

CHANBARA



CHANBARA

A ROLE PLAYING GAME

A complete Japanese fantasy themed RPG with rules for:

Character Creation, including 3 classes and 11 subclasses

A flexible system of skills and social status

Allegiances, a system of social connection and advancement

126 spells and over 100 monster/NPCs

Exploration, interaction, and combat

Positions of authority and holdings

A thematic system for character advancement

Treasure tables including a flexible magic item creation system

BY DENNIS LAFFEY
HIDDEN TREASURE BOOKS

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CHANBARA

A ROLE PLAYING GAME

Dennis Laffey

Hidden Treasure Books
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PLAYER SECTION

Introduction

Demons whisper in the sleeping ears of influential ministers. Ogres and spirits harass villagers that wander too far into the mountains. Ghosts haunt ruined castles and forgotten temples. Rebellious daimyo scheme to usurp the Shogunate. Heroes are needed to protect the Jade Islands from the supernatural threats that are on the rise.

In Chanbara, players take on roles such as stoic samurai, stealthy ninja, or idiosyncratic yamabushi. In addition to battling monsters, spirits and demons, these heroes need to balance the various obligations and duties to clan, lord and society in a regimented culture. Being selected to battle the forces of evil does not excuse one from obligations or strictures of honor and duty.

Chanbara plays like traditional fantasy role playing games. Players control characters who explore dangerous locations and battle monsters and bring back the treasures they hoard. Unlike other games where characters amass wealth in order to purchase magic items, build strongholds or else carouse away their winnings before adventuring again, in Chanbara the characters are not gathering the treasures for themselves. They turn over the wealth they acquire to their lord, clan, temple, or some other cause they serve in order to advance their interests. By doing so, they gain status, fame, and positions of power.

What is Chanbara?

Chanbara is a genre of Japanese film and television taking place during the age of the samurai, and featuring a lot of action. The name is an onomatopoeia of swords clashing. While this game is named for the genre, it doesn't present scenarios or tropes only from chanbara films, most of which feature few or no supernatural elements. It varies in many areas in order to better facilitate game play. See the appendices for a list of inspirational media.

For a more authentic Chanbara campaign, eliminate the Mahotsukai, Monsters and Magic Items, and focus on political, social, economic, and religious tensions in the fictional society.

Character Creation

Step 1: All characters have six ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma. Roll 4d6-L six times, arranged as you like.

- Strength (Str) measures physical power.
- Intelligence (Int) measures knowledge and wits.
- Wisdom (Wis) measures reasoning and judgment.
- Dexterity (Dex) measures coordination and agility.
- Constitution (Con) measures physical heartiness.
- Charisma (Cha) measures force of personality.

Ability score modifiers for d20 and 2d6 rolls:

	3	4-5	6-8	9-12	13-15	16-17	18
d20	-3	-2	-1	+0	+1	+2	+3
2d6	-1	-1	-1	+0	+1	+1	+1

Step 2: Select a character class and profile:

Bushi [Warrior] – Abarenbo, Kensei, Samurai, Sohei

Mahotsukai [Magician] – Onmyoji, Soryo, Yamabushi

Shinobi [Spy] – Kagemusha, Ninja, Taijutsuka, Uragata

Step 3: Select a background allowed by the profile. Backgrounds show social status, provide some skills, and help with selecting allegiances. See pages 12-13 for advantages and limitations of each background.

Kuge (noble)

Buke (warrior-aristocrat)

Shukyo (religious)

Noumin (peasant)

Chounin (townsperson)

Eta (underclass) exist, but are only allowed for PCs with the GM's approval.

Step 4: Select two or three Allegiances, consulting with the GM. Every character comes from a family, serves a lord or master, and may have allegiance to a specific person, organization, or cause. The GM will use Lieges as a means of providing plot hooks, complications, allies, and information. Donating treasure to lieges is one way that characters earn XP. Players who manage the wants and needs of their Lieges can also advance their characters in ways other than gaining levels.

Step 5: Finally, determine hit points and armor class, saving throws and special abilities, equipment, spells and skills. Also, characters need names, descriptions and a bit of personality.



CHARACTER CLASSES

Bushi face challenges primarily by combat, Mahotsukai with magic, and Shinobi with stealth and trickery. Each class grants more and more powerful abilities as the PC gains experience points.

The level advancement chart shows the amount of XP that must be earned to advance to the next level. Once a character earns enough points, they gain a new hit die to add to their hit points, as well as other bonuses as shown in the chart. AB is the attack bonus added to all rolls to hit and tactical maneuver attacks. Spells, ninpo skills, and special abilities are all described in each class or profile description below.

BUSHI [Warrior] 武士

Loyal samurai, wandering ronin, peasant heroes, yakuza enforcers, and shiftless mercenaries are all examples of bushi. They are versed in the use of weapons and armors, tough, and effective in combat. Their utility outside of combat is dependent on their background skills and player inventiveness.

All bushi have the ability to size up opponents, before or during combat. The player rolls 2d6. If the result is 7 or more, they learn the number of hit dice/level of the opponent. If the optional Psychic Combat rules are used, the bushi may spend a round to make a psychic combat attack against the opponent to learn their exact AC, TD, number of hit points, and the presence of any special attacks or spell casting.

Bushi gain **combat bonus dice** (a d6). Any time the bushi makes an attack, they can spend a standard combat die. The amount of the combat die is added to either the hit roll or the damage roll. The player decides which to apply it to after making the attack roll. Only one combat die may be used per round of combat. At first level, the bushi gains three combat dice, plus or minus the prime ability d20 bonus of their profile (min. 1). Expended combat dice are refreshed after a night's rest.

At 9th level, the bushi is considered Name Level, and stops gaining hit dice. From 10th they gain +3 hit points per level, and Con bonuses are no longer applied. At 11th level, the bushi learns a new profile ability that could have been learned at 3rd level. Similarly, at 12th and 13th level, the bushi learns a profile ability which could have been selected at 6th and 9th levels, respectively.

Hit Die: d10 to level 9, +3 points/level after that
Bonus Dice: Combat

Level	XP	AB	Special Abilities
1	0	+2	Profile Ability
2	1500	+2	+1 Combat Die
3	3000	+3	Profile Ability
4	6000	+3	+1 Combat Die
5	12,000	+4/+4	+1 Combat Die
6	25,000	+4/+4	Profile Ability
7	50,000	+5/+5	+1 Combat Die
8	100,000	+5/+5	+1 Combat Die
9	200,000	+6/+6	Profile Ability
10*	300,000	+6/+6/+6	+2 Combat Dice
11*	400,000	+7/+7/+7	Profile Ability (3rd)
12*	500,000	+7/+7/+7	Profile Ability (6th)
13*	600,000	+7/+7/+7	Profile Ability (9th)
14*	700,000	+8/+8/+8	+2 Combat Dice

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BUSHI PROFILES

Abarenbo [Rowdy, 暴れん坊] are typically lower-class strongmen, bandits, yakuza enforcers, brawlers, and the like. **Their prime ability is Con.** They may select either the **Noumin** or **Chounin** background (a rikishi [sumo wrestler] may have the **Buke** background with the GM's approval), and gain the *Sport (High and Low)* skills for free. They may select two other skills from their background. Abarenbo are proficient with basic and improvised weapons plus any two Samurai weapons, and with light and medium armor.

Abarenbo Special Abilities

1st level: Show of Strength – By spending one combat die, the abarenbo's Strength score becomes 18 for 10 minutes. If it is naturally an 18, the d20 modifier becomes +4 for the duration.

3rd level: select *Knockout Strike* or *Vitality*.

Knockout Strike – Whenever a natural 20 is rolled to hit with a blunt weapon, or by spending one combat die, the opponent must save vs. wood or be knocked unconscious for 1d4 rounds.

Vitality – The abarenbo can spend a combat die to heal damage, healing hit points equal to the die result multiplied by their d20 Con modifier (minimum 1).

6th level: select *Rugged* or *Solid Footwork*.

Rugged – Roll one combat die and gain damage reduction equal to the total for a number of rounds equal to their d20 Con modifier (minimum 1).

Solid Footwork – By spending one combat die, the abarenbo gains a +2 bonus to AC, TD and all saves, and cannot be tripped, pushed, or thrown for a number of rounds equal to the result of the die.

9th level: select *Paralyzing Strike* or *Strong Willed*.

Paralyzing Strike – Whenever a natural 20 is rolled to hit with a blunt weapon or by spending one combat die, the opponent must save vs. metal or be paralyzed for 1d4 minutes.

Strong Willed – Whenever the abarenbo is under the effects of a spell that incapacitates the body or mind (*sleep, hold, charm, paralysis, etc.*), they may make a new saving throw every round. This ability does not require spending any combat dice.

Kensei [Weapon Master, 劍聖] are warriors who devote themselves to mastery of a single weapon. Some are dedicated martial artists, others wandering duelists, and some elite soldiers. **Their prime ability is Dex.** They may select the **Buke, Noumin** or **Chounin** background, and gain the *Craft: Weaponry* skill for free. They may select three other skills from their background. Kensei are proficient with basic and samurai weapons (plus their weapon of choice, if it is a ninja or classical weapon), but not with any armor.

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Kensei Special Abilities

1st level: *Weapon of Choice* – The kensei gains a bonus to offense (+1 to hit/+2 damage) or defense (+2 AC/TD) when using their weapon of choice. Select which to use at the beginning of each round. They do not need to spend any combat dice to gain this bonus.

3rd level: select *Devastating Strike* or *Iaijutsu*.

Devastating Strike – When rolling maximum damage with the weapon of choice, or by spending one combat die, roll the base damage again and add it to the total. Usable once per attack at 3rd level, twice at 6th, and three times at 9th if max damage is rolled each time.

Iaijutsu – At the beginning of combat, the kensei can roll a combat die, which is added to initiative for the remainder of the combat. Also, the bonus is added to their initial hit roll. If this attack hits, damage is doubled.

6th level: select *Counterstrike* or *One with the Blade*.

Counterstrike – Once per round when the kensei is struck, spend one combat die to make a free attack on the attacker, with the die result added to the hit roll. If the kensei already used a combat die this round, they may still use this ability but may NOT use a combat die in the following round.

One with the Blade – Whenever a natural 20 is rolled to hit with their weapon of choice, or by spending one combat die, the attack deals normal damage and counts as a tactical attack. The kensei may choose any tactical effect on top of the damage.

9th level: select *Master of Forms* or *Tempest*.

Master of Forms – By spending a combat die, all basic damage dealt by the kensei's weapon of choice may be rolled twice and the better result taken for one minute (10 rounds). Basic combat dice may be used in subsequent rounds to increase damage as normal.

Tempest – By spending one combat die, the kensei can attack a number of targets equal to the result of the combat die plus their d20 Dex modifier with their chosen weapon (if a firearm, one firearm must be prepared for each attack). Roll each attack separately.

Samurai [Warrior Aristocrat, 侍] are high-born warriors in service of a master. Ronin who serve no master may have this profile. **Their prime ability is Str.** Samurai select the **Kuge, Buke** or **Noumin** backgrounds. They gain the *Horsemanship* skill and either *Letters* or *Warfare* skill for free, and may select two other skills from their background. Samurai are proficient with basic, samurai and classical weapons, and all armors.

Samurai Special Abilities

1st level: *Stalwart* – when spending standard combat dice, apply the bonus to both the hit and damage.

3rd level: select *Dismember* or *Kiai Shout*.

Dismember – Whenever a natural 20 is rolled to hit or by spending one combat die, the attack is a special tactical attack that disables the opponent's hand, foot or eye (samurai player's choice). The target may save vs water to avoid permanent disability, in which case the member is useless until healed.

Kiai Shout – When using a standard combat die, the samurai heals hit points equal to the result in addition to the normal bonus to hit and damage.

6th level: select *Fearsome* or *Power Strike*.

Fearsome – By spending one combat die and announcing their identity and exploits, the samurai gains a +2 bonus to AC, TD and saving throws against attacks and spells from intelligent opponents for a number of rounds equal to the combat die result plus their d20 Cha modifier (minimum 1).

Power Strike – Whenever a natural 20 is rolled, or by spending one combat die, basic weapon damage is doubled, as is the combat die result (if any).

9th level: select *Deflection* or *Greater Kiai*.

Deflection – By spending a combat die, the samurai gains a bonus to AC and TD equal to the die result, and also may make a save vs. metal to negate any attack that strikes the samurai that round.

Greater Kiai – When rolling a standard combat die, gain double the bonus rolled to attack and damage, and also force all opponents of 4HD or less to save vs. earth or flee in terror for 1d6 rounds.

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Sohei [Warrior Monk, 僧兵] are monks who defend temples, monasteries, convents and shrines. Some are samurai who take holy orders but serve a lay position. **Their prime ability is Wis.** Sohei may select the **Buke, Shukyo** or **Noumin** background. They gain the *Religion* skill for free, and may select three other skills from their background. They are proficient with basic, samurai and classical weapons, and all armors.

Sohei Special Abilities

1st level: *Frenzied Attack* – By spending a combat die, the sohei makes additional attacks equal to the result of the combat die. The attacks gain no bonus from the combat die, and the sohei suffers a penalty to AC and TD equal to half the number of bonus attacks for one round.

3rd level: select *Piety* or *Tenacity*.

Piety – The sohei learns two 1st level soryo spells, and may spend one combat die to cast them. At 6th level, they learn one 1st and two 2nd level spells. At 9th they learn one 1st, one 2nd and two 3rd level spells. One spell of up to 3rd level is gained at 11th, 12th and 13th levels.

Tenacity – By spending one combat die, the sohei gains temporary hit points equal to their maximum hit points for a number of rounds equal to the combat die result plus their d20 Wis modifier (min 1).

6th level: select *Unstoppable* or *Wide Swing*.

Unstoppable – Any time a combat die is rolled, it may be rolled twice and the better result taken.

Wide Swing – Whenever a natural 20 is rolled, or by spending one combat die, the attack hits adjacent opponents equal to their d20 Wis modifier (min 1).

9th level: select *Iron Body* or *Ki Shield*.

Iron Body – The sohei takes ½ damage from one type of weapon: blunt, slashing or piercing. This ability does not require spending any combat dice.

Ki Shield – By spending one combat die, the sohei becomes immune to all spells or magical attacks for one round per point of the combat die result.

MAHOTSUKAI [Magician] 魔法使い

Studious hermits, imperial exorcists, village medicine women, enlightened monks and more can harness the powers of magic. They are masters of spells and uncanny abilities that set them apart from normal men. While less formidable in physical combat, their arcane gifts aid them in battle and help them deal with a variety of problems.

Mahotsukai begin knowing any three 1st level spells from their spell list, and learn two new spells every time they gain a level. They may also learn spells from other mahotsukai or spirit creatures, from books of lore or research. The mahotsukai must prepare the spells to be cast each day, up to the number shown on the level advancement chart for each spell level. After a night's rest, the mahotsukai can prepare new spells.

Mahotsukai gain **magic bonus dice** (a d6). Any time a mahotsukai casts a spell, they can spend a standard magic die. If the result is 5 or 6, the spell is not expended by the casting, and may be cast again. Only one magic die may be used per spell cast or round of combat. At first level, the mahotsukai gains three magic dice, plus or minus the prime ability d20 bonus of their profile (minimum one). Expended magic dice are refreshed after a night's rest.

At 9th level, the mahotsukai is considered Name Level, and stops gaining hit dice. From 10th they gain +1 hit point per level, and Con bonuses are no longer applied. At 11th level, the mahotsukai learns a new profile ability that could have been learned at 3rd level. Similarly, at 12th and 13th level, the mahotsukai learns a profile ability which could have been selected at 6th and 9th levels, respectively.

