising Factor.

#### **2082.10 HIRING MUSCLE**

A standard stable of low-class Yakuza or Yojimbo to provide muscle for the Territory's boss costs 30 silver pieces per 10-man Troop Point per month. Unless there is trouble, they usually sit around eating their heads off and providing a solid facade of menace to recalcitrant locals. But hiring these types only when needed costs the Yakuza 30 gold pieces per month for the term of employment, so that a strong local contingent is a worthwhile investment. These enforcers are Classic 1st level Yakuza Rabble. Hiring higher class help is possible, but is handled on a per-man basis. Usual pay is the Level in gold per month for Classic Professionals. The same pay is offered to Sumotori, often hired by Yakuza since their very appearance tends to enforce calm on angry locals. They are not just mean looking, they're BIG.

Ninja may be hired for specific Missions (paid according to the maximum possible Danger Factor, though the Gamesmaster may randomly roll for the actual Danger Factor of the mission, or assign it one to fit the situation). Retaining Ninja on one's staff costs non-Ninja bosses 3 gold pieces times the Ninja's Level per month. Ninja bosses (chunin) will have control of a number of subordinate Ninja (genin) equal to their group Status BCS. Such retainers are 1st Level Classic Ninja, though the Gamesmaster may permit higher Level retainers at special rates. Bosses may also hire additional genin at 1 gold piece per Level per month. As with samurai retainers, we do not recommend having another player's characters working for the player boss, though he can fill his stable with his own Player Characters if he so desires.

#### **2082.11 UPRISINGS**

Any local ruler, whether samurai, boss, whatever, risks the anger of those he controls. This is measured by the Uprising Factor. Yearly for samurai Fiefs and monthly for other territories, the Uprising Factor is evaluated. The Gamesmaster rolls 1D100. A die roll less than or equal to the Uprising Factor means that an Uprising Event will occur. The rules in section 2048.0 give the progress of such Events for Fiefs. In Territories, the scale used for military actions is always at 10 men to the Troop Point.

A random Intensity die roll gives the initial Level of the Event. It will begin, at that Level, a variable length of time after the Uprising check was made by the Gamesmaster. This is 2D3 months for Fiefs, 2D10

days for Territories. Thereafter, for every month that the Uprising is in progress, or every week in a Territory, roll the Uprising Factor again. If the die roll succeeds, the Uprising's Level will increase by 1. If the Uprising die roll fails, the retainer may roll a social Status BCS. Subtract the Effect Number from the Uprising Factor. Failed Status BCS rolls worsen the situation. If the Uprising is in progress when a new roll on the Harvest Modifiers Table is called for, add the new Uprising Factor generated to the current value. At any time, the ruler may try and "buy off" all or part of the Uprising Factor. Roll 1D6xthe number of points he wishes to remove from the Uprising Factor. Rulers of Fiefs pay this in gold; others pay in silver. Failure to pay the required amount immediately increases the Level of the Uprising by 1. Reducing the Uprising Factor to 0 or less by any means ends the Uprising.

Military action can end the uprising automatically in one of two ways. If a military action is won, there is a chance in 20 of ending the Uprising, equal to the number of rebel Troop Points beaten in the engagement, minus the Troop Points the ruler lost in winning. The exception to this rule is also the second way to end the Uprising: if the Event reaches the point where a Military Campaign is needed to put it down, winning the Campaign ends the uprising. On the other hand, losing the Campaign means that the retainer will lose his Fief/Territory, plus much On, group Status, and possibly his life! His Daimyo, or Oyabun, or the Jonin of his Clan, will NOT be happy.

#### **2082.12 REBELLION**

Just as a retainer may face opposition from those below him (or those outside his domain), so can the retainer rise up in rebellion against his ruler. The results of failure have been discussed in section 1064.2c, under "Treason." In essence, rebellion is the retainer's means of casting off membership in the group without sacrificing the prerequisites of that membership. In fact, successful rebellion (which cancels the results of Treason) leaves the former retainer as Head of his own group, albeit a smaller one than he previously was a member of.

