

# Samurai

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A MONOGRAPH FOR CALL OF CTHULHU 7TH



# SAMURAI

Several occupations and monsters adapted to the Sengoku Period of Japan, for Call of Cthulhu 7th Edition

## CREDITS PAGE

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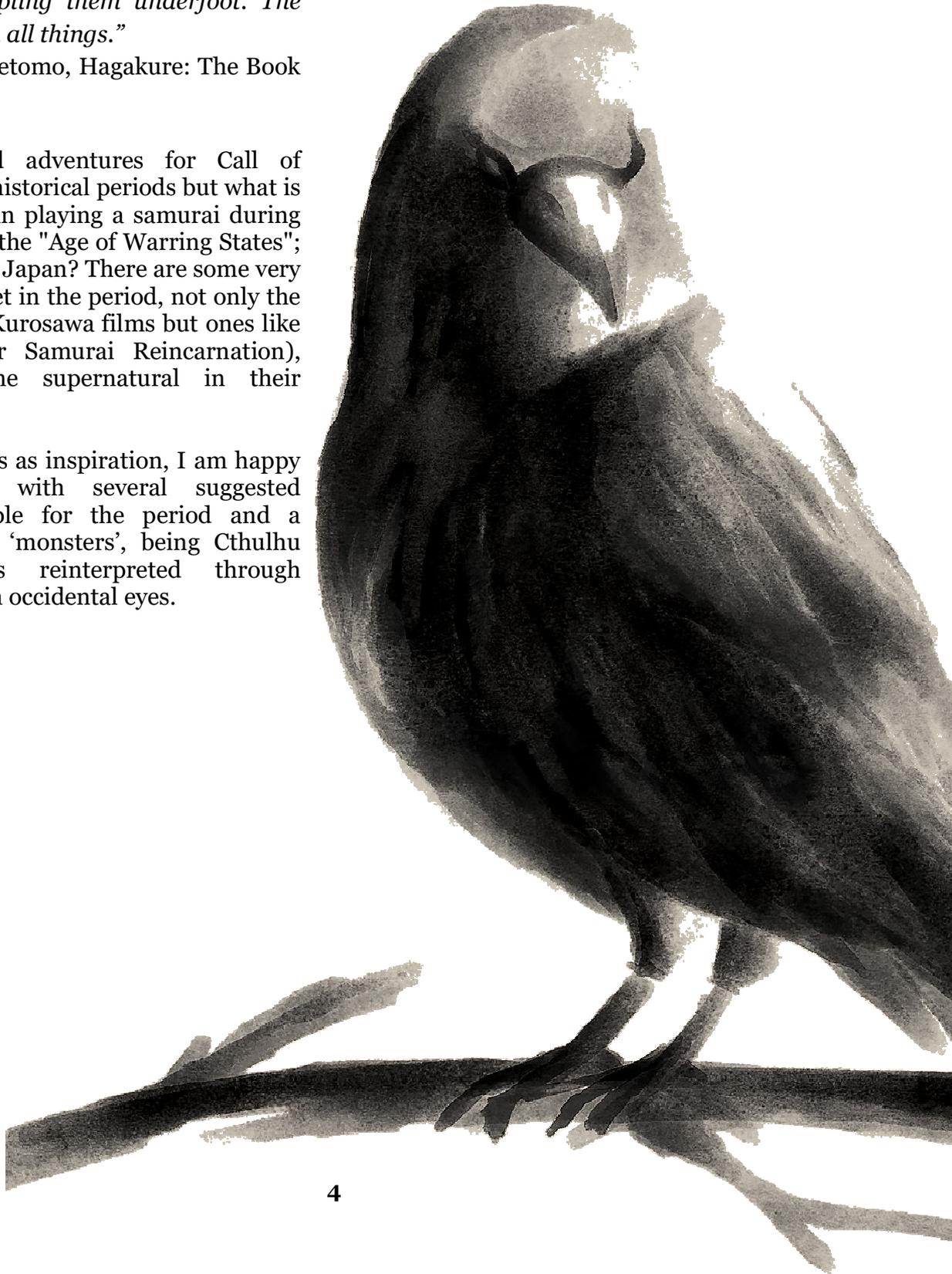
## INTRODUCTION

*“In the Kamigata area, they have a sort of tiered lunchbox they use for a single day when flower viewing. Upon returning, they throw them away, trampling them underfoot. The end is important in all things.”*

– Yamamoto Tsunetomo, Hagakure: The Book of the Samurai

Many games and adventures for Call of Cthulhu are set in historical periods but what is more evocative than playing a samurai during the Sengoku Jidai, the "Age of Warring States"; c. 1467 – c. 1603 in Japan? There are some very evocative movies set in the period, not only the well known Akira Kurosawa films but ones like Makai Tensho (or Samurai Reincarnation), which include the supernatural in their storylines.