Hit Die: d6 to level 9, +1 hit point/level after that

Bonus Dice: Magic

Level	XP	AB	Spells	Special Abilities
1	0	+0	2	Profile Ability
2	2500	+0	3	+1 Magic Die
3	5000	+0	3/1	Profile Ability
4	10,000	+1	4/2	+1 Magic Die
5	20,000	+1	4/2/1	+1 Magic Die
6	40,000	+1	4/2/2	Profile Ability
7	80,000	+2	4/3/2/1	+1 Magic Die
8	150,000	+2	5/3/2/2	+1 Magic Die
9	300,000	+2	5/3/3/2/1	Profile Ability
10*	450,000	+3	5/4/3/2/2	+2 Magic Dice
11*	600,000	+3	5/4/3/3/2/1	Profile Ability (3rd)
12*	750,000	+3	5/4/3/3/3/2	Profile Ability (6th)
13*	900,000	+4	5/4/4/3/3/3	Profile Ability (9th)
14*	1,050,000	+4	6/4/4/4/3/3	+2 Magic Dice

MAHOTSUKAI PROFILES

Onmyoji [Exorcist, 陰陽師] are trained astrologers, geomancers and monster-hunters. Those in imperial service work to predict disasters and protect the imperial family from evil spirits and magic. Other onmyoji are most likely hermits or wanderers selling their services to commoners. **Their prime ability is Int.** Onmyoji may select the **Kuge**, **Buke** or **Shukyo** backgrounds. They gain the *Astrology/Geomancy* skill for free, and may select any four other skills from their background of choice. They are proficient with basic and classical weapons, and with light armor.

Onmyoji Special Abilities

1st level: *Demon Hunter* – Onmyoji gain a +1 bonus to hit and +2 bonus to damage with weapons when fighting demons, undead and spirits, and may use magic dice as combat dice.

3rd level: select *Summoning* or *View Fate*.

Summoning – By spending one magic die, the onmyoji can summon a swarm of tiny animals or 1+d20 Int modifier (min. 1) larger animals (up to 2 HD) that serve the onmyoji for 10 minutes. When gaining this ability, the onmyoji must select one class of animal: furred, feathered, scaled, shelled, or smooth. Once chosen this cannot be changed.

View Fate – By spending a magic die, the onmyoji gains the ability to see coming future events and react to them. All hit rolls (but not damage), saving throws and rolls for spell variables may be rolled twice and the better result taken for 1 +d20 Int modifier rounds (minimum 1 round).

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6th level: select *Destroy Undead* or *Expulsion*.

Destroy Undead – By spending one magic die, the onmyoji destroys a number of undead creatures equal to the magic die result with hit dice less than the onmyoji's level within 60'. Each may save vs. fire to resist.

Expulsion – By spending one magic die, the onmyoji forces one life force that is possessing another to save vs. earth, with a penalty equal to the magic die result, or leave the host body.

9th level: select *Impart Spell* or *Mystic Strike*.

Impart Spell – By spending one magic die, the onmyoji can have a spell that only affects the onmyoji also affect a number of other creatures equal to the die result.

Mystic Strike – When using a magic die as a combat die, the onmyoji can cast a spell in the same round in addition to the attack.

Soryo [Priest, 僧侶] are holy men and women who use their enlightenment and the connection to the divine to power their magic. Some are monks and nuns from remote monasteries, others tend local temples or shrines, while others still are part of a larger sect which seeks to spread its influence. **Their prime ability is Cha.** While they may come from any class, their religious training usually begins young leaving them with a choice of either **Buke** or **Shukyo** for background. They gain the *Religion* skill for free, and may choose either *Leadership* or *Letters*. They also gain any three other skills from their background of choice. Soryo are proficient with basic weapons but are not proficient in any type of armor.

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Soryo Special Abilities

1st level: *Inspiring Word* – By spending a magic die, the soryo inspires all allies within 30', who gain a +2 bonus to attacks and saving throws for a number of rounds equal to the magic die result plus the soryo's d20 Cha modifier (minimum 1).

3rd level: select *Appeal* or *Unravel*.

Appeal – By spending a magic die, the soryo improves the Reaction level of a single NPC two steps (i.e. from Violent to Unsure, see p. 29) for one round per point of the magic die result. This is a charm effect (see p. 38).

Unravel – Once per round, by spending a magic die, the soryo can counter a spell cast by a creature or NPC. If the result of the magic die equals or beats the level of the spell, it is countered. If the soryo already used a magic die this round, they may still use this ability but may NOT use a magic die in the following round.

6th level: select *Strength of Will* or *Warded Spirit*.

Strength of Will – By spending a magic die, the soryo may add the result of the die to any saving throw rolls made for 1 minute.

Warded Spirit – The soryo is immune to possession. Attempts to possess the soryo automatically fail. This ability does not require spending any magic dice.

9th level: select *Incite* or *Vision*.

Incite – By spending a magic die, the soryo causes all opponents within 60' to bicker and argue, suffering a -2 penalty to hit, damage and saving throw rolls for 10 minutes. This is a charm effect.

Vision – By spending a magic die, the soryo gains the ability to detect all illusions, transformations, secret doors, traps, and invisible objects for 10 minutes.

Yamabushi [Mountain Ascetic, 山伏] turn to a secluded life in the wilderness, where they are constantly tested by the elements and nature. This testing and purification gives them holy powers and magical ability. **Their prime ability is Wis.** Yamabushi may select the **Shukyo**, **Noumin**, or **Chounin** backgrounds. They gain the *Esoterica* and *Woodcraft* skills for free, and may select any three other skills from their background of choice. They are proficient with basic and ninja weapons and with light armor.

Yamabushi Special Abilities

1st level: *Tested* – The yamabushi becomes attuned to one element (fire, water, wood, metal, or earth), gaining a +4 bonus to saves vs. that element. This ability does not require spending any magic dice.

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3rd level: select Know Aspect or Transmute.

Know Aspect – By spending a magic die, the yamabushi can detect any cosmic forces that surround creatures within 60' (yin, yang, the five elements, ki), if it is a spirit, and any cosmic weaknesses it may possess, for one minute per point of the magic die result.

Transmute – By spending one magic die, the yamabushi changes the energy (fire, cold, electricity, sonic/seismic, force, acid) of a spell into another type.

6th level: select Guardian or Storm.

Guardian – By spending a magic die, the yamabushi summons a totem animal: White Tiger removes all hindering physical effects; Red Bird restores all hit points; Green Dragon removes all hindering magical effects or one curse; Black Tortoise restores ability score loss; Yellow Unicorn restores a number of spell slots equal to your d20 Wis modifier (minimum 1). Only one totem may be summoned per day.

Storm – By spending a magic die, an elemental attack centered on the yamabushi (5' radius thunder clap; 10' cone water wave; 5' radius ice burst; 15' line lightning bolt; 15' line wind gust; 5' radius tremor, or 10' cone firestorm) deals 2d6 damage plus the magic die result multiplied by the yamabushi's d20 Wis modifier (minimum 1) to all others in the area.

9th level: select Cloud Form or Resistance.

Cloud Form – By spending a magic die, the yamabushi, with all gear carried, becomes gaseous for one minute per point of the magic die result.

Resistance – The yamabushi becomes immune to one energy type (fire, cold, electricity, sonic/seismic, force, acid). This ability does not require spending any magic dice. By spending a magic die, the yamabushi gains resistance to an additional energy type for a number of rounds equal to their d20 Wis modifier (minimum 1).

SHINOBI [Spy] 忍び

Stealthy ninja, deceptive kunoichi, mystical martial artists, guerrilla warriors and other skillful types are covered by the shinobi class. Shinobi may belong to a dedicated ninja clan, others in direct service to a daimyo, temple or the emperor. They use special skills in infiltration and espionage to gather information, raid fortifications, and solve problems quietly. While they can fight when needed, they work best in the shadows.

Shinobi have access to ninpo, or special skills: Acrobatics, Deception, Escape, Infiltration, and Sabotage. Each shinobi profile is **good** at one and **poor** at another. To use ninpo, roll 2d6 and add the bonus shown on the chart. Shinobi may use their ninpo skills as often as time and circumstances allow.

Shinobi have a backstab attack. When attacking from hiding or with surprise, the shinobi gains a +4 to hit and the attack deals double damage.

Shinobi gain **skill bonus dice** (a d6). Any time a shinobi uses ninpo, they may spend a basic skill die and add the result to the ninpo roll. A shinobi may only use one skill die per round or ninpo attempt. At first level, the shinobi gains three skill dice, plus or minus the prime ability d20 bonus of their profile (minimum one). Expended skill dice are refreshed after a night's rest.

At 9th level, the shinobi is considered Name Level, and stops gaining hit dice. From 10th they gain +2 hit points per level, and Con bonuses are no longer applied. At 11th level, the shinobi learns a new profile ability that could have been learned at 3rd level. Similarly, at 12th and 13th level, the shinobi learns a profile ability which could have been selected at 6th and 9th levels, respectively.

Hit Die: d8 to level 9, +2 points/level after that

Bonus Dice: Skill

Level	XP	AB	Gd.	Av.	Pr.	Special Abilities
1	0	+1	+2	+1	+0	Profile Ability
2	2000	+1	+2	+1	+0	+1 Skill Die
3	4000	+2	+2	+1	+0	Profile Ability
4	8,000	+2	+3	+1	+0	+1 Skill Die
5	16,000	+2	+3	+2	+0	+1 Skill Die
6	32,000	+3	+3	+3	+1	Profile Ability
7	64,000	+3	+4	+2	+1	+1 Skill Die
8	120,000	+4	+4	+2	+1	+1 Skill Die
9	240,000	+4	+4	+3	+1	Profile Ability
10*	360,000	+4	+5	+3	+1	+2 Skill Dice
11*	480,000	+5	+5	+3	+2	Profile Ability (3rd)
12*	600,000	+5	+5	+3	+2	Profile Ability (6th)
13*	720,000	+6	+6	+4	+2	Profile Ability (9th)
14*	840,000	+6	+6	+4	+2	+2 Skill Dice

SHINOBI PROFILES

Kagemusha [Shadow Warrior, 影武者] blend mysticism with ninpo. A kagemusha's ninpo training makes them **good at Infiltration**, average at Deception, Escape and Sabotage, and **poor at Acrobatics**. Their prime ability is **Int**. Kagemusha may select the **Kuge**, **Buke** or **Shukyo** backgrounds. They gain the *Esoterica* skill for free, and may choose any three other skills from their background of choice. They are proficient with basic and ninja weapons, and with light armor.

Kagemusha Special Abilities

1st level: *Cat Eyes, Owl Ears* – By spending one skill die, the kagemusha can see twice as well in the dark and hear twice as well as normal for one hour.

3rd level: select *Kuji-kiri* or *Shadow Form*.

Kuji-kiri – The kagemusha learns two 1st level yamabushi spells, and may spend a skill die to cast one. At 6th level, they learn one 1st and two 2nd level spells. At 9th level they learn one 1st, one 2nd and two 3rd level spells. One spell of up to 3rd level is gained at 11th, 12th, and 13th levels.

Shadow Form – By spending one skill die, the kagemusha and all gear become insubstantial for 1 minute, able to slip through cracks, hide, and move silently, but unable to interact with solid objects.

6th level: select *Hypnotize* or *Water Walking*.

Hypnotize – By spending a skill die while engaging in conversation, the kagemusha implants a suggestion in the target's mind that lasts a number of days equal to the die result. The target may save vs. fire to resist.

Water Walking – By spending a skill die, the kagemusha can walk on the surface of still water at $\frac{1}{2}$ speed for 1 minute per point of the skill die result.

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9th level: select *Detoxify* or *Shadow Step*.

Detoxify – By spending one skill die, the kagemusha can remove poison from one character.

Shadow Step – By spending a skill die, the kagemusha teleports from one shadow to another within 100'.

Ninja [Secret Agent, 忍者] have mastered the arts of ninpo using rigorous training and a plethora of special tools. A ninja's training is varied. A **ninja may select one good and one poor ninpo skill**, the other three being average. Their prime ability is **Dex**. Ninja may select the **Buke**, **Noumin** or **Chounin** background. They gain the *Investigation* skill for free, and may select three other skills from their background of choice. They are proficient with all weapons, and with light armor.

Ninja Special Abilities

1st level: *Deep Pockets* – By spending one skill die, the ninja is able to produce one small-sized piece of normal equipment or a weapon, even if not listed on the PC's character sheet, or if the ninja has been searched and all weapons or special gear removed.

3rd level: select *Cling* or *Sneak Attack*.

Cling – By spending one skill die, the ninja can cling to sheer walls or ceilings for a number of minutes equal to the result of the skill die and move at $\frac{1}{2}$ speed.

Sneak Attack – When backstabbing, the ninja may spend one skill die, which is added to the attack roll. The base weapon damage is multiplied by the result of the skill die (minimum x2). The skill die result is not added to the damage.

6th level: select *Perseverance* or *Stealing In*.

Perseverance – The ninja can go twice as long as normal without food, water or air. This ability does not require spending any skill dice.

Stealing In – By spending one skill die, the ninja can move through tight passages that would slow a normal person to $\frac{1}{2}$ or $\frac{1}{4}$ speed without slowing down.

9th level: select *Alchemy* or *Defy Death*.

Alchemy – The ninja can produce alchemical items (flash paper, smoke grenades, etc.) for half the normal sale price. By spending one skill die, they can produce one as needed, even if not listed on the PC's character sheet, or if the ninja has been searched and all weapons or special gear removed.

Defy Death – By spending one skill die when captured or struck with a blow that would reduce the ninja to 0 hit points, the ninja disappears and a straw or wooden dummy is found in the ninja's place. The ninja will actually be hiding in a location within 25'.

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Taijutsuka [Martial Artist, 体術家] undergo intense combat training as monks, peasant rebels, or another form of martial artist. A taijutsuka's ninpo training makes them **good at Acrobatics**, average at Escape, Infiltration, and Sabotage, and **poor at Deception**. **Their prime ability is Str.** Taijutsuka may select from the **Buke, Shukyo, Noumin** or **Chounin** backgrounds. They gain the *Low Sport* skill for free, and may select any three other skills from their background of choice. They are proficient with basic and classical weapons, but are not proficient with any form of armor.

Taijutsuka Special Abilities

1st level: Living Weapon – The taijutsuka deals 1d6 damage with unarmed attacks with no damage reduction for armor (1d8 at 3rd level, 1d10 at 6th level, and 1d12 at 9th level), and adds their attack bonus to AC and TD. By spending one skill die, the taijutsuka can jump up to 30'.

3rd level: select Burst of Speed or Ki Strike.

Burst of Speed – By spending one skill die, the taijutsuka is hasted for a number of rounds equal to the taijutsuka's d20 Str modifier (minimum 1).

Ki Strike – The taijutsuka may spend skill dice as if they were combat dice, adding the result rolled to an attack roll or a damage roll. If added to a damage roll, the target must save vs. metal or be stunned for a number of rounds equal to the skill die result.

6th level: select Defensive Roll or Reversal.

Defensive Roll – Once per round when struck by an attack or spell, the taijutsuka may spend one skill die to take minimum damage. If the taijutsuka already used a skill die this round, they may still use this ability but may NOT use a skill die in the following round.

Reversal – Whenever an opponent fails to execute a tactical attack (see p. 35) on the taijutsuka, the taijutsuka gains a free tactical attack on the opponent. This ability does not require spending any skill dice.

9th level: select Finishing Move or Immortal's Feet.

Finishing Move – Whenever a natural 20 is rolled, or by spending one skill die, base damage from an attack is doubled, and the opponent must save vs. fire or be knocked unconscious for a number of minutes equal to the skill die result.