The retainer may begin a rebellion at any time that taxes are collected, by the simple expedient of keeping ALL the money coming from the land. He thus collects an amount three times his usual income. His group Head, losing his usual income from the Fief/Territory, will begin to take measures at once to chastise his treacherous vassal. A Military Campaign, as described in section 2041.0, will be fought, and must be won by the former retainer if his power play is to succeed. If he is killed, captured, or defeated in the field, then his attempt has failed. Other ploys to punish treason include attacks on the rebel's family and friends, assassination attempts by Ninja, magical attacks etc. The Gamesmaster is advised to keep the pot bubbling on this kind of situation until final victory or defeat is achieved.

### **2090.0 THE ADVANCED CAMPAIGN**

As Player Character grow more powerful, wealthy, and influential, the gamers may wish to undertake careers that have more social goals than personal ones. Political power, establishment of a Gang, Clan, Sect, or School may all be desired ends. Or, tiring of one way of life, characters may forsake their Profession, taking up some other path. It is outside the scope of **BUSHIDO** to go into these, or other advanced options, too deeply. If such approaches grow to a given point, then the campaign ceases to be a fantasy role-playing game and becomes a social/political game. But we can discuss the broad outlines of some of the possibilities.

#### **2091.0 TEMPORAL POWER**

Characters choosing this option are attempting to gain control of part of Nippon, becoming Daimyo, or their equivalent. Such action requires an army, and would-be rulers (called Pretenders) may recruit mercenary troops at a rate of 1D3 per month per Level they have attained. As such Troops are acquired, they receive a bounty of 500 gold pieces with an additional 100 gold pieces per month that there is no fighting. For battles, they are paid as described in section 2082.6. Care should be taken as to just where the Pretender sticks his army as he prepares for his coup. The presence of such a force in an area ruled by some other group will lead to battles, unless an alliance has been made beforehand. Moreover, an army travelling into a Daimyo's province will meet stiff resistance, subject to the same proviso.

Having raised his troops and gotten them to the area he wants to conquer, the Pretender must next address the question of who owns it now? If the area is part of some existing domain, then a Military Campaign is fought. If the area is currently without a ruler, then no immediate resistance takes place.

Having overcome any initial resistance, the Pretender may grab control of 1D3 Ri times the number of Troop Points in his army. The Gamesmaster may limit this territory to some top figure, or limit the size of the army that may be raised. Remember that 10 Ri constitute a hex on the campaign map. There is a percent change equal to the number of Ri seized that an Uprising will occur at this point. If no Uprising occurs at once, then the Pretender still suffers a +10 to his Uprising Factor for the next 2D3 years. Successful rebellion by a retainer leaves him in control of his own Fief, of course, and he faces no increase in his Uprising Factor.

Any castles or militant temples in the area must be reduced by Siege before control is complete. They cannot be ignored, though they might be bought off.

### 2091.1 INVASION

Every year, until his position as ruler of the land is recognized, the Pretender faces a chance of invasion by his neighbors, testing the "new kid on the block." There is a 40% chance per year of invasion, which means a Military Campaign. If this first invasion is beaten, then the chance of a second invasion drops to 20% per year. If that is also defeated, the chance drops to 10% per year. Beating all three invasions convinces the neighbors to keep to their own boundaries.

### 2091.2 REWARDING VASSALS

Upon securing control of the area, the Pretender begins collecting income from it. Check at the beginning of each game year, as described for Fiefs. Any territory he controls directly pays the Pretender three times the income a retainer would receive, as well as raising the usual number of standing troops. Mercenary Troop Points may be converted into these standing Troop Points at 1 to 1. For every battle won, at least 10% of the overall area must be handed out in Fiefs to the Pretender's top commanders. This practice may cease after all Invasions have been defeated, the Pretender is Recognized, or 60% of the domain has been handed out.

The Gamesmaster may also require the purchase of various "goodies" after successful battles to account for battle honors given out.

### 2091.3 RECOGNITION

Each year, after collecting income, the Pretender may petition the Shogun (or Emperor, if no Shogun is in power) to recognize his position, making him Daimyo of the area. This requires an attempt to influence the ruler, using social Status. Add 1 to the Status score for this attempt for every Troop Point commanded, every Ri controlled, every Troop Point beaten in battle, and every 100 gold pieces in bribes.

### 2092.0 FOUNDING YAKUZA GANGS/NINJA CLANS

The procedure involved in setting up a new Gang or Clan is similar to that followed in seeking Temporal Power. An ambitious character raises a force and takes over somewhere, proclaiming himself new Oyabun (if Yakuza) or new Jonin (if Ninja) for that area. Such an act in a city, grabbing control of a number of wards, will always be against entrenched opposition, since the cities are all divided among the current Heads of such groups. Picking a nice rural area and setting up shop there is safer.