With those themes as inspiration, I am happy to present you with several suggested occupations suitable for the period and a number of classic ‘monsters’, being Cthulhu Mythos creatures reinterpreted through oriental rather than occidental eyes.



# OCCUPATIONS

## Samurai

Members of an elite class of warrior nobility, samurai owe their absolutely loyalty to their daimyo ("lord"). They are duty bound to serve him however he commands.

**Occupation Skill Points:** EDU x 2 + STR x 2

**Credit Rating:** 20-70

**Suggested Contacts:** Lord, family retainers, bushi, servants.

**Skills:** Fighting (sword), Firearms (bow), Navigate, First Aid, two interpersonal skills (Charm, Fast Talk, Intimidate or Persuade), Psychology, and Ride.

## Bushi

Bushi are the foot troops and professional soldiers of the period. In service to a lord, they may be well equipped or poorly treated but they are just as likely to be mercenaries and can come from all ranks of society.

**Occupation Skill Points:** EDU x 2 + DEX x 2

**Credit Rating:** 9-30

**Suggested Contacts:** Military, retired comrades.

**Skills:** Climb or Swim, Dodge, Fighting (spear), Firearms (bow), Stealth, Survival and two of the following: First Aid, Natural World, and Track

## Ronin

The **rōnin** ("drifter" or "wanderer") was a samurai without a lord or master during the feudal period (1185–1868) of Japan. A samurai became master-less from the death or fall of his master, or after the loss of his master's favour or privilege. Though samurai were supposed to join their lord in death, many took to the wilderness as ronin, acting as bodyguards or defenders of peasants, or sought service with a new lord.

**Occupation Skill Points:** EDU x 2 + APP x 2

**Credit Rating:** 0-5

**Suggested Contacts:** Peasants, yakuza (criminals and gamblers).

**Skills:** Fighting (sword), Climb, Jump, Listen, Sleight of Hand, Navigate, Stealth, any one other skill as a personal or era specialty.

## Geisha

A traditional Japanese entertainer, the geisha was a master of traditional arts including music, serving tea, dancing and singing. Their contact with many people in relaxed surroundings often made for superb spies.

**Occupation Skill Points:** EDU x 2 + APP x 2

**Credit Rating:** 9-70

**Suggested Contacts:** Nobility including lords and samurai, yakuza.

**Skills:** Art/Craft (e.g. Acting, Singer, Dancer, etc.), Disguise, two interpersonal skills (Charm, Fast Talk, Intimidate, Persuade), Listen, Psychology, any two other skills as personal or era specialties.

## Shinto Priest

For our purposes (representing the movie genre and not real life), these priests fill the role of sorcerers and magicians. They are greatly feared and respected for their powers. Shinto priests will often seek out spells to reinforce their role in society; speaking with the dead, contacting the eaters of the dead and withering the flesh of those that disrespect them.

**Occupation Skill Points:** EDU x 4

**Credit Rating:** 9-65

**Suggested Contacts:** Temples, peasants.

**Skills:** Anthropology, History, Library Use, one interpersonal skill (Charm, Fast Talk, Intimidate or Persuade), Occult, Science (Astronomy), Science (Cryptography), any one other skill as a personal or era speciality.

\*With the Keeper's agreement, may include Cthulhu Mythos (with an advised starting maximum of 10%).

## Buddhist Monk

Monks seek to create a perfect union between mind and body through the practice of meditation and fighting skills. They may reside within temples or travel the highways and byways of the world, ministering to the poor.

**Occupation Skill Points:** EDU x 2 + STR x 2

**Credit Rating:** 0-9

**Suggested Contacts:** Temples, other monks, peasants.

**Skills:** Dodge, Fighting (brawl), Fighting (flail), Intimidate, Jump, Psychology, Spot Hidden, any one other skill as a personal or era speciality.



## CREATURES

### Bakemono

With large eyes and small stature, the night dwelling bakemono may be considered the equivalent of the evil fairies of occidental myths. They are vicious, cowardly creatures who always gather in groups but they are far more malicious than combative. They would much rather poison a well or drive away game than face even a farmer armed with a threshing pole.

STR 50 CON 50 SIZ 45 DEX 50  
INT 50 POW 50  
DB: 0 Build: 0 Move: 7  
MP: 10 HP 9

Attacks per round: 1

Fighting 45% (22/9), damage 1D3+0 or by weapon type (usually spears 1d8), though bakemono will always choose to flee unless overwhelming numbers are on their side.