Immortal's Feet – The taijutsuka moves full speed on any surface, and never sets off pressure traps. By spending one skill die, the taijutsuka is stealthy at full speed for one minute per point of the skill die result.

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Uragata [Infiltrator, 裏方] specialize in deception and social manipulation in order to gain access to enemy strongholds or personnel. They are consummate actors, able to slip into various roles as needed to reach their objectives. An uragata's ninpo training makes them **good at Deception**, average at Acrobatics, Escape and Infiltration, and **poor at Sabotage**. **Their prime ability is Cha.** Uragata may select the **Kuge, Buke** or **Chounin** backgrounds. They gain the *Art (High and Low)* skills for free, and can select any three other skills from their background of choice. They are proficient with basic and ninja weapons, and with light armor.

Uragata Special Abilities

1st level: Distraction – By spending one skill die, the uragata may pass unnoticed for one minute per point of the skill die result when outside of combat. When in combat, the skill die result is instead the number of opponents who ignore the uragata for a number of rounds equal to the uragata's d20 Cha modifier (min 1 round). If the uragata attacks a distracted opponent, the effect ends for that opponent only.

3rd level: select *Flash Memorize* or *Quick Change*.

Flash Memorize – By spending a skill die, the uragata can instantly remember up to one page of text or two minutes of spoken dialogue (about 300 words). The uragata retains the information for a number of days equal to the skill die result plus the uragata's d20 Cha modifier (minimum 1).

Quick Change – By spending a skill die, the uragata can completely change appearance, dress, hairstyle, etc. in only one round.

6th level: select *Enamor* or *Smuggle*.

Enamor – When using a skill die with a deception check, if the total is 13+, the target becomes *charmed* (as the spell, p. 22) by the uragata for one day per point of d20 Cha modifier (minimum 1) unless the target saves vs. earth with a penalty equal to the skill die result.

Smuggle – By spending a skill die, the uragata can hide a number of small objects equaling the skill die result on her body and they will not be found no matter how thoroughly she is searched.

9th level: select *Assassinate* or *Thousand Faces*.

Assassinate – When backstabbing or when a natural 20 is rolled in combat, the uragata may spend one skill die. The opponent takes triple damage and must save vs. wood or die instantly.

Thousand Faces – By spending a skill die, the uragata dons a disguise and persona so convincing it cannot be pierced. Magical detection of disguise, transformation, or illusion only works if the viewer saves vs. water.

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BACKGROUNDS

Every character selects a background allowed by their class profile. They provide opportunities for conflict and help determine allegiances. Within an adventuring party social status differences may be ignored. Each background provides some gear and choice of background skills, and affects allegiances (see pp. 3, 39-41). Art, Craft and Sport skills cover a wide range of related activities. Characters may specialize in one particular form of the skill (+1 to 2d6 checks) by giving up general competence with other forms of the skill.

Kuge: The nobility. Kuge families are distant branches of the imperial family or part of the three retainer houses that have served the emperors and empresses since times long past. Many are bureaucrats, while others live a life of ease on their estates. Kuge characters have to wrestle with political ties. A kuge character begins play with 0 to 3 (1d4-1) servants or retainers whose salary is paid for by the PC's family. The PC must still pay upkeep costs. Kuge characters must have a family allegiance.

Buke: The warrior-aristocracy. Buke families are landed gentry and warriors. Buke characters usually have some duties assigned to them by their political or family leaders. All buke characters begin play with a wakizashi, and those of the bushi class also begin with a katana. Buke characters must have either a political allegiance or a family allegiance (or both).

Shukyo: The religious orders. Shukyo members are not typically born into their status, they gain it by taking a position in a religion. They break their bonds with their birth status and take on this one, which sits slightly outside the social status hierarchy. Rivalries between sects and traditions affect Shukyo characters, often limiting their actions. All shukyo characters begin play with a religious item of some sort – prayer beads, a book of sutras, a small statue of a deity, etc. Shukyo characters must have a religious allegiance.

Noumin: The peasantry. Noumin are farmers, hunters, fishermen, and peasants whose job is to produce food for the upper classes. While respected in theory for this, their life is usually difficult and dull. Noumin typically do not have family names, so they use the name of their village, a local landmark feature, or a physical feature to distinguish themselves from others with the same given name. Noumin begin play with a set of tools for their previous profession. Noumin characters have no special requirements for their allegiances. They must show deference to Kuge and Buke characters or risk punishment, and are often sneered at by Chounin.

Chounin: The Townspeople. Chounin lead relatively comfortable lives. They live in towns and cities, and make their living as laborers, artisans or merchants. While more sophisticated than the noumin, they are still commoners and must be careful around kuge or buke not to offend them. Chounin begin play with a set of tools or other items appropriate to their trade. Chounin characters must have an allegiance to a trade union, guild, merchant's league, or the like. They must show deference to Kuge and Buke characters or risk punishment, but need not defer to Noumin.

Eta*: The underclass. Eta are 'untouchable' and perform manual labor or jobs that other residents of the area would or could not do. The GM is encouraged to disallow eta characters, as they will suffer severe abuse from those above them. Eta may not have political allegiances and must defer to all higher rank characters or risk punishment. They have few legal rights.

Skills by Social Status

See p. 28 for the rules for skill use.

Kuge	Administration, Art (High), Astrology/Geomancy, Court, Esoterica, Horsemanship, Investigation, Letters, Sport (High)
Buke	Administration, Art (High), Court, Craft (Weaponry), Horsemanship, Investigation, Letters, Sport (High), Warfare
Shukyo	Administration, Art (any), Astrology/Geomancy, Court, Esoterica, Investigation, Letters, Religion
Noumin	Agriculture, Art (Low), Craft (Rural), Fishing, Hunting, Sailing, Sport (Low), Woodcraft
Chounin	Administration, Art (Low), Craft (any), Crime, Letters, Mercantile, Sport (Low), Trade
Eta	Art (Low), Craft (Rural or Town), Crime, Hunting, Sport (Low), Trade*, Woodcraft

Administration: management of lands, estates, or business ventures

Agriculture: raising of crops and livestock

Art: production of works of beauty or entertainment; select one type: High [poetry, classical dance, drama, calligraphy, painting, court music], Religious [sculpture, iconography, temple music], or Low [block printing, folk art, comedy, folk music]

Astrology/Geomancy: reading portents in the skies or land, determine auspicious alignments

Craft: production of goods; select one type: Rural [tools, clothes, farm implements, etc.], Town [food and drink, silk, clockwork items, etc.], Weaponry [wooden weapons, metal weapons, ammunition, armor]

Crime: knowledge and skill with criminal activities, black markets, etc.

Court: knowledge of the protocols and ceremonies of the Imperial Court, and lesser courts

Esoterica: study of the Spirit Realm, magical beliefs, hidden lore, etc.

Fishing: gathering of seafood of all types

Horsemanship: riding horses at speed, in combat, or in other hazardous situations

Hunting: snaring or killing land and avian animals for food, pelts, or other valuable parts

Investigation: performing inspections, gathering evidence and solving mysteries or crimes

Letters: full literacy and a background in the Classics and history

Mercantile: buying and selling of goods and services, knowledge of relevant laws/restrictions

Religion: knowledge of mythology, ceremonies and rites, prayers and holy songs, etc.

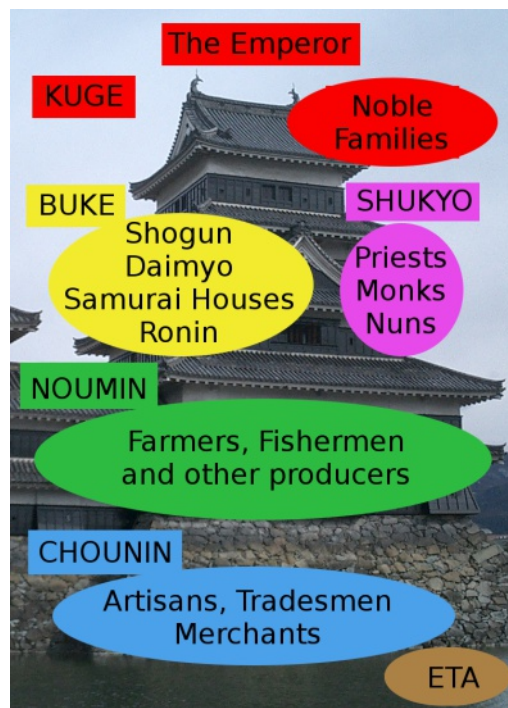
Sailing: manning watercraft of all sorts, basic navigation

Sport: athletic ability; select one type: High [equestrian sport, sumo, target shooting] or Low [gambling, racing, swimming, wrestling]

Trade: training in a specialized profession such as bankers, doctors, innkeepers, etc. *Eta are restricted to butchers, leather tanners, or other unclean trades

Warfare: knowledge of strategy, tactics, and leadership in war, plus military history

Woodcraft: forestry, woodcutting, gathering herbs or fruits, etc.



MONEY AND EQUIPMENT

Three kinds of coins are commonly used in Chanbara, as well as the less common trade bar. The coins are the bronze zeni, silver mon, and gold ryo. The trade bar is called a kan if made of silver, and an oban if made of gold. A ryo is valued at the amount of rice needed to feed one person for one year. One ryo is worth 50 mon. One mon is worth 20 zeni. One trade bar (either type) is worth 20 ryo, or 1000 mon.

Commoners mostly use zeni, sometimes mon. Rich merchants, nobles and samurai use ryo as well. Trade bars are used for storing wealth, and not for transactions. All prices in the book are listed in mon, unless marked with a (z) for zeni. 500 coins of any type or 20 trade bars weigh one encumbrance unit (see Exploration and Interaction, p.29).

Coin	Zeni	Mon	Ryo	Kan/Oban
Kan/Oban	20,000	1,000	20	1
Ryo	1,000	50	1	
Mon	20	1		
Zeni	1			

Starting Wealth

Kuge: 3d6×20 mon worth of gear, plus 0-3 (1d4-1) retainers.

Buke: 2d6×20 mon worth of gear, plus a wakizashi. If Bushi class, also plus a katana.

Shukyo: 3d6×10 mon worth of gear, plus a holy symbol or item.

Noumin: 3d6×10 mon worth of gear, plus a set of tools. Unspent mon must be converted to zeni.

Chounin: 4d6×10 mon worth of gear, plus a set of tools or professional items.

Eta: 2d6×10 mon worth of gear. Unspent mon must be converted to zeni.

Armor

Armor is common, although shields are rarely used. All armors are assumed to come with appropriate head gear. Most armors of any category tend to be made of combinations of layered silk, lamellar, mail, metal scales, and leather or metal bands or plates. Players are free to describe their character's armor as they like to match the type of armor purchased.

Partial armor covers either the torso or limbs only while full armor covers both. Characters wearing armor in which they are not proficient suffer a -2 penalty to attacks and saves and -1 to physical skill checks (see p. 36). Prices are listed in mon.

Armor	Cost	AC
Partial Light	20	+2
Full Light	50	+4
Partial Medium	30	+3
Full Medium	100	+6
Partial Heavy	75	+5
Full Heavy	150	+7
Small Shield	10	+1
Large Shield	20	+2

Equipment

Typical adventuring or traveling gear are listed here. Prices are in mon unless noted with a (z) for zeni.

Item	Cost	Item	Cost
Backpack	3	Music Instrument (s)	1
Bell/Signal Whistle	5(z)	Music Instrument (l)	5
Calligraphy Set	2	Peg Leg	7
Candle	1(z)	Rations (1 week)*	15
Clothing (plain)	1	Rice Paper (1 sheet)	5(z)
Clothing (winter)	3	Rope, hemp (50')*	1
Clothing (fine)	5	Rope, silk (50')	5
Clothing (rich)	30	Sack	4(z)
Eye Patch	8(z)	Scroll, Hanging	4
Flint and Steel	15(z)	Tent	7
Fuse Cord (1')	1	Tool	5-25(z)
Hood (prosthetic)	4	Tool Set*	3-15
Ink	3(z)	Torch	1(z)
Lantern, Paper	1	Traveler's Pack	2
Lantern, Metal	10	Wine Skin	10(z)

*Bulky Item (See p. 29)

Followers and Hirelings

Characters may employ a number of hirelings up to their Charisma score. Followers gained from Kuge status are not counted towards this limit and require no salary, but upkeep costs must still be paid. Upkeep is in ryo for one year of room, board and gear/supplies. Pay is in mon per month of service. Hazardous duty may require higher rates.

Type	Upkeep (ryo)	Pay (mon)
Animal Trainer	5	25
Artisan/Tradesman	3	12
Ashigaru Archer	6	10
Ashigaru Spearman	2	15
Classed NPC	2x level	25x level
Clerk/Scribe	4	7
Mercenary	5	20
Sailor/Teamster	3	8
Smith	10	25
Spy/Investigator	5	100
Officer/Lesser Official	20	75
Unskilled Worker	2	3

Services

The following services are likely to be available in cities. Towns and villages may not be able to provide every service. Some services may not always be available on demand, and must be arranged in advance. Prices may vary depending on the nature of the service asked for, supply and demand, etc. Not all goods and services that players may want can be listed here, but the following can be used as a guide for pricing others not listed. Prices are in mon unless noted with a (z) for zeni.

Service	Cost
Inn (1 night)	10(z)
Meals (per day)	5(z)
Bath House (1 visit)	10(z)
Banquet (per guest)	5
Musician (per hour)	5
Dancer (per hour)	5
Geisha (per evening)	300
Lantern Bearer (per night)	1
Porter (per day)	2
Messenger (per mile, x2 if verbal)	1
Bodyguard (per day)	10
Fortune Teller (per reading)	3
Exorcism or Seance	150
Alchemist (per job)	500
Sage or Seer (per question)	25
Identification of magic item	50
Bureaucratic Documents	15
Family Records	3
Certification Documents	50
Travel Documents	10
Forged Documents	10x normal price
Assessment (treasure, items)	3% of value
Assessment (land, property)	1% of value
Boat Fare (per day)	1
Rowboat	50
Small Sailboat	2000
Sailing Ship	15,000
Sedan Chair (hired per mile)	1
Sedan Chair (purchased)	100
Rickshaw (per ride)	10(z)
Horse, Riding	75
Horse, War	225
Horse, Draft	40
Saddle and Tack	25
Spell Casting (level 1)	100
Spell Casting (level 2)	500
Spell Casting (level 3)	1000
Spell Casting (level 4)	2500
Spell Casting (level 5)	5000
Spell Casting (level 6)	10,000

Shinobi Gear

These items are only available for sale to Shinobi characters. Other characters may purchase them at double price if they have an underworld or shinobi liege. Some items are modifications to existing items. These items are either added to the base price, or the base price is multiplied as shown. Prices are in mon unless noted with a (z) for zeni.

Item	Cost	Item	Cost
Air Bladder	10(z)	Listening Cone	10(z)
Caltrops	1	Mizugumo	25
Climbing Claws	3	Mouth Darts/Powder (A)	15
Collapsible Pole	8	Night Suit	15
Eggshell Grenade (A)	10	Padded Tabi	1
Firecracker (A)	1	Poison (A)	varies
Flash Paper (A)	5	Pulley Arrow	1
Folding Ladder*	5	Reversible Outfit	x3
Folding Raft*	100	Signal Rocket (A)	54
Giant Kite*	75	Silenced Armor	x2
Hidden Pocket	+1	Smoke Bomb (A)	10
Hollow Hilt	+7	Spring Blade	+10
Hollow Sheath	3	Tear-away Disguise	+5
Line and Grapple	10		

*Bulky Item (See p. 29) (A)=alchemical item

Air Bladder: an animal bladder blown up with air and weighted so that a ninja can stay under water for four times longer than usual before needing air.