All military action in such situations is handled at the 10 men to the Troop Point scale. After every battle or Uprising, the would-be Head must check for Arrests. Roll on the Defeated column as if the character were employed as a Thief (section 2071.3c) except that an ESC result simply means lack of problems. If all opposition to setting up in the area is overcome, Recognition is automatic. The amount of territory that can be claimed is 1D2 wards or Ri times the number of Troop Points remaining. In clashes between Ninja Clans, the Pretender may expect AT LEAST one attack by a Ninja assault squad per month until the conflict ends. Check the results of such an attack as if resolving a hazardous event for the Pretender while on an Assassin Job. An ESC result means the Pretender will actually be the target of the attack, and that the assassins will reach his presence. Heads taken by the enemy will cost the Pretender Troop Points. Other results do not have any real meaning here. Countermissions by the Pretenders own Ninja may be used in the same way. An ESC result means that they have taken out the Head of the opposing Clan, which is an automatic win for the Pretender.

### 2093.0 FOUNDING A RYU, SCHOOL OR RELIGIOUS SECT

Bushi or Budoka may seek to found a Ryu. Shugenja may seek to found Occult Schools, while Gakusho may promulgate some doctrine by founding a new Sect in their faith. For such new groups, a Fame Factor is calculated, adding up any applicable values from

the list below:

Okuden known to Founder (Ryu)	1 each
Okuden Founder can teach (Ryu)	2 each
Number of Skills Founder has mastered	1 each
Unique Okuden or Spells developed	1 to 5 each

(Gamesmaster decision)

Religious Truths developed by Founder (Sect) Value of Truth/10  
Social Status of Founder as member of Profession 2 x score

The Fame Factor is divided by (7-Founder's Level) to determine the number of personal followers, disciples, that will be attracted to the Founder.

These individuals are usually Classic Professionals of the same Profession as the Founder, with random Levels. The disciple may not have a Level greater than the Founder's. If a disciple ever does surpass his master's current Level, he will leave the Ryu/School/Sect rather than embarrass his sense by being better than him in so important an area.

Ryu and Schools generate income for Founder and disciples as follows: calculate what each of these characters would fairly charge for instruction per week in the basic Skills of the School. Multiply this by 3 for monthly income, and multiply this in turn by the total Learning Rates of all involved. Each month that the establishment is actively teaching, roll on the Harvest Modifiers Table. The base income times the resulting Modifier is the income for the month (in silver). Schools or Ryu contracting with samurai clans to teach their members on a regular basis may be assigned Stipends or even Fiefs by the Daimyo.

The Fame Factor plus the current Uprising Factor is the chance of a challenge by a wandering Duellist to the Founder. This Duellist will be of the appropriate Profession to issue such a challenge. The sensei may use social Status to try and influence the challenger to withdraw his challenge, but such requests are always against the better judgement of the Duellist.

Religious Sects use the Fame Factor in an additional manner. For every month of preaching by the Founder and his disciples, the Gakusho will roll a Rhetoric BCS. Each one who succeeds gains a number lay believers to be the Sect equal to his Effect Number times his Level times the Fame Factor times 1D100. Failed BCS rolls reduce this total by the Effect Number times 1D100.

Income is not the primary goal of religious institutions, but each year, the Sect may take up a subscription to build a Temple or Shrine. The amount garnered is 1D6 gold pieces per Fame Factor, times the current number of lay believers. In addition, each Gakusho, Founder and disciples alike, roll on Rhetoric BCS to determine an Effect Number. Add the results. If it is positive, the subscription gains another 1D100 times this figure in gold. Use of this money for any other purpose than construction or maintenance is a grave sin.

Add the Level of Place for Temples/Shrines built to the total used to calculate the Fame Factor.

The Fame Factor is the chance per year rolled on 1D20 that the Founder will be challenged to a Level 6 Contest, using Rhetoric averaged with the appropriate Theology for the Task. Turns are 1 hour, measuring vigorous religious debate. The losing Sect loses 1D100 times the lost On in lay believers. If the chance for a Blood Feud by the NPC loser is successfully rolled, a riot will break out, with rioters possibly attempting the life of the Founder.