Armor: None.

Skills: Intimidate 40%, Stealth 60%, Swim 45%, Track 50%, Dodge 26% (13/5)  
Sanity: 0/1D3

### Buso

Fearsome ghoulish creatures, tall and lean, with clawed hands and oversized feet, buso have a single, yellow eye in the center of their foreheads and only dark pits where their eyes ought to be. Under the cover of darkness, buso prey on lone travelers and helpless villages.

STR 80 CON 65 SIZ 65 DEX 65  
INT 65 POW 65  
DB: 1D4 Build: 1 Move: 9  
MP: 13 HP 13

Attacks per round: 3

Fighting 40% (20/8), damage 1D6+1D4

Armor: None but Firearms (bows) do only half damage, rounded down.

Skills: Climb 85%, Stealth 70%, Jump 75%, Listen 70%, Spot Hidden 50%, Dodge 40% (20/8)

Sanity: 0/1D6

### Jiki-ketsu-gaki (“Gaki”)

Gaki are the spirits of the wicked, returned to the world as gaunt, fearsomely tall humanoids, with hideously sharp claws and teeth, as punishment for their past sins. Frequently hiding out in graveyards and still as wicked as they were in life, they are inflicted with a terrible hunger, compelled to hunt and devour living flesh, preferably human, though they have been known to predate livestock as a way of drawing a farmer out from the protection of his home.

STR 110 CON 70 SIZ 130 DEX 65  
INT 15 POW 50  
DB: 2D6 Build: 3 Move: 10  
MP: 10 HP 20

Attacks per round: 2

Fighting 45% (22/9), damage 1D6+2D6

Armor: None.

Skills: Dodge 35% (17/7), Stealth 70%  
Sanity: 0/1D8



## Kappa

Perhaps distantly related to Deep Ones, kappas are cannibalistic amphibious humanoids, with green, fish-like scales, that occupy fresh water (deep lakes, deep rivers, etc.) They are very strong; myths tell that the top of their head is bowl shaped and if the water contained in it can be spilled out, the kappa will lose its prodigious strength. Bear in mind that it may only be a legend though, as is their supposed fondness for cucumbers.

STR 70 CON 50 SIZ 80 DEX 50  
INT 65 POW 50  
DB: 1D4 Build: 1 Move: 8/10 Swimming  
MP: 10 HP 13

Attacks per round: 1  
Fighting 45% (22/9), damage 1D3+1D4 or by weapon type (e.g. spear 1D8+1D4)

Armor: 1 point skin and scales.  
Skills: Dodge 25% (12/5)  
Sanity: 0/1D6

## Kuei

A spirit of the dead, returned as a form of demon-ghost, a kuei appears if a person dies unburied or with a strong drive unfulfilled or dies un-avenged.

See Ghost page 333 in the Keeper Rulebook.

## Oni

The fearsome demons of medieval Japan, oni commonly dwell in the desolate and forbidding places of the wilderness.

Standing seven to eight feet tall, with one to three eyes and one or two horns on their head, they are usually red skinned, covered in coarse hair and their hands ending in thick, dirty talons.

They are not commonly known as spell casters but are often able to assume an appealing human appearance to steal away a young maiden or youth as a future spouse.

STR 95 CON 80 SIZ 95 DEX 50  
INT 35 POW 50  
DB: 1D6 Build: 2 Move: 7  
MP: 10 HP 17

Attacks per round: 2  
Fighting 45% (22/9), damage 1D8+1D6

Armor: 3 points of thick hide.  
Skills: Dodge 30% (15/6)  
Special: Can assume a human form, either male or female, with APP 80. All the other statistics except build remain the same.  
Sanity: 0/1D10

## Pan Lung (dragon)

Unlike the legends, pan lung, the guardians of hidden places, are ferocious serpentine creatures fully forty feet long and who speak in great, harsh voices. Any given pan lung has a 25% chance of knowing 2D10 spells. If correctly bound, they can be forced to teach a single spell to a sorcerer but they will forever afterwards be a blood enemy of that person.

STR 145 CON 50 SIZ 205 DEX 65  
INT 75 POW 105  
DB: 3D6 Build: 4 Move: 7/11 flying  
MP: 21 HP 25

Attacks per round: 2  
Fighting 65% (32/13), damage 1D6+3D6

Armor: 9 points of scaly hide.  
Skills: Dodge 35% (17/7)  
Sanity: 0/1D10