Caltrops: thrown on the ground to prevent or slow pursuit. Anyone crossing caltrops must save vs. water or be slowed to half speed until their feet are treated.

Climbing Claws: metal claws and hooks that strap to hands and feet, they grant a +1 bonus to climb.

Collapsible Pole: a bamboo pole made in several sections that slide in and out, twisting to lock into place. Reduce to 1' or extend to 10' in one round.

Eggshell Grenade: a hollowed out eggshell filled with powder that blinds opponents for 1d6 rounds. The target may save vs. water to avoid being blinded.

Firecracker: small paper-wrapped explosives that detonate with a bang causing diversions or distractions. Deals 1d2-1 damage and causes deafness to all within 5' (save vs. metal avoids) for 2d6 rounds if used as a weapon. Misses explode 1d4 x5' away in a random direction (see p. 36).

Flash Paper: a small piece of paper treated with chemicals that burns brightly. If ignited, viewers must save vs. water or be blinded for 1d6 rounds.

Folding Ladder: similar to the collapsible pole, this single-strut ladder folds as short as 1' per 10' of total length. A ladder of 20' or more counts as a bulky item. The price is per 10' of total length.

Folding Raft: a small two-person raft made of a light bamboo frame and animal skins. The frame is hinged to fold into a compact 1' x 2' x ½' size.

Giant Kite: a kite able to lift a single person strapped to the bottom. Useful for scouting or infiltration over walls or water barriers. One or two people must guide the kite from the ground as the rider has little control.

Hidden Pocket: a secret pocket sewn into normal clothing for hiding, smuggling, or sleight-of-hand.

Hollow Hilt: a hollow container inside the hilt of a sword, axe, or similar hand-held weapon. Items can be stored as with a hidden pocket, or a weighted chain can be released, providing a +2 bonus to tactical attacks to entangle, trip or disarm opponents.

Hollow Sheath: a katana length scabbard designed to hold a dagger or wakizashi. The extra space can be used to smuggle goods as a hidden pocket, and the bottom can be removed to use as a snorkel or impromptu blowgun (-2 to hit, short range 20' only).

Line and Grapple: a strong, lightweight 30' cord with a small grappling hook. It can be worn as a belt. It can be used as an impromptu weapon, dealing 1d4 damage and granting a +2 bonus to tactical attacks to entangle, trip or disarm foes.

Listening Cone: a small brass cone with a handle. Useful for listening to sounds through walls or doors.

Mizugumo: inflatable pontoons that strap onto the user's feet. Allow ¼ movement rate over still water.

Mouth Darts/Powder: poisoned darts or packets of powder concealed in the cheeks and blown at an opponent within melee range as a standard attack. See "Poison" below for effects. Poison sold separately.

Night Suit: the iconic black masked suit of the ninja. Provides a +1 to Infiltration checks to remain hidden at night or in shadowy areas.

Padded Tabi: split-toed shoes with extra thick soft soles that make less noise, providing a +1 bonus to Infiltration checks to remain silent.

Poison: one dose of poison is enough to affect a single human if ingested. A normal dose can coat five missile weapons as weak doses (darts, arrows, shuriken, etc.) or one bladed melee weapon as a normal dose. A strong dose can coat five missiles as normal doses, or one melee weapon as a strong dose. Prices are in mon. See p. 36 for full effects.

- **Ghost Whisper:** toxin taken from slain undead that causes numbness
- **Midnight Moon:** narcotic that puts targets to sleep
- **Witch's Kiss:** a toxin that robs victims of their senses of sight and hearing
- **Snake Breath:** distilled snake venom that causes disorientation and wracking pain

- **Golden Lotus Powder:** a narcotic that paralyzes muscles but does not affect consciousness
- **Skull Flower Juice:** a toxin that causes a loss of one to five senses (determined randomly)
- **Black Lotus Powder:** a deadly poison that causes damage or death

Poison Type	Weak	Normal	Strong
Ghost Whisper	3	10	25
Midnight Moon	5	20	60
Witch's Kiss	10	30	75
Snake Breath	15	40	100
Golden Lotus Powder	20	50	125
Skull Flower Juice	30	75	200
Black Lotus Powder	50	100	250

Pulley Arrow: an arrow with a small pulley and trailing wire. When shot across some barrier, the wire is used to transport small packages, or to tow a stronger rope. In combat, the pulley arrow inflicts 1d4 damage as the pulley blocks deep penetration.

Reversible Outfit: clothing specially made to turn inside out to provide a quick disguise. If the two sides have differing styles (fine samurai kimono/plain peasant garb), price is based on the more expensive garb base price.

Signal Rocket: a firework that shoots 50' to 100' in the air, exploding with a loud bang and a bright flash of light. Different colors are possible to send signals.

Silenced Armor: armor in which each metal or lacquered piece has been wrapped in cloth or threads to prevent clinking. Allows for Infiltration checks at no penalty while wearing the armor.

Smoke Bomb: the iconic getaway device of the ninja. When this small explosive is thrown against the ground, it releases a 5' radius cloud of smoke that dissipates in 1d3 rounds. The smoke provides cover, and acts as a distraction to make an Infiltration check to hide or an Escape check to flee.

Spring-blade: a short knife blade (1d4 damage) hidden inside some innocuous tool, article of clothing, or the hilt or handle of a weapon. Shinobi may use Infiltration checks to surprise opponents with the blade, gaining a free attack if successful.

Tear-away Disguise: clothing made so that the seams give easily when pulled a certain way. The ninja can wear a night suit beneath a normal-looking tear-away disguise, have a tear-away night suit with normal clothes beneath, or normal-looking tear-away clothes over regular clothes.

Weapons

Weapon	Cost	Damage	Size/Type
Arrows (20)	2	--	M
Axe, Battle	5	1d8	M/Sam
Axe, Hand	1	1d6	M/Bas
Bisento	20	1d12	L/Cla
Blowgun	5	1d2	M/Nin
Bow, Long	75	1d8	L/Sam
Bow, Short	30	1d6	M/Nin
Club	5(z)	1d4	M/Bas
Club, Great	7	1d10	L/Bas
Dagger	2	1d4	S/Bas
Darts (10)	2	--	S
Fire Arrow	50	4d6	L/Sam
Hand Grenade	15	2d6	S/Bas
Jitte	6	1d6	S/Sam
Katana	25	2d4/1d10	M/Sam
Kusari-gama	3	1d6/1d8	M/Nin
Magari-yari	15	1d10	L/Sam
Musket	75	1d10	L/Bas
Nagimaki	7	2d4/3d4	L/Sam
Naginata	10	1d10	L/Sam
Nodachi	40	1d12	L/Sam
Nunchaku	1	1d6	S/Nin
Pistol	35	1d8	M/Bas
Pistol, Pocket	50	1d6	S/Nin
Powder, Shot (10)	15	--	S
Sai	4	1d6	M/Bas
Shikomi-zue	11	1d6	M/Nin
Shuriken	5(z)	1d4	S/Nin
Sickle	1	1d6	M/Bas
Spear	3	1d6/1d8	M/Bas
Staff	10(z)	1d6	L/Bas
Sword, Straight	15	1d8	M/Cla
Three-section Staff	2	1d6	M/Cla
Unarmed	--	1d4	Bas
Wakizashi	10	1d6	S/Sam
War Fan	3	1d4	S/Bas

Ranged Weapons Table

Weapon	Rate	Short	Med	Long
Blowgun	1	20	40	60
Dagger	2	10	20	30
Fire Arrow	1/2	45	90	180
Hand Axe	1	10	20	30
Hand Grenade	1	10	20	30
Long Bow	2	70	140	210
Musket	1/2	50	100	200
Pistol	1/2	30	60	90
Pocket Pistol	1/2	15	30	60
Short Bow	2	50	100	150
Shuriken	3	10	20	30
Spear	1	20	40	60



Weapons are divided into four types for determining proficiency: Basic, Samurai, Ninja and Classical. Characters that use a weapon they are not proficient with suffer -2 to hit (see p. 36). Small and Medium sized weapons can be used in one hand. Small weapons are easily concealable. Large weapons must be wielded in two hands. Weapons with split damage can be wielded in one or two hands: the first damage die for one handed use, the second die for two handed use. Size also affects encumbrance (see p. 29).

Ranges for ranged weapons are in feet. Attacks at Short range are at +1 to hit, and those at Long range are at -1 to hit. A Rate of Fire of 2 or 3 indicates that two or three attacks may be made in one round if the character has sufficient ammunition. A Rate of ½ indicated that the weapon requires one round to reload before firing again.

Bisento: a pole arm with a long, saber-like blade atop the shaft. The reverse of the blade sometimes has flanges or spikes.

Blowgun: blowguns deal very little damage, but any poison applied to the darts will affect the target hit. See Poison under Shinobi Gear, above.

Fire Arrow: a black powder rocket fired from a modified arquebus launcher (Large, price 75 mon), which is reusable. Attacks with fire arrows are made against AC 11 to hit the target area. Everyone in a 10' radius takes damage but may save vs. fire for half damage. Misses explode 1d4 x5' away in a random direction (see p. 36).

Hand Grenade: black powder and metal shards packed into a bamboo container. Attacks with grenades are against AC 11 to hit the target area. Everyone in 10' takes damage but may save vs. fire for half. Misses explode 1d4 x5' away in a random direction (see p. 36). The fuse can be set for one to four rounds.

Jitte: a 1½ to 2' long blunt iron or steel rod with a hook at the top of the grip, used for parrying. It is often carried by guards and law enforcement officers. It provides an additional +2 bonus to AC and TD when parrying, and +2 to tactical attacks to disarm.

Katana: the long sword of a samurai, only characters of the Buke caste are legally allowed to carry one. Non-proficient users may only use it in two hands, but deal damage as if one handed.

Kusari-gama: a sickle with a weighted chain attached to the handle. Two handed use assumes using both ends in tandem. It provides a +2 to tactical attacks to trip, disarm or entangle. Non-proficient users may only use it in two hands, but deal damage as if one handed.

Magari-vari: a trident-like pole arm with a spear head and a pair of prongs mounted below. It provides +2 to tactical attacks to hold off or pin opponents.

Musket: loading a musket takes one round.

Nagimaki: a short pole arm with a sword-like blade atop a 3' pole. Non-proficient users may only use it in two hands, but deal damage as if one handed.

Naginata: a pole arm with a sword-like blade atop a 5'-7' pole.

Nodachi: a large, two-handed version of the katana.

Nunchaku: a pair of 1' long sticks attached by a short length of chain. It provides a +2 bonus to tactical attacks to disarm or hinder.

Pistol: loading a pistol takes one round.

Pistol, Pocket: a small, concealable pistol. Loading a pocket pistol takes one round.

Sai: a 1½ to 2' long blunt metal rod with a pair of hooks at the top of the grip, used for parrying. It provides an additional +2 bonus to AC and TD when parrying, and +2 to tactical attacks to disarm.

Shikomi-zue: a bamboo walking stick with a spring-blade hidden inside. Shinobi may use Infiltration checks to surprise opponents with the blade, gaining a free attack if successful.

Shuriken: small star or wedge shaped blades that are easy to conceal. They grant a +2 bonus to tactical attacks to distract, hinder, or disarm opponents, while also causing normal damage.

Three-Section Staff: a trio of 1½ to 2' long sticks attached with short lengths of chain. It provides a +2 bonus to tactical attacks to disarm, hinder, or entangle.

Unarmed: when attacking armored opponents with unarmed attacks, the armor's protective value is used as damage reduction unless the attack hits with a natural 20 or the attacker is a taijutsuka.

Wakizashi: the short blade of a samurai, only the Buke caste are legally allowed to carry one.



SPELL LISTS

Onmyoji Spells

Level 1

1. Blessing
2. Contact Minor Spirit
3. Detect Spirit Creatures
4. Find Traps
5. Lock
6. Oracle
7. Purge Evil Spirits
8. Sainted Weapon
9. Spirit Ward
10. Word of Command

Level 2

1. Detect Transformation
2. Foretell
3. Kami's Vengeance
4. Levitate
5. Locate Object
6. Oni's Power
7. Spiritual Barrier
8. Summon Lesser Spirit

Level 3

1. Ancestral Curse
2. Blast
3. Eyes of the Owl
4. Ghost Double
5. Key
6. Obake Eye
7. Omen
8. Spirit Step

Level 4

1. Astral Projection
2. Contact Greater Spirit
3. Cure Disease
4. Elemental Turning
5. Geomancy
6. Speak with Ghosts

Level 5

1. Dispel Evil
2. Hold Monster
3. Regeneration
4. Summon Greater Spirit
5. Teleport
6. Wall of Ghosts

Level 6

1. Banish
2. Disintegrate
3. Projected Image
4. Transformation

Soryo Spells

Level 1

1. Charm Person
2. Detect Evil
3. Light
4. Protection from Bludgeons
5. Purify
6. Read Languages
7. Refresh Ki
8. Remove Fear
9. Soothing Word
10. Warding

Level 2

1. Fresh Air
2. Hold Person
3. Hypnotize
4. Invisibility
5. Protection from Blades
6. Resist Energy
7. Satori
8. Strengthened Aura

Level 3

1. Clairvoyance
2. ESP
3. Invigorate
4. Peach of Immortality
5. Protection from Missiles
6. Remove Curse
7. Speak with Nature
8. Sumobeya

Level 4

1. Charm Monster
2. Confusion
3. Enchant Object
4. Protection from Magic
5. Telepathy
6. Word of Recall

Level 5

1. Conjure Monster
2. Invulnerability
3. Mass Suggestion
4. Quest
5. Reincarnate
6. Speak with Monsters

Level 6

1. Anti-Magic Shell
2. Feeblemind
3. Heal
4. Pass-Wall

Yamabushi Spells

Level 1

1. Cleanse
2. Create Water
3. Detect Magic
4. Disguise
5. Elemental Weapon
6. Flame Dart
7. Ghost Sound
8. Magic Pocket
9. Shrink/Enlarge
10. Silence 15' Radius

Level 2

1. Blinding Fog
2. Entrap
3. Healing Word
4. Ice Blast
5. Illusion
6. Kusanagi
7. Transform Object
8. Warp Wood

Level 3

1. Animal Charm
2. Dispel Magic
3. Elemental Ward
4. Fly
5. Growth of Animal
6. Haste/Slow
7. Lightning
8. Water Breathing

Level 4

1. Animate Object
2. Elemental Form
3. Insect Plague
4. Stone Bolt
5. Transform Creature
6. Wall

Level 5

1. Cloudkill
2. Dragon's Breath
3. Kamikaze
4. Part Water
5. Stone to Flesh
6. Transform Self

Level 6

1. Earthquake
2. Find the Path
3. Travel
4. Weather Control

ONMYOJI SPELLS

Level 1

Blessing

Range: 10' Duration: 5 rounds

The onmyoji and all allies within range gain 2d4+1 temporary hit points.

Contact Minor Spirit

Range: 20' Duration: 1 turn

The onmyoji calls a minor spirit within range. The spirit answers one question per level of the onmyoji to the best of its ability. If the name of the spirit is unknown, or the spirit is hostile, an offering or pledge of service may be required to propitiate the spirit.

Detect Spirit Creatures

Range: 60' Duration: 2 turns

The onmyoji sees a glowing aura around all creatures of the spirit type within range. Transformed or invisible spirit creatures will have an aura, but their true form will remain a mystery.

Find Traps

Range: 30' Duration: 2 turns

The onmyoji sees all traps, both magical and mundane, glow. The spell does not reveal the type of trap or method of removal, only its presence.

Lock

Range: 10' Duration: 2d6 turns

The onmyoji places a magical lock on any door, chest, window, etc. Only a creature with three or more levels/HD above the onmyoji may force it open.