### 2094.0 CHANGING PROFESSION

Changing Profession may be voluntary or involuntary. Characters may seek a new path in life to advance in a group (a Bushi who wishes to rise as a Yakuza, for example), for religious reasons (entering a life as a Gakusho after an honorable life in some other field was a traditional means of retiring in Nippon), etc. Involuntary changes of Profession could be by order of one's Lord, due to magical influences, forced upon a character to remove him as a threat, or by expulsion from one's group with a further order to leave one's Profession.

One cannot become a Ninja by changing Profession and Ninja who change Profession must have the permission of their Clan to do so, or their lives are forfeit.

Upon deciding to change Professions, the character goes into retirement for 1D6+6 months, in some place or with some person where he absorbs the basic training for his new career.

He emerges from this retreat as a 0 Level member of the new Profession, with 0 Experience Points and a variable loss in On. Magic Capability and Power is recalculated for Shugenja changing to Gakusho or vice-versa. Non-magic users entering these fields gain such abilities magic users entering a non-magical field lose them. A 0 Level character must earn 10 Experience Points to achieve 1st

Level. He loses this Experience when he does so, and then advances normally in the new Profession.

Those changing Profession by choice and entering an honorable Profession (Bushi or Gakusho) will lose 50% of their On. This is not formal disgrace, but reflects the fact that much of their On was gained in ways that do not relate to their new profession. Those who enter a new Profession by order, or as a disgrace, or who enter a less honorable Profession (Bushi to Yakuza, for example) lose ALL their On.

All Bonus Skills change to reflect the new Profession. Skill scores themselves are unchanged. Any other Abilities affected by level (eg. Zanshin) are based on the new Level, with the exception of Hit Points.

A character retains his former Hit Points until those gained in the

## SAMPLE BUSHIDO ADVENTURE:

### An Evening at the Inn of Restful Sleep

The site is an inn in a country village. The characters arrive at nightfall as clouds promising a heavy rain roll over the village. The rain should encourage all characters to partake of the hospitality of the inn.

At the entrance all bows and polearms will be stored on racks, as is customary. Katanas and Nodachis will be received by a servant to be placed in sword racks. Any samurai present will be escorted to the room for important guests. Others will be taken to the main guest room. All will be served a good meal. Those in the main room will have their meal drugged with a Level 1 Narcotic Poison, the purpose being to rob them of their goods.

### Cast of Characters

#### Inn Staff:

**Yadoya Arinori** (Functions as Level 1 Yakuza, though no gang affiliation). Arinori is the innkeeper. He is privy to the plan to drug the characters. Before the characters are drugged, he has himself tied up by the Yakuza gang to avoid implication in the robbery.

Arinori is a greedy, petty man. Proud of his position as innkeeper, he does his fawning best to please customers.

Arinori is usually dressed in fine clothes and carries a Tanto. He keeps a wakizashi in his room.

#### **Yadoya Yoake** (Average Extra)

Yadoya Yoake is the innkeeper's wife. She is currently ill and is confined to her room. She knows nothing of the criminal activities taking place at the inn.

#### **Kikori Suza** (Average Extra)

Kikori Suza is the inn's serving girl. When the action starts, she will run to the kitchen. Upon discovering the bound innkeeper, she will flee to her family in the village. She is innocent of criminal activity.

#### **Ryorinin Becho**

Ryorinin Becho is the cook and general servant of the inn. He is also a spy for the Yakuza Oyabun. After drugging the food, he will depart to safer precincts until reassured by the Yakuza leader. If a fight breaks out and the Yakuza lose, he will flee and report to his master.

#### **Yakuza Gang**

The gang is here to rob the non-samurai characters. If any do not succumb to the poison, they will attempt to render the unfortunates senseless, using their scabbarded swords as clubs. Two of the gang will function as lookouts to avoid interference from outside. One will be posted outside the important guestroom to delay any samurai from investigating any sounds of a struggle by pretending to be drunk and rearing that it is a mere drunken brawl between his friends. The leader and the other Yakuza will be in the main room, apparently gambling until the drug begins to take effect.. Some will move to block the characters from retrieving any of their heavier weapons. The others will close in on any characters not succumbing to the drug. The total number of Yakuza should be about twice the number of characters in the main room. All but two will be Rabble First Level Yakuza. One of the other two will be a Second Level Sumai and the other will be the gang's leader.

#### **Shirami Bamijiro** (Level 2 Yakuza)

Shirami Bamijiro is the local Yakuza enforcer. He is not particularly bright.

If the characters have little trouble disposing of the gang, the Gamesmaster may wish to have some Yakuza reinforcements hidden in the garden.

new Profession exceed them. Thus, record the Permanent Hit Point score held at the time Profession was changed. This remains the Permanent Score, altered only by changes in Health, until advancement in the new Profession generates a higher figure. For example, a Shugenja becomes a Bushi. His Hit Points at the time of the change were 32. His Health is 24. When he achieves 1st Level, he rolls 1D10, scoring 4. His Hit Points would be 28. 32 is higher, so his Hit Points remain 32. At 2nd Level, he rolls 1D10 again, scoring 8. 28+8 is 36. 36 exceeds his old score of 32, so he now has 36 Hit Points, and will add to this figure in the normal manner for Bushi as he gains new Levels.

Study of Skills appropriate to one's new Profession must occur before or after the retirement. Characters ill prepared for changing Profession will have trouble in adjusting.

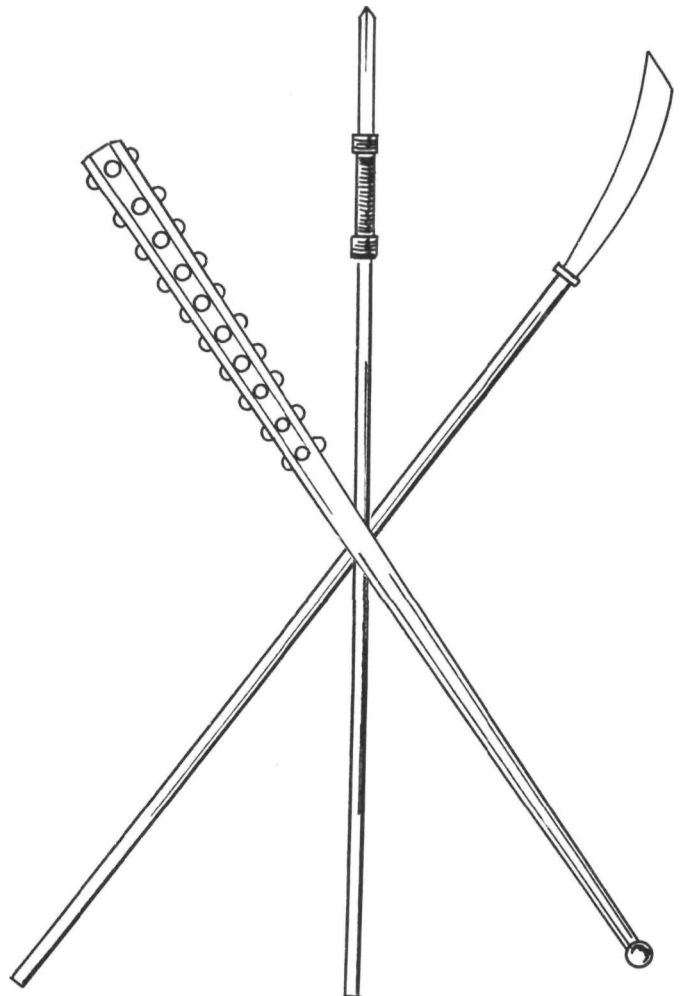
### Items of Interest in the Inn

A search of the kitchen will reveal a ceramic flask with residue of the drug. The bottle has the remains of a distinctive wax seal. It matches those used by the Oyabun's doctor.