Oracle

Range: 0 Duration: 1 hour/level

The onmyoji learns whether a specific course of action will be safe, risky or dangerous within the duration of the spell. If circumstances change, the onmyoji knows this instantly.

Purge Evil Spirits

Range: 30' Duration: instant

All enemy spirits and undead within range take 1d8 damage and save vs. fire or flee for a number of rounds equal to the Int bonus (min. 1) of the onmyoji.

Sainted Weapon

Range: 5' Duration: 1 turn

The onmyoji enchants one weapon or up to 20 pieces of ammunition against a specific monster type, causing it to strike at +2 and deal double damage.

Spirit Ward

Range: 0 Duration: 1 hour

The onmyoji gains +1 to AC, TD and all saves. Additionally, no spirit creature may touch the onmyoji (though they may use spells or missiles) as long as the onmyoji refrains from attacking such creatures.

Word of Command

Range: 90' Duration: 1 turn

The onmyoji commands a spirit creature to perform some non-self destructive action, and the spirit must obey unless it can save vs. earth.

Level 2

Detect Transformation

Range: 60' Duration: 1 turn

The onmyoji sees a ghostly image of the true form of any transformed creatures within range.

Foretell

Range: touch Duration: 1 day

The onmyoji tells the target's future, and the target gains a number of re-rolls on skill checks, attack rolls, or saving throws equal to ½ the level of the onmyoji.

Kami's Vengeance

Range: 30' Duration: 1 round/2 levels

A companion spirit materializes and attacks as directed by the onmyoji, striking at +3 and dealing 2d6 damage, 3d6 damage against undead or demon opponents.

Levitate

Range: touch Duration: 1 hour/level

By concentrating, the target can levitate up and down at normal walking speed, or hover.

Locate Object

Range: 240' Duration: 2 hours

The onmyoji names on specific object, or a type of object, and knows the general direction of the closest one within range.

Oni's Power

Range: 0 Duration: 1 turn

The onmyoji gains the strength of an oni, with a score of 18 (+3 d20/+1 2d6 bonus).

Spiritual Barrier

Range: 90' Duration: 6 rounds

The target must save vs. earth or be unable to cast spells or use any supernatural abilities.

Summon Lesser Spirit

Range: 30' Duration: 1 hour

A spirit creature (AC 18 TD 15, HD 3, Att 1 strike, Dmg 1d8) appears and obeys the onmyoji's commands until slain or the spell ends.

Level 3

Ancestral Curse

Range: touch Duration: permanent

The onmyoji bestows a curse upon the target, which may be nearly anything imaginable, although too strong a curse may reflect back to the caster. The target may save vs. metal to avoid the curse, which is permanent until removed by magic.

Blast

Range: 240' Duration: instant

The onmyoji creates a 20' radius explosion of force at any point within range causing 1d6/level damage to all creatures within it, save vs. earth for half damage.

Eyes of the Owl

Range: touch Duration: 1 day

The onmyoji grants one creature 60' infravision, the ability to see heat signatures when in darkness. Hot creatures and items appear red, while cold ones appear blue. Infravision does not allow reading, but room temperature objects can be faintly detected.

Ghost Double

Range: 20' Duration: 1 turn

The onmyoji creates 1d4 illusory doubles, which act as ordered. Each double (AC 11, 1 hp, Att +0, Dmg 1d4) can act once per round but cannot cast spells.

Key

Range: 30' Duration: Instant

One lock on a door, chest or similar opening unlocks.

Obake Eye

Range: 240' Duration: 1 hour

An invisible floating eye appears. It moves by concentration at 60'/round. The onmyoji sees through it with normal vision and any active detection spells.

Omen

Range: 20' Duration: 1 roll per level, or 1 hour

By reading portents, the onmyoji predicts good or ill fortune for one target. Good fortune allows the target to roll attacks, skill checks and saves twice, taking the better result. Ill omen forces the target to roll attacks, skill checks and saves twice, taking the worse result. The target may save vs. fire to avoid ill omen.

Spirit Step

Range: touch Duration: 1 turn

Once per round, instead of normal movement, the target can teleport through the Spirit Realm to an unoccupied space within 120'.

Level 4

Astral Projection

Range: unlimited Duration: 1 hour per level

The onmyoji projects an invisible part of their essence and gains sensory information as if in the location of the essence. The projection moves at five times the caster's speed and can pass solid objects. While the essence is away, the onmyoji remains in a trance.

Contact Greater Spirit

Range: 100' Duration: 1 turn

As *contact minor spirit*, but the onmyoji may ask greater beings, who know more, but demand a sacrifice or pledge before answering.

Cure Disease

Range: 30' Duration: instant

The onmyoji draws all diseases out of a target individual, curing them.

Elemental Turning

Range: 60' Duration: 1 turn/level

The onmyoji selects one of the five elements (water, fire, wood, metal, earth) and all creatures in range with that elemental association must flee the area for the duration. Creatures with HD equal to or greater than the caster's level may save vs their element to resist.

Geomancy

Range: 60' Duration: 1 day/level

The onmyoji performs a ritual for 1 turn, aligning cosmic forces within the area. At the end of the ritual, hostile spirit creatures are cast out of the area; undead must save vs. earth or be destroyed, fleeing the area if they save; and any characters suffering from negative magical effects (with the exception of a curse) may make a new saving throw against them.

Speak with Ghosts

Range: 10' Duration: 1 minute

The onmyoji can ask up to three questions to a deceased character whose remains, tomb or memorial shrine are within range.

Level 5

Dispel Evil

Range: 30' Duration: 1 turn

All undead, enchanted, or summoned creatures save vs. earth or are destroyed. Spirit creatures save vs. earth or are banished to the Spirit Realm for the duration. If cast on a single creature, it saves at -2. Dispel evil will remove an *ancestral curse* spell cast by a lower level onmyoji. If cast on a cursed item, the possessor may get rid of it, though it remains cursed.

Hold Monster

Range: 120' Duration: 2 hours

The onmyoji paralyzes up to four creatures in range. Each may save vs. metal to avoid being paralyzed. If only a single target is chosen, it saves at -2.

Regeneration

Range: touch Duration: 1 hour

The target gains regeneration power, healing 1 hit point per level or hit die each round. If the character has suffered a maiming injury, it may instead be healed, one limb per casting of the spell.

Summon Greater Spirit

Range: 30' Duration: 1 hour

As *summon lesser spirit*, but the spirit creature is (AC 22, TD 20, HD 6, Att 2 strikes, Dmg 2d6/2d6).



Teleport

Range: 10' Duration: instant

The onmyoji or a target disappears and appears in any other place the onmyoji desires. Unwilling targets may save vs. metal to avoid being teleported.

Wall of Ghosts

Range: 60' Duration: 2 hours

The onmyoji calls up a swirling circular barrier of ancestral spirits in an area up to 30' diameter and 30' high. Creatures can pass through the immaterial ghosts freely, but suffer 5d10 damage if they do.

Level 6

Banish

Range: touch Duration: instant

One single undead, enchanted, summoned or Spirit creature is destroyed, and there is no save.

Disintegrate

Range: 60' Duration: instant

A beam of energy shoots from the onmyoji's hand and any inanimate object struck, up to a 10' cube of material if a large object, is destroyed. If used on a creature, it may save vs. wood to avoid instant death. Magic items and spell effects (except for summoned monsters) are immune to disintegration.

Projected Image

Range: 240' Duration: 1 hour

The onmyoji creates an illusionary double which requires no concentration to maintain. It can act independently, and any spells cast or attacks made seem to come from the image, as long as the onmyoji is also within range and able to see the targets. The image is immune to all ranged attacks, spells, and area effects, but if struck in melee disappears.

Transformation

Range: 0 Duration 1 turn

The onmyoji's body morphs into a warrior's body, with Strength, Dexterity and Constitution scores of 18. The onmyoji fights with a bushi's attack bonus, is proficient with all weapons, and all damage is doubled. Spells may not be cast while transformed.

SORYO SPELLS

Level 1

Charm Person

Range: 30' Duration: special

One humanoid believes the soryo to be a trusted friend, and acts accordingly, unless the target saves vs. earth. The duration is 1 hour for high Int, 1 day for average, and 1 week for low.

Detect Evil

Range: 60' Duration: 1 turn

The soryo sees a fiery red aura around any creatures which actively wish the soryo harm. Dangerous or malevolent creatures are only marked if actively hostile.

Light

Range: 90' Duration: 1 hour

A 30' radius light emanates from a point within range. If cast on an object, the light moves with it.

Protection from Bludgeons

Range: 0 Duration: 1 turn

The soryo takes half damage from bludgeoning weapons, explosives, and falling damage.

Purify

Range: touch Duration: instant

Enough spoiled food and water for four people per level of the soryo is made safe to consume, or an area 5' diameter per level is purged of evil influence.

Read Languages

Range: 0 Duration: 2 turns

The soryo can understand any written language seen, even secret codes and magical symbols.

Refresh Ki

Range: touch Duration: instant

The target either heals 1d8 hit points, plus one point per level of the soryo, or is cured of paralysis.

Remove Fear

Range: touch Duration: 2 turns

Any fear effects on the target end. The target also gains a bonus to saving throws against future fear effects equal to the level of the soryo, although a roll of 1 will always fail despite any bonus.

Soothing Word

Range: 60' Duration: instant

The soryo's voice soothes and placates a target, improving the target's Reaction Level by two steps (see Social Interaction, p. 29). The target may save vs. fire to resist.

Warding

Range: 0 Duration: 1 hour

The soryo gains magical armor granting AC +5, TD +2. If the soryo is targeted with a damage causing spell, a save vs. wood negates the damage.

Level 2

Fresh Air

Range: touch Duration: 1 hour/level

The target gains water-breathing and immunity to all forms of gas attacks/poisons.

Hold Person

Range: 120' Duration: 1 turn/level

The soryo paralyzes up to four humanoid targets, who may save vs. metal to resist. If only a single target is chosen, it saves at -2.

Hypnotize

Range: 10' Duration: 1 month

The soryo plants a suggestion in a target's mind, unless the target saves vs. fire. The suggestion may not be obviously self-destructive or against the target's strongly held morals or loyalties.

Invisibility

Range: 30' Duration: special

One target becomes invisible, lasting until the target attacks another creature.

Protection from Blades

Range: 0 Duration: 1 turn

The soryo takes $\frac{1}{2}$ damage from all piercing and slashing weapons, including claws and teeth.

Resist Energy

Range: 30' Duration: 1 hour

The soryo selects one energy type (fire, cold, electricity, acid, seismic). All in range are immune to normal energy, plus gain a +2 bonus on saves vs. magical energy attacks of that type.

Satori

Range: 0 Duration: 1 minute

The soryo gains a sudden burst of insight. The next attack, saving throw, or skill check the soryo makes automatically succeeds.

Strengthened Aura

Range: 10' Duration: 1 hour

One target for every two levels of the soryo may use the next larger die size (2d4 becomes 2d6, 2d6 becomes 2d8) when making skill/interaction checks.

Level 3

Clairvoyance

Range: 120' Duration: 2 hours

The soryo concentrates in one direction for 1 turn and can see through the eyes of a creature within range. A new direction/creature can be chosen each turn.

ESP

Range: 60' Duration: 2 hours

The soryo may read the thoughts of any creatures within 30' by concentrating on them for 1d6 rounds. The soryo will understand the thoughts, even if the target's language is not known. Unwilling targets may save vs. earth to avoid having their thoughts read.

Invigorate

Range: touch Duration: instant

The target is healed of 3d8 hit points, plus 2 points per level of the soryo.

Peach of Immortality

Range: 10' Duration: 1 day

The soryo summons a magical peach, which if consumed grants immunity to poison and disease for the duration. Diseases contracted before eating the peach return after the spell expires.

Protection from Missiles

Range: 0 Duration: 1 turn

The soryo is protected from normal missiles, including firearms, which always miss. Magical weapons may hit normally, but do only $\frac{1}{2}$ damage.

Remove Curse

Range: 30' Duration: instant

The soryo ends one curse on a character or object.

Speak with Nature

Range: 0 Duration: 1 hour

The soryo can speak to and understand animals, or normal plants and plant monsters within 30'.

Sumobeya

Range: 30' Duration: 1 round/level

The soryo summons 2d4+d20 Wis modifier enchanted sumo wrestlers, who attempt to grapple all foes within range. Each wrestler is (AC 13 TD 16, Attack +6, Dmg 1d6, HP equal to soryo's Wis score).



Level 4

Charm Monster

Range: 30 Duration: special

As *charm person*, but affects any intelligent creature.

Confusion

Range: 120 Duration: 1 minute

The soryo confuses 3d6 creatures. Those of 3+ HD/levels may save vs. fire to resist. Confused creatures roll 2d6 each round: 2-5 attack soryo's party, 6-8 do nothing, 9-12 attack own party.

Enchant Object

Range: 20 Duration: 1 day

One normal object can be imbued with a 1st or 2nd level spell as a single use item, or one weapon/armor gains +1 per three levels of the soryo (max +3).

Protection from Magic

Range: touch Duration: 1 turn

The soryo creates a 1' radius barrier around the target which blocks all spells of level 4 or lower in both directions. The target saves vs earth to avoid higher level spells, even if there is normally no save allowed.

Telepathy

Range: 90' Duration: 1 minute

The soryo communicates mentally with a willing recipient, or reads the thoughts from an unwilling target, who may save vs. fire to resist.

Word of Recall

Range: 0 Duration: instant

The soryo, with all items carried, teleports to the soryo's home (or shrine, temple, etc.).

Level 5

Conjure Monster

Range: 60' Duration: 3 turns

The soryo summons a creature with HD up to the soryo's level. It acts as the soryo commands until slain or the duration ends, when it disappears.

Invulnerability

Range: 0 Duration: 1 turn

The soryo becomes immune to harm. If the soryo tries to harm a creature in any way, the spell ends.

Mass Suggestion

Range: 120' Duration: 1 month

As *hypnotize*, but targets a crowd of up to 50.

Quest

Range 30' Duration: special

The target must attempt a mission to retrieve an object, kill a creature, or protect something. The target may save vs. earth to avoid the quest. If the target does not try to fulfill the quest, they roll all attacks, saves and skill rolls twice and take the worse result. Once the quest is achieved, the spell ends.

Reincarnate

Range: touch Duration: instant

The soryo creates a new body for a recently departed soul (within 1 day/level). The GM determines the new body type, which may be an animal or monster.

Speak with Monsters

Range: 0 Duration: 1 round per level

The soryo can speak to any creatures within range, and they understand each other. The creatures will not attack the soryo, but will defend themselves from other attacks. The soryo can ask one question per round. Monsters are not bound to be truthful.

Level 6

Anti-Magic Zone

Range: 0 Duration: 1 turn

A 10' radius sphere of energy surrounds the soryo. All within are immune to spells and magical effects created outside the zone. No spells may be cast within the zone, and magic items lose their effect until removed. The sphere does not block movement.

Feeblemind

Range: 240' Duration: 1d6 days

A single target's intelligence is reduced to Animal level (2). The target may save vs earth to avoid the effect.

Heal

Range: touch Duration: instant

The target heals all hit points, or one magical malady (poison, disease, curse, etc.) is removed.

Pass-Wall

Range: 30' Duration: 3 turns

The soryo creates a 5' diameter, 10' deep vertical or horizontal hole in any natural rock or stone surface, or a 5' wide gap in any magical wall.



YAMABUSHI SPELLS

Level 1

Cleanse

Range: touch Duration: instant

The target makes new saving throws with a bonus equal to the yamabushi's d20 Wis modifier (min. +1) against poison, disease, charm, blindness/deafness, or paralysis currently affecting the character.