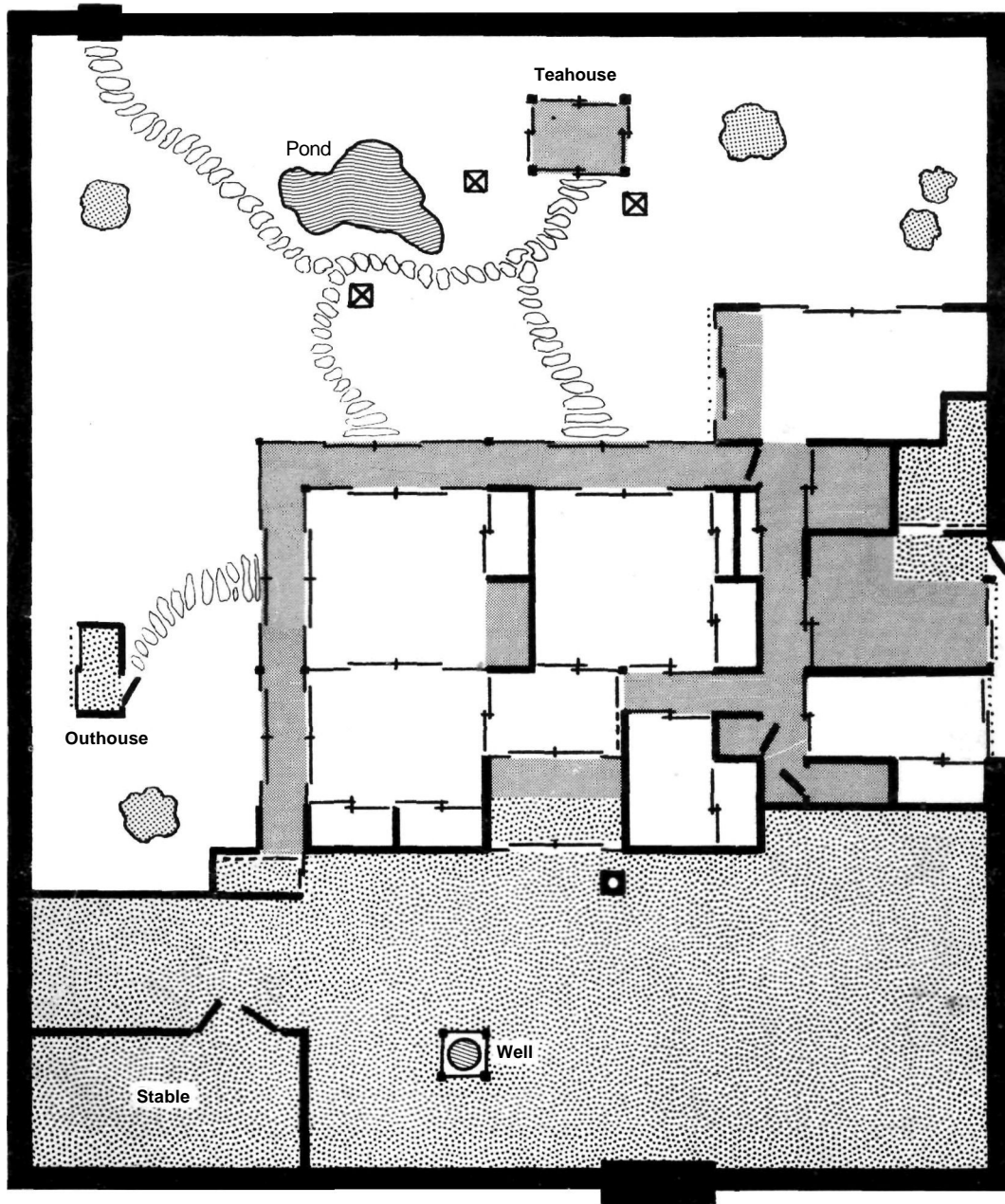
Among Becho's effects in his room is a woodblock poster of a Kubuki performance last month in a nearby city. It is signed by one of the actors. The actor, Haiyu Chimbo, has had a liason with Becho, but is not connected with the Yakuza.

The 'safe' room contains a strongbox with 20 silver coins and fifty copper. It also contains the records of the inn which are in good order for an honest inn. A secret compartment contains a bag with twenty silver pieces, two small pearls of Intensity 1, and a Fine Tanto. These last are ill-gotten gains from robbery victims.













The rest of the furnishings and equipment of the inn are in no way remarkable or valuable. Characters lacking in discernment might conceive the tea set in the tea house to be of some value, but is only ordinary.



MAP OF THE INN



MAP KEY

- |   |                            |   |                    |
|---|----------------------------|---|--------------------|
|  | Wall                       |  | Tokonoma           |
|  | Sliding Windows            |  | Bare Wooden Floor  |
|  | Sliding Doors              |  | Packed Earth Floor |
|  | Single Sliding Door        |  | Tree               |
|  | Hinged Door                |  | Stone Lantern      |
|  | Window with Wooden Lattice |  | Gate               |



5 yards