Create Water

Range: 60' Duration: 10 rounds/level

The yamabushi creates a spring that issues 10 gallons of water per level at a rate of 1 gallon per round. The spring disappears, but the water is permanent.

Detect Magic

Range: 60' Duration: 2 Turns

The yamabushi sees all magical auras glow, and by concentrating for a round can determine the type and source of each aura.

Disguise

Range: 10' Duration: 1 hour

The yamabushi creates an illusion which changes the target's appearance, but not size or general shape. The illusion is TN 13 to detect by mundane means.

Elemental Weapon

Range: 30' Duration: 1 turn

One weapon or 20 pieces of ammunition gain an elemental property, granting +1d6 damage, which can be acid (wood), cold (water), electrical (metal), flame (fire), or seismic (earth).

Flame Dart

Range: 120' Duration: instant

One fiery dart per two levels shoots from the caster's hands, striking automatically and dealing 1d6+1 damage per dart.

Ghost Sound

Range: 60' Duration: 1 turn

Illusory sounds, from a whisper to a lion's roar, emanate from any spot within range.

Magic Pocket

Range: 0' Duration: 1 hour

One pocket or small pouch carried by the yamabushi becomes an extra-dimensional space for the duration of the spell. Up to 500 pounds of small objects (able to fit into a 3" diameter opening) can be carried in the pocket without slowing down the yamabushi.

Shrink/Enlarge

Range: 30' Duration: 1 hour

One object or creature per three levels of the yamabushi changes size. Enlarged creatures deal double damage, and are AC -4, TD +2. Half-sized creatures deal ½ damage, and are AC +4, TD -2. Hit points, attack bonus and saves are unchanged.

Silence 15' Radius

Range: 180' Duration: 2 hours

The yamabushi makes a zone of absolute silence anywhere within range. Those in the area may hear noises created outside of it. If cast on a creature, the effect moves with them unless they save vs. fire.

Level 2

Blinding Fog

Range: 240' Duration: 1 turn/level

The yamabushi creates a thick cloud of fog which obscures vision. The fog has a 30' radius, plus 10' per level of the caster. All within but the yamabushi are at -2 to actions that require sight.

Entrap

Range: 60' Duration: 1 turn

Surrounding objects (or created webs, ice, etc.) entangle all targets in a 10' cube and prevent actions. Targets may save vs. metal to avoid being entrapped.

Healing Word

Range: touch Duration: instant

The target heals 2d8 hit points, +1 hit point for every level of the yamabushi.

Ice Blast

Range: 90' Duration: instant

The yamabushi shoots one icy projectile per three levels, striking automatically. The projectiles deal 2d6 damage and slow the opponents hit. The targets may Save vs. Water to avoid being slowed, but still take full damage.

Illusion

Range: 120' Duration: 1 turn

The yamabushi creates audio-visual illusions within a 20' cube. Viewers may save vs. earth to disregard the illusion after they interact with it the first time.

Kusanagi

Range: 20' Duration: 1 minute

One metal edged weapon per three caster levels deals double normal damage.

Transform Object

Range: 20' Duration: permanent

One non-magical item of up to 1 encumbrance unit is permanently transformed into another mundane item of 1 encumbrance unit or less.

Warp Wood

Range: 60' Duration: instant

The yamabushi targets up to one encumbrance unit of wooden objects per level, which become twisted and useless. The wielder, if any, may Save vs. Wood to avoid the effect.

Level 3

Animal Charm

Range: 60' Duration: 1d4+1 turns (rounds)

The yamabushi makes a number HD worth of animals equal to the yamabushi's level docile. If the animals are engaged in combat, the duration is rounds not turns.

Dispel Magic

Range: 30' Duration: instant

The yamabushi attempts to end all spell effects within the radius. If a spell was cast by a lower level caster, it ends. If cast by the same level caster, the yamabushi must make a TN 7 skill check. If cast by a higher level caster, the TN is 9. Roll for each effect separately.

Elemental Ward

Range: touch Duration: 1 hour

Damage from attacks or spells of one elemental type (fire, cold, electricity, sonic/seismic, force, acid) dealt to the target is reduced by 1 point per level of the yamabushi.

Fly

Range: touch Duration: 1 hour

The target may fly at a speed of 120' per round.

Growth of Animal

Range: 120' Duration: 2 hours

The yamabushi causes one normal or giant animal to double in size. The animal deals double normal damage and can carry a double load. Hit points, AC, and other scores do not change.

Haste/Slow

Range: 60' Duration: 1 turn

One target per level of the caster becomes hasted; or one target per level becomes slowed (see Conditions, p. 38). Unwilling targets save vs. metal to resist.

Lightning

Range: 240' Duration: instant

A bolt of lightning 60' long and 5' wide starts from any point in range, causing 1d6 damage per level of the yamabushi, save vs. metal for ½ damage.

Water Breathing

Range: touch Duration: 1 day

One target per two levels can breathe underwater.

Level 4

Animate Object

Range: 120' Duration: 1 turn

One object per two levels of the yamabushi animates and performs as directed until destroyed. Animated objects are AC 14 TD 14, 2 HD, Att 1, Dmg 1d6.



Elemental Form

Range: touch Duration: 1 turn

The recipient gains one elemental trait:

- fire – attacks deal +1d6 fire damage
- water – +4 bonus to all saving throws
- metal – AC +8, TD +4
- earth – pass through rock or mud
- wood – regeneration 3

Insect Plague

Range: 480' Duration: 1 day

The yamabushi creates a massive swarm of insects that obscure vision. Creatures of 3 HD/levels or less flee, with no saving throw. The yamabushi must concentrate without moving for one round to control where the swarm moves at 20' per round. If the yamabushi takes damage or loses concentration by force, the spell ends and the swarm disperses.

Stone Bolt

Range: 90' Duration: instant

Five stones shoot from the yamabushi toward one to five targets. The yamabushi makes a ranged attack roll for each stone. Each deals 2d10 damage on a hit.

Transform Creature

Range: 60' Duration: permanent

One living creature transforms into another creature with up to twice the HD. All physical values are as the new form. The target may save vs. metal to resist.

Wall

Range: 60' Duration: special

The yamabushi creates a wall made from one of the elements. The size and duration vary. Brambles: 2,400 square feet, 1 hour/level, deals 1d6 damage/round to those climbing it. Ice: 1,200 square feet, 1 turn/level, creatures with 4HD or more break through but take 1d6 damage (2d6 if fire type). Fire: 1,200 square feet, 1 round/level, creatures within 10' take 1d6 damage per round (2d6 if cold type). Stone: 500 square feet, 1 turn, 8HD or more break through but take 2d12 damage. Bronze: 500 square feet, 1 round/level, only destroyed by extreme heat.



Level 5

Cloudkill

Range: 30' Duration: 1 hour

The yamabushi creates a 30' radius, 20' high cloud of poison gas that moves at 60(20) as the yamabushi directs, unless a strong wind blows it in another direction. Creatures of 5HD or less must save vs wood or die instantly. All creatures take 1 hit point of damage for each round they spend within the cloud.

Dragon's Breath

Range: 0 Duration: special

The yamabushi may make a total of three breath attacks, which deal damage equal to the yamabushi's current hit points (save vs. fire for ½ damage). The breath attack may take one of the following forms: cone of fire 90' long and 30' wide at the end, line of lightning 5' wide and 120' long, or cloud of frost 40' wide by 50' long. Breaths not used by the end of the day are lost.

Kamikaze

Range: 240' Duration: 1 round

A 30' radius area within range erupts in a fierce storm, preventing missile fire and causing 1d8 damage per level of the caster to all creatures in the area, save vs. water for half damage.

Part Water

Range: 240' Duration: 10 turns

The yamabushi makes an area of water up to 10,000 cubic feet disappear. A wall of water forms around the area if the body is larger than the spell's effect.

Stone to Flesh

Range: 60' Duration: instant

The yamabushi returns one petrified creature to life. By reversing the spell, the yamabushi can turn one target to stone. The target may save vs. earth to resist.

Transform Self

Range: 0 Duration: 1 hour/level

The yamabushi transforms into another creature with no more than twice the hit dice of the yamabushi's level. All physical values are as the new form.

Level 6

Earthquake

Range: 360' Duration: 1 turn

The yamabushi creates a localized earthquake in a 60' square area within range. Small buildings are destroyed, and larger structures are damaged. There is a 1 in 6 chance any creature in the area is crushed in a building or by falling into a crack in the earth. Crushed creatures with 5HD or less are instantly slain. Those with 6HD or more save vs earth to avoid being slain.

Find the Path

Range: 0 Duration: 1 hour/level

The yamabushi knows the way to any one location named, including the presence of secret doors, traps, and passwords needed to reach the destination.

Travel

Range: 0 Duration: instant

The yamabushi steps into a large body of the element to which they are attuned (Tested profile ability), at least 10 square feet in surface area, and teleports to a similar elemental mass in another location on the same plane of existence.

Weather Control

Range: 680' Duration: concentration

The yamabushi changes the weather in the entire area as desired. Effects vary (see p. 32 for weather effects), but the yamabushi can cancel any storm or wind related magical effects by calming them, or create storms, winds, extreme heat or cold, etc. Bad weather may reduce speed to half and give -2 penalties to attacks, saves and checks to all within, and extreme temperature may cause 1d6 points of subdual damage per round. The yamabushi does not suffer any negative effects of the weather while concentrating on the spell.

GM SECTION RUNNING THE GAME

Using Skills

When a player wants to use a skill, first decide on the difficulty of the task. Routine uses of skills should not require any rolls. The task is automatically successful. If the task is difficult or has a good chance of failure, conditions are unfavorable, or another character is trying to oppose the PC, a skill roll is needed.

To make a skill roll, the GM sets a target number (TN) for the task. The player rolls 2d6 and tries to beat the TN. In some cases, an ability score modifier may be added to the roll. If two characters are opposing each other, both make rolls and the higher result is the winner. A TN may still need to be met for success at the action. **Interaction checks and ninpo checks are resolved in the same manner.**

Skill and Interaction Check Procedure

1. If task is routine, automatic success.
2. If task is not routine, GM sets TN.
3. Player rolls 2d6 (+modifier).
4. If the roll meets or beats the TN, the action succeeds.

Setting Target Numbers

To set a TN, consider the following guidelines. A relatively simple use of the skill that for some reason requires a roll should be TN 5. A common task should be TN 7. A hard task should be TN 9. A task that is extremely tricky or involved should be TN 11. Sometimes, a task will require extraordinary ability, and should be TN 13 or even TN 15.

Untrained Skill Use

For a PC attempting a skill in which they are not trained, if the GM decides it is possible, roll 2d4 for the check. Background skills are general, and should cover most reasonable actions that may be in some way related to the skill. A character with Mercantile skill, for example, would be versed in trade laws, taxation, bookkeeping, sales techniques, knowledge of trade routes, and other matters dealing with transporting, buying and selling of goods.

Setting TN by Task

Setting TN by Task	TN
Basic use of a skill (usually no roll needed)	3
Everyday use of a skill, easy tasks	5
Less common uses of a skill, average tasks	7
Uncommon uses of a skill, hard tasks	9
Rare uses of a skill, difficult tasks	11
Extraordinary uses of a skill, extreme tasks	13

Setting Ninpo TN by Task

Acrobatics

Balance: slippery surface/narrow ledge 7, tightrope 9, fighting on tightrope 13

Climb: (at ¼ speed) normal wall 5, sheer wall 7; (at full speed) normal wall 9, sheer wall 11

Tumble: over obstacle 5' high/wide 5, 10' high/wide 7; past enemy in melee 9

Jump: 10' long/5' high 7, 20' long/10' high 9

Deception

Disguise: social class (farmer, townsfolk, etc.) 5, specific profession 7, opposite sex/other creature 9, specific individual 13

Forgery: defeat casual inspection 7, careful inspection 11

Lie: gullible (low Wis) target 5, typical (average Wis) 9, skeptical (high Wis) 13

Sleight of Hand: stage magic trick 5, palm small object 7, plant small object 9

Escape

Escape: rope bindings 7, wood/metal shackles 9, whole body binding 11

Pass Through Tight Opening: ¼ speed 7, ½ speed 9, full speed 13

Throw Off Pursuers: human 7, canine 9

Infiltration

Move Silently: stone floor 7, wood floor 9, nightingale floor 13

Hide: behind partial concealment 7, in shadows 11, in plain sight 13

Remain Still: for one minute 7, ten minutes 9, thirty minutes 11, one hour 13

Sabotage

Pick Locks: normal 7, puzzle lock 9, magical lock 11

Manipulate Traps: disarm/reset 5, remove 7, modify 11

Rig Machine to Fail: at next use 7, at a later time 9, at a specific triggering event 11

Shinobi Ninpo Skills

Ninpo skills are resolved the same as background skills, but the skills themselves are more specialized. Non-shinobi characters may attempt similar actions by using background skills, but ninpo allows for much greater effect. A character with hunting skill may be able to sneak up on a sentry as they would their quarry when hunting (getting a bonus to a surprise roll), but a shinobi can sneak up on the sentry with absolute silence using Infiltration (gaining surprise automatically). Example TNs for common uses of ninpo are listed above. Situations may make a particular task easier or more difficult. As with background skills, if a task seems routine, it does not require a roll.

EXPLORATION AND INTERACTION

Game play in Chanbara consists of players negotiating a series of encounters described by the GM. Players decide what they would like their PCs to do, and the GM uses common sense, these rules, and the dice to determine the outcomes of those actions. Play typically consists of three styles: interacting with NPCs and creatures, exploring dungeons, and exploring the wilderness.

Interacting with NPCs

In any encounter, whether in settled areas, dungeons or the wilderness, PCs can interact with NPC characters and monsters. The players have something they want to achieve (defeat an enemy, learn some information, gain some advantage or profit, advance a liege's interests, etc.). At the same time, the monster will have something it wants (to eat, survive or be left alone if unintelligent, or desires similar to the PCs if intelligent). If the GM has not decided on the creature's motivations ahead of time, use the following reaction chart to determine initial attitude towards the PCs, and subsequent reactions to how the PCs treat with them. Background status can affect the rolls. NPCs are more likely to react positively to others of like status.

NPC and Monster Reaction Roll: 2d6 (+Cha)		
Result	Initial Reaction	Social Status
2	Violent	Same status +1
3-5	Hostile (-2 to secondary roll)	1 removed +0
6-8	Unsure (+0 to secondary roll)	2 removed -1
9-11	Friendly (+2 to secondary roll)	3-5 removed -2
12	Helpful	

Secondary Reactions: PCs try to:			
Result	Deceive	Plead	Impress
2	Unconvinced	Ruthless	Disdainful
3-5	Suspicious	Merciless	Unimpressed
6-8	Unsure	Grudging	Unchanged
9-11	Trusting	Merciful	Impressed
12	Convinced	Generous	Awed

Result	Intimidate	Flatter	Persuade
2	Defiant	Disgusted	Entrenched
3-5	Resistant	Insulted	Unmoved
6-8	Wary	Satisfied	Disinterested
9-11	Intimidated	Complimented	Agreeable
12	Cowed	Honored	Swayed

Once initial reactions have been determined, PCs may negotiate, bargain, lie, threaten, sweet-talk, boast, etc. Roll a secondary reaction on the specialized result table if applicable, otherwise use the initial reaction table again. Initial or secondary reactions can be swayed one level up or down with an interaction check or appropriate background skill check, TN 9.

Dungeon Exploration

Dungeons refer to any location where adventures happen, such as ruins, caves and caverns, castles, temples, enemy villages, enchanted forests, etc. If there are multiple potential threats and rewards in a relatively small location, it is considered a dungeon.

Time and Movement

When exploring dungeons, players' moves should be broken down into turns of 10 minutes in-game time (move, explore a room, search for hidden exits, etc.). When threats are encountered, time-keeping should shift into combat rounds, which simulate 6 seconds of time (attack, cast a spell, etc.). This does not mean that every encounter becomes a combat, only that dealing with potential threats requires a finer measure of time. Any encounter that develops into combat should be considered to take up one turn, as after it the participants rest, bind wounds, etc.

Movement and Encumbrance		
Basic Speed	Loaded	Max
120(40)	90(30)	60(20)

Movement is listed as speed per turn(round) Players may choose to move up to five times faster during a turn of exploration, but run the risk of missing signs of danger or important clues, and run an increased risk of encountering wandering monsters. Running characters move up to their turn movement speed in a round, but may perform no other actions.

Encumbrance

Characters are limited in the amount of gear and treasure they can carry. Every character has a carrying capacity of Encumbrance Units (EU), determined by Strength as shown below. PCs can carry up to their Basic amount and move at full speed. Above that up to the Load value, they move at 2/3 speed. Above the Load value up to the Max value, they move at 1/3 speed. PCs carrying more than their Max load can not move. EU for armors are for partial and full suits.

Encumbrance Units and Capacity					
Item	EU	Strength	Basic	Load	Max
L Weapon/Shield	1	3	3.5	7	10.5
M Weapon	½	4-5	4	8	12
S Weapon	¼	6-8	4.5	9	13.5
Light Armor	1 or 2	9-12	5	10	15
Medium Armor	2 or 3	13-15	5.5	11	16.5
Heavy Armor	4 or 5	16-17	6	12	18
Full Backpack	2	18	6.5	13	19.5
Bag Full of Coins	1				
Bulky Item	1				

Other Forms of Movement

Jumping: A character can normally jump about 5' horizontally from a standing position, and 3' vertically. With a running start, the long jump can be extended to 10' and the high jump to 5'. A TN 9 interaction check modified by Str can extend any long jump by 2' and any high jump by 1'.

Climbing: If a surface has hand and foot holds, any character can climb it at $\frac{1}{4}$ normal walking speed. For more difficult surfaces, roll an interaction check modified by Str or Dex. If a character fails, they do not make any progress. If the roll is a 2, the character falls, suffering 1d6 damage for every full 10' fallen.

Swimming: All characters can swim at $\frac{1}{2}$ normal walking speed. Difficult circumstances including rough water, swimming in armor, swimming while carrying a heavy load, or swimming in difficult substances like quicksand may result in drowning. For every turn spent swimming in such circumstances, the character must roll an interaction check modified by Con. When drowning, characters can hold their breath for 1 round for every point of Constitution score, after that time, they take 1d6 damage each round.

Sensing the Environment

A significant portion of exploring will be the GM explaining what sensations (sights, sounds, or smells) exist in an area, and players asking for details as their PCs examine the world around them. When details are not readily apparent, or there is a significant chance of failure, use interaction checks to determine success or failure of the action.

Vision: In dark conditions, characters' vision is limited to the radius of their light source. Torches and lanterns shed light within 30', but objects or creatures within 90' may be spotted if they stand out or move.

When searching an area for hidden or concealed objects, traps, or secret doors, make an interaction roll modified by Int. Poorly concealed objects are TN 5, while cleverly concealed objects are TN 11. Careful searching can be done, taking one turn per object or 10'x10' section of wall searched. This lowers the TN by 2, but requires more time.

Hearing: Hearing a noise is a matter of the volume of the sound, the distance to the listener, and the ambient noise level and does not require any roll. Interaction checks may be necessary when listening through doors, attempting to overhear whispers, or detecting the sound of approaching enemies in a noisy area.

Other Senses: If there is a chance that a PC may detect a faint odor, flavor or touch sensation, the GM will set a TN and let that PC roll an interaction check, just as with sight and hearing.

Exploration Turns and Encounters

Each turn spent exploring the dungeon should follow a certain routine, similar to the one outlined below. Turns spent searching areas, resting, or engaged in other activities may follow slightly different order of events, as the GM desires.

Order of Events in a Turn

1. Players outline their course of action.
2. Check for Wandering Monsters (1-2 on d6) once every two turns.
If an encounter occurs, play out the encounter.
3. GM describes new areas explored, results of searches, traps set off, etc.
4. Check for any timed effects that will end this turn (torches burn out, magic effects expire, etc.)

When the party has an encounter with an NPC or monster, use the following checklist as a guide to running the encounter.

Order of Events in an Encounter

1. Check for surprise (1-2 on d6) for both PCs and monsters. If one side is surprised, the other side can end the encounter by leaving the area. Otherwise, continue.
2. Determine the initial reaction of the monsters (2d6).
3. Players declare their actions: talk, run, fight, wait, or something else.
4. GM determines monster actions, possibly making a second reaction roll based on the PC actions.
 - If one side fights, run combat.
 - If one side flees, run evasion and pursuit.
 - If both sides talk or wait, play out negotiations.

If one side flees the encounter and the other side was not surprised, they may pursue. Monsters make a Morale check (see p. 34 for details), +2 if any monsters have been slain or debilitated, -2 if any members of the PCs' party have been slain or debilitated. If the creatures pass morale, they pursue. Players always decide whether to pursue or not.

Pursuing monsters check Morale every 5 rounds to see if they continue to pursue. If PCs drop food or treasure the monsters may want, on a 1-3 on d6 the pursuit ends. Otherwise, pursuit continues until the pursuers catch up with the fleeing party. Use the movement speed per turn for each round of pursuit for both parties to see if the pursuers catch up or not.

Wandering Monsters

When exploring dungeons, a check should be made once every two turns to see if wandering monsters appear. Roll 1d6, with wandering monsters appearing on a 1 or 2 (or higher if the situation warrants, such as for loud noises, bright lights, strange smells, reckless movement, etc.). Sample wandering monster tables are presented below. Individual tables for specific dungeons are recommended.

When wandering monsters appear, the GM should decide how far away they are when the PCs first detect them. Monsters making loud noises, carrying light sources, etc. may alert the party to their presence early, giving the PCs some time to prepare for (or avoid) the encounter. Wandering monsters may also have a purpose, which can be decided by the GM or determined randomly on the "What are the monsters up to?" chart.

What are the monsters up to?		
Roll	Unintelligent	Intelligent
1	Looking for food.	Hunting or scavenging for food
2	Looking for food.	Looking for treasure or other non-food items.
3	Looking for a mate, unusually aggressive if disturbed.	Patrol guarding lair, or war party hunting enemies.
4	Carrying food or other resources back to lair.	Bringing loot, supplies or other goods to lair.
5	Fleeing from a predator or other threat, unlikely to attack.	Fleeing from a threat or looking for help.
6	Wandering aimlessly.	Wandering aimlessly.

Level 1			Level 2 to 3			Level 4 to 5		
Roll	Monster	No.	Roll	Monster	No.	Roll	Monster	No.
1-2	Ashigaru/Brigands	1d8	1	Bake-Neko	1d2	1	Akaname	1d2
3	Bakemono	1d6	2	Bakemono	2d8	2-3	Cockroach, Monstrous	1d6
4-5	Bat, Giant	1d6	3-4	Beetle, Giant	1	4-5	Duelist	1
6	Gaikotsu	1d10	5	Fish Warrior	3d4	6	Frog, Killer	1d6
7	Genin Ninja	1d4	6	Gaki	1d2	7	Gaki	1d4
8	Hitotsume Kozo	1d2	7	Genin Ninja	2d6	8	Chunin Ninja	1d8
9	Hornet, Giant	1d4	8	Hannya	1d4	9	Jorogumo	1d2
10	Kamaitachi	1d2	9-10	Jikininki	2d6	10	Kami, Lesser Akuma	1
11	Kappa	1d3	11	Kitsune	1d4	11-12	Nupperabo	1
12-13	Rat, Giant	1d8	12-13	Lizard, Giant	1d4	13-14	Oni	1d2
14-15	Rat, Normal	3d6	14	Priest/Monk/Nun	1d8	15	Rokuro-kubi	1d3
16	Tanuki	1d4	15-16	Snake, Poisonous	1d3	16-17	Snake, Constrictor	1d2
17	Tengu	1d4	17-18	Spider, Giant	1d2	18	Spider, Giant	1d4
18	Wolf	1d6	19	Ushirogami	1d6	19	Tesso	1d4
19-20	Yakuza	1d6	20	Yatagarasu	1d4	20	Wolf, Dire	1d4

Level 6 to 7			Level 8 to 9			Level 10		
Roll	Monster	No.	Roll	Monster	No.	Roll	Monster	No.
1-2	Beetle, Giant	1d3	1	Dimetrodon	1d3	1	Dragon, Jade	1
3	Cockroach, Monstrous	2d4	2	Dragon, Jade	1	2	Dragon, Mist	1
4	Crab-Men	1d8	3-4	Ghost, Onryo	1	3	Dragon, Pearl	1
5	Ghost, Yurei	1	5	Gozu Oni	1	4	Ghost, Onryo	1
6	Hannya, Grandmother	1	6-7	High Level NPC	1d3	5	Gozu & Mezu Oni	2
7-8	Hatamoto	1d6	8	Jonin Ninja	3d4	6	High Level NPC	1d4
9	Jonin Ninja	1d6	9	Kami, Greater Akuma	1	7	Kami, Greater Akuma	1
10-11	Jorogumo	1d3	10	Kirin	1	8	Kami, Greater Amatsu	1
12	Kami, Lesser Shizen	1	11	Mezu Oni	1	9	Kirin	1
13-14	Oni	1d4	12-13	Mukade	1	10	Orochi	1d2
15	Pteranodon	1d4	14	Onyudo	1	11	Raiju	1d4
16	Smilodon	1d3	15	Orochi	1	12	Tyrannosaurus	1
17-18	Tesso	1d8	16-17	Raiju	1d2			
19	Turtle, Giant	1d2	18	Triceratops	1d2			
20	Yuki-Onna	1	19-20	Yuki-Onna	1d3			

Wilderness Exploration

Wilderness exploration differs from dungeon exploration in a few key ways. Time is kept in days or hours. Under normal daylight conditions, characters can see to the horizon, but can only make out details from close up. Most encounters will start at a distance of 1d4×100' unless terrain features, foliage, or structures impede vision (1-2 on a d6 chance). If so, encounters begin 3d6×10' from the party. The GM can signal an encounter with sounds, smells, clouds of dust, tracks, and the like, allowing the players to decide if they wish to engage or not.

Wilderness Game Day

Similar to the turn in dungeon exploration, a day spent in wilderness travel or exploration follows a routine, with exceptions for unusual player activities.

Order of Events in a Game Day

1. Players outline their course of action. Mahotsukai prepare their spells.
2. Check for Random Encounters (by terrain type)
If an encounter occurs, determine the time of day at which it will happen (1d12+6 o'clock)
3. Check to see if the party will become lost.
4. Determine the weather for the day.
5. Resolve the party's movement or other actions, and any encounters when they happen.
6. Check for Random Encounters (by terrain type)
If an encounter occurs, determine the time of night at which it will happen (1d12+6 o'clock)

Getting Lost: Unless following a road, river, or map, or guided by a landmark, a party has a 2 in 6 chance to get lost when crossing unfamiliar territory. Track the party's actual and perceived movement. A TN 7 Sailing, Hunting or Woodcraft skill check can be made to reorient the party.

Survival: Foraging (Woodcraft), Fishing or Hunting for four people in fertile areas is TN 5, while finding water for four people in the desert may be TN 9 or 11 depending on the nature of the desert.

Weather: Weather can have beneficial or adverse effects on travel. The GM may select or roll each day's temperatures (relative to the season), precipitation, and winds using the table below. Exposure damage is subdual damage per day, and cumulative across the three types of weather. Precautions or appropriate TN 7 interaction checks can avoid exposure damage.

Random Encounters: GMs may want to determine the time of a potential encounter first, then roll for the chance depending on the type of terrain the party is in at the time. Consult the tables below.

Overland Speed in Miles per Day

Speed	Road	Clear, Trail, Settled	Forest, Hill, Desert	Mountain, Jungle, Swamp
120(40)	36	24	16	12
90(30)	27	18	12	9
60(20)	18	12	8	6

Special Types of Movement

Mounts: A mount with two riders or a single rider and excessive gear moves at ½ speed. Vehicles such as carts and wagons pulled by one or two animals typically move at 2/3 speed of the animal pulling it. A vehicle moves at full speed if three or more pull it.

Boats: Small boats and ships move 60 miles per day with normal winds. Medium ships move 45 miles per day. Large ships move 30 miles per day. Rowed ships move 30 miles per day regardless of size with sufficient rowers. Insufficient crew lowers speed to only 15 miles per day. River boats add or subtract the speed of the current to their movement.

Giant Kite Flying: At least two shinobi are needed to use giant kites: a flier and a controller. The flier must make TN 7 Acrobatics checks to get aloft and to land. To maneuver the giant kite, the controller must make TN 7 Acrobatics checks. If the flier fails a landing check, the kite crashes and the flier suffers 1d6 damage per 20' fallen.

Flying: Tamed or friendly flying creatures with 3HD or more may carry a single man-sized rider at their normal speed. Those with 6+ HD may carry two man-sized riders. Flyers ignore effects of non-mountainous terrain on overland speed.

Random Weather (roll 2d6 each)

Roll	Temperature	Precipitation	Winds
2	<u>Cold</u> W - 2d6 dmg Sp/F - 1d6 dmg S - no effect	<u>Unusual</u> 1/2 movement 1d6 exposure dmg	<u>No Wind</u> Ship: 0 speed Fly: no effect
3-5	<u>Cool</u> W - 1d6 dmg Sp/F - no effect S - no effect	<u>Light</u> 2/3 movement	<u>Breeze</u> Ship: 1/2 speed Fly: no effect
6-8	<u>Average</u> no effect	<u>None</u> no effect	<u>Normal</u> Ship: no effect Fly: no effect
9-11	<u>Warm</u> W - no effect Sp/F - no effect S - 1d6 dmg	<u>Heavy</u> 1/2 movement no missile fire	<u>Strong</u> Ship: 3/4 speed Fly: 2/1 speed
12	<u>Hot</u> W - no effect Sp/F - 1d6 dmg S - 2d6 dmg	<u>Storm</u> 1/3 movement 1d6 exposure dmg	<u>Gale</u> Ship: 2/1 speed Fly: 0 speed 1d6 exposure dmg

*Hail, sleet, dust storm, tornado, etc.

Settled Area Encounter Tables

Die	Farmlands	Village	Trade Town	Temple Town	Castle Town	City	Capital
	1-2	1-2	1-3	1-3	1-3	1-4	1-4
1	Animal*	Animal*	Animal*	Artisan**	Abarenbo	Animal*	Any NPC Class
2	Animal*	Animal*	Ashigaru	Farmer**	Animal*	Ashigaru	Artisan**
3	Ashigaru	Ashigaru	Artisan**	Merchant**	Ashigaru	Artisan**	Merchant**
4	Brigand	Artisan**	Artisan**	Onmyoji	Artisan**	Merchant**	Daimyo
5	Farmer**	Farmer**	Merchant**	Priest/Monk/Nun	Merchant**	Duelist	Duelist
6	Farmer**	Merchant**	Merchant**	Priest/Monk/Nun	Daimyo	Onmyoji	Oniwabanshu
7	Merchant**	Priest/Monk/Nun	Duelist	Sohei	Duelist	Priest/Monk/Nun	Priest/Monk/Nun
8	Priest/Monk/Nun	Ronin	Yakuza	Soryo	Hatamoto	Samurai	Spirit*
9	Yamabushi	Thug	Yakuza	Spirit*	Ronin	Undead*	Yakuza
10	Yokai*	Yokai*	Yojinbo	Yakuza	Yojinbo	Yakuza	Yokai*

* Roll on Subtable below **use Commoner statistics

Wilderness Encounter Tables

Die	Plains	Low Forest	High Forest	Hills	Mountains	Volcanic	Swamp	River/Lake	Coastal	Sea/Ocean
	1-2	1-2	1-3	1-2	1-3	1-3	1-3	1-2	1-2	1-2
1	Human	Human	Human	Human	Human	Human	Human	Human	Human	Human
2	Human	Animal	Animal	Animal	Animal	Animal	Animal	Animal	Human	Human
3	Human	Animal	Animal	Animal	Yokai	Yokai	Animal	Spirit	Animal (land)	Animal
4	Animal	Yokai	Yokai	Yokai	Yokai	Spirit	Yokai	Monster	Animal (sea)	Animal
5	Animal	Yokai	Spirit	Spirit	Spirit	Spirit	Monster	Monster	Yokai	Swimmer
6	Spirit	Spirit	Monster	Monster	Monster	Monster	Monster	Undead	Monster	Swimmer
7	Yokai	Monster	Monster	Undead	Undead	Flyer	Undead	Swimmer	Monster	Flyer
8	Monster	Flyer	Flyer	Flyer	Flyer	Flyer	Undead	Swimmer	Swimmer	Flyer

Animals Subtable (by Terrain and Season)

Die	Plains or Forest			Hills, Mountains, Volcanic			Swamp, River, Coastal		Sea/Ocean
	Summer	Spring/Fall	Winter	Summer	Spring/Fall	Winter	Spr./Sum.	Fall/Win.	Any
1	Bat, Giant	Bear, Black	Cockroach	Bear, Black	Bear, Black	Bat, Giant	Beetle, Giant	Apatosaurus	Carp, Giant
2	Beetle, Giant	Beetle, Giant	Crow/Raven	Beetle, Giant	Cockroach	Cockroach	Carp, Giant	Crab, Giant	Crab, Giant
3	Crow/Raven	Deer	Deer	Crow/Raven	Dog, Hunting	Wild Boar	Cormorant	Crocodile	Eel, Shrieking
4	Deer	Hornet, Giant	Horse	Dimetrodon	Dragonfly	Hawk/Falcon	Crab, Giant	Crow/Raven	Jellyfish, Giant
5	Grasshopper	Horse	Mammoth	Grasshopper	Hawk/Falcon	Monkey	Crocodile	Deer	Octopus, Giant
6	Hornet, Giant	Lizard, Giant	Rat, Giant	Hawk/Falcon	Hornet, Giant	Rat, Giant	Frog, Killer	Dragonfly	Pteranodon
7	Rat, Normal	Smilodon	Tiger	Lizard, Giant	Lizard, Giant	Serow	Grasshopper	Hawk/Falcon	Shark, Large
8	Snake, Const.	Tiger	Tiger	Serow	Monkey	Tiger	Snake, Const.	Rat, Giant	Shark, Small
9	Triceratops	Wild Boar	Wild Boar	Snake, Poison	Serow	Wild Boar	Snake, Poison	Spider, Giant	Shark, Small
10	Wild Boar	Wolf	Wolf	Tiger	Wild Boar	Wolf	Turtle, Giant	Turtle, Giant	Turtle, Giant

Other Wilderness Encounter Subtables

Die	Human	Spirit	Yokai	Monster	Flyer	Swimmer	Undead
1	Any Bushi	Dragon, Jade	Akaname	Basan	Basan	Crab-Men	Ao-Andon
2	Any Mahotsukai	Gozu Oni	Bake-Neko	Jorogumo	Bat, Giant	Crab, Giant	Gaikotsu
3	Any Shinobi	Hitotsume Kozo	Bakemono	Jorogumo	Cormorant	Dragon, Pearl	Gaikotsu
4	Ashigaru	Kami, Minor (any)	Bakemono	Kamaitachi	Dragon, Mist	Eel, Shrieking	Gaikotsu
5	Brigand	Kami, Lesser (any)	Hannya	Kirin	Kamaitachi	Fish Warrior	Gaki
6	Farmer	Kami, Greater (any)	Hannya, Grandmother	Onyudo	Kami, Minor	Fish Warrior	Gaki
7	Artisan	Mezu Oni	Kappa	Onyudo	Kami, Lesser	Giant Carp	Ghost, Onryo
8	Merchant	Mukade	Kitsune	Orochi	Kirin	Kappa	Ghost, Yurei
9	Genin Ninja	Oni	Rokuro-Kubi	Raiju	Pteranodon	Octopus, Giant	Jikininki
10	Priest/Monk/Nun	Shikigami	Tanuki	Tesso	Raiju	Shark, Large	Jikininki
11	Ronin	Ushirogami	Tengu	Tesso	Shikigami	Shark, Small	Nupperabo
12	Yamauba	Yasha	Yuki-Onna	Yatagarasu	Yatagarasu	Yasha	Nupperabo

Strongholds: When encountering a stronghold, whether human or otherwise, roll for reactions (1d6) and size of patrol. Actual reactions for "friendly" stronghold rulers should be rolled (see p. 29), as they may have other secret intentions.

Type	Patrol	Pursue/Toll	Ignore	Friendly
Bushi	6d4 Ashigaru, 2d6 Mounted Samurai	1-3	4-5	6
Mahotsukai	2d6 Yojinbo or Sohei, 1d4 Apprentice Mahotsukai	1-2	3-4	5-6
Shinobi	3d8 Genin, 1d6 Chunin (50% also 1 Jonin)	1	2-5	6
Monster	Standard Encounter with Monster Type	1-2	3-5	6

COMBAT

When combat occurs, actions happen in a specified order, as shown below.

Order of Events in a Combat Round

1. Players outline their course of action. Spellcasters decide what spell they will cast, if any.
2. Roll initiative. Each side rolls a d6 with the higher side acting first. Ties result in simultaneous action.
3. Check morale if necessary.
4. The side with initiative acts:
 - Movement
 - Missile Fire (standard or tactical)
 - Melee Combat (standard or tactical)
 - Magic Spells or Items
5. The side without initiative acts (order as above)
6. If one side is defeated, combat ends. If one side flees, the other side may pursue. Otherwise, combat continues.

Optional Initiative: The GM may allow each PC to act as an independent side, as well as separating types of monsters, monster leaders or other special characters into their own sides. This allows for more fluid combat, but involves more die rolling and note taking if either party is large.

To resolve actions, the side with initiative first performs all movement. A move may be actual movement around the battlefield, or could be readying an item, feinting to distract a foe, tumbling to improve AC, etc. Next, any ranged attacks using missile or thrown weapons are resolved. Melee attacks are resolved third, and the use of normal equipment such as special shinobi gear happens at this time. Finally, any spells cast or non-weapon magical items used are resolved. Then, repeat this process for the side that lost initiative. Spellcasters that lose initiative have their spells disrupted if they take damage, wasting the spell unless they can save vs. water.

Morale

Monsters and NPCs have a morale score which is checked periodically during combat:

- when the creature is first wounded
- when a combatant first drops on either side
- when half of one party has been defeated
- when a creature has $\frac{1}{4}$ or fewer hit points

Creatures that lose morale attempt to surrender, flee, or negotiate a truce. PCs never check morale, their players will decide when to do such things.

Combat Terms

Armor Class (AC): The TN needed to hit a character in combat. Armored AC is 11 plus the armor value and d20 Dex modifier. Unarmored AC equals Dex or 11, whichever is greater.

Attack (Att): An attempt to do damage in ranged or melee combat. Multiple attacks of monsters and high level characters count as one action.

Attack Bonus (AB): The bonus to hit rolls based on a character's class and level or a monster's hit dice.

Damage (Dmg): The number of hit points deducted by a successful hit in combat.

Double/Triple Damage: When rolling double or triple damage, roll the weapon's normal damage dice two or three times and total the amount, then add any modifiers from ability scores, combat dice, class abilities, magic, etc.

Morale (Mle): The will to keep fighting. NPCs and monsters have morale scores that must be checked from time to time to see if they flee, surrender, offer a truce, etc. during combat.

Movement (Move): A character with 120(40) move can move 40' in a round and take an action, or run up to 120' without taking an action.

Saving Throw (Save): A d20 roll to resist certain special attacks such as poison or spells. The TN is determined by class and level (see p.37).

Surprise: The chance, checked at the beginning of an encounter, that one side is caught off guard. Surprised characters may not act in the first round, but defend themselves and make saving throws (see p. 35) if attacked.

Tactical Attack (TA): An attack intended to have any effect besides damage (see p. 35).

Tactical Defense (TD): The TN to affect a character with a tactical attack. Base TD is 11, plus Attack Bonus, Dexterity, and Wisdom d20 modifiers.

Basic Combat Procedures

Attacks: Roll 1d20 +AB +Str (if melee) or +Dex (if ranged) vs. AC.

Tactical Attacks: Roll 1d20 +AB +Int vs. TD.

Spell: Apply the effect of the spell. If an attack roll is needed, roll 1d20 + AB +Str (if melee) or +Dex (if ranged) vs. AC. If a save is allowed, the target rolls 1d20 and compares the result to their saving throw target number.

Magic Item: An attack roll or saving throw may be needed or not, depending on the nature of the item.

COMBAT RULES AND PROCEDURES

Surprise

At the beginning of an encounter, the GM may have one or both sides roll for surprise. Each side that may possibly be surprised rolls a d6. That side is surprised on a result of 1-2. This can be determined for a group, or each member may roll individually. The GM should decide this based on the events leading to the combat. Two groups of heroes meeting on a street to fight a duel would not need to check for surprise at all, as the fight has been arranged beforehand. A pair of assassins waiting to ambush the characters would not be surprised by the party...unless the party knows about the ambush! Running into a monster in some ruins, either side might be surprised as neither side would expect the other to be there.

Surprised characters may not make any actions. They may defend themselves normally. After the first round, a new character or group entering the combat may surprise those already engaged. In such a case, those already involved in the battle may continue to attack each other, but none may aim attacks at the new, surprising character that round.

Ranged Attacks

Ranged attacks are subject to range modifiers: short +1, medium +0, long -1. Soft or partial cover such as furniture, underbrush and other characters impose a -2 penalty, and hard cover such as stone walls or trees impose a -6 penalty. A completely concealed character cannot be targeted.



Tactical Attacks

Tactical attacks are attempts to do something besides damage in combat. The character rolls a d20 and adds their AB and Int modifiers to the roll. If the total matches or beats the opponent's Tactical Defense (TD), the attack is successful. The opponent is usually not entitled to a saving throw, unless the tactical attack would cause multiple effects, as noted below. Some common tactical attacks include, but are not limited to:

Disarm: The opponent's weapon or some other held item drops in a random location within 10'.

Disrupt: The opponent's spell is prevented from taking effect this round or next.

Entangle: The opponent is wrapped up by a rope, chain, cloak, etc. and takes a -2 penalty to all actions and may not move until they make a contested tactical attack roll or a ninpo Escape check TN 7.

Escape: The character attempts to escape being entangled, grappled or pinned.

Hinder: The opponent is prevented from acting fully in some way, such as having sand thrown in their eyes, having their weapon entangled, or being struck in a sensitive spot. Hindered characters suffer a -4 penalty to hit rolls for 1d4 rounds.

Grapple: The attacker grabs onto the opponent. Held characters take a -4 penalty to all actions besides a contested tactics roll to escape the hold.

Pin: A successful tactical attack against a grappled opponent makes them immobilized and unable to take actions except tactical attack rolls with a -4 penalty to escape the pin.

Push: The opponent is knocked back 10' from his current position.

Sunder: A weapon or other held item is struck and possibly broken. Roll normal damage and compare it to the weapon's size and construction: Wood: S 4 hp, M 8 hp, L 12 hp; Metal: S 6 hp, M 10 hp, L 18 hp. For non-weapon items, compare the size of the item to a similar size weapon. Glass and porcelain items have only 1hp per size category. Treat leather as wood and stone as metal. Magic items have triple the normal amount of item hit points.

Throw: The opponent falls prone (-4 to melee attacks, -2 AC and TD against melee, +2 AC and TD against ranged, use movement to stand) in any location the attacker desires within 10', unless the opponent saves vs. water.

Trip: The opponent falls prone (-4 to melee attacks, -2 AC and TD against melee, +2 AC and TD against ranged, use movement to stand).



Special Situations in Combat

Charging: The attacker has a +2 bonus to hit, but -2 AC and TD for that round. Spear wielding characters may brace to receive a charge, doing double damage if they hit a character that charged that round.

Mounted characters with lances or spears deal double damage if they charge opponents.

Grenades and Indirect Weapons: The target area for explosives, flasks of oil, or other indirect weapons is AC 11. On a hit, all creatures in the area are affected. On a miss, it affects an area 1d4 x5' away in a random direction. Some indirect weapons allow a save to avoid or reduce the effect, as defined in each weapon's description.

Improvised Weapons: When a character uses some other item as a weapon, the item counts as a non-proficient weapon (-2 penalty to hit), and deals damage based on size: S 1d3, M 1d4, L 1d6.

Non-proficient Weapon and Armor Use:

Characters using a non-proficient weapon are -2 to hit. Non-proficiency in armor grants -2 to hit and to saving throws. These penalties are cumulative.

Parry: The character focuses on defense for the round, gaining +4 AC and +4 TD.

Subdue: Attacks are made as normal, and the weapon deals subdual damage [S 1d4, M 1d6, L 1d8] which disappears after a one hour rest. Subdual damage is totaled. When subdual damage surpasses current hit points, the character falls unconscious until the subdual damage is healed.

Two Weapon Combat: Take a -2 penalty to hit. If the attack hits, roll damage for both weapons, but apply only the greater total as damage.

Withdrawing from Melee: When a character disengages, the opponent can make a normal or tactical parting shot. A tactical attack can prevent the opponent from disengaging.

Psychic Duels [Optional]

Two characters facing off and trying to size each other up, intimidate each other, and calculate their chances of defeating their foe without ever actually drawing blades is a staple trope of chanbara movies and TV. These are psychic duels. They are appropriate for formal dueling, against leader-type opponents, or when facing strong single monstrous opponents. Psychic combat involves making attacks against the opponent's Psychic Defense (PD), with damage being dealt to Spirit Points (SP).

Psychic Attack: 1d20+AB+d20 Cha modifier

[Monsters use 1d20+AB+number of * after their HD]

Psychic Damage: base 1d8+d20 Cha modifier

[Monsters use 1d8+number of * after their HD]

Psychic Defense: 10+d20 Wis modifier+level

[Monsters use HD+Morale score]

Spirit Points: Int score+level [Monsters use HD

+Intelligence: Low=5, Average=10, High=15, or roll on 3d6 if variable]

When a character's SP are reduced to 0, that character has lost the duel. If the loser and winner engage in actual combat any time within the next week, the loser is at -2 to hit, damage and saves, and the winner gains a +2 to hit and damage. The winner may exact a promise or concession from the loser, as if the loser were Awed or Cowed on the Reaction Roll chart. Monsters with above animal intelligence may be engaged in psychic duels. Monsters that lose a psychic duel act as if losing a morale check.

Poison

Poisons can be divided into four categories. If a monster has poison but type is not noted, assume it is venom. If duration or strength is not noted, assume it is a normal dose. When a character is poisoned, they must save vs. wood or suffer the effect. Every poison deals damage at the end of each time unit of its duration. For deadly poison, death occurs at the end of the duration if the damage does not cause death earlier. Duration (damage) for each type of poison is listed weak/normal/strong.

Deadly – Save or die within 1d6 hours (1d4)/1d6 turns (1d6)/1d6 rounds (2d6).

Narcotic – Become either paralyzed or asleep: 1d6 rounds (1)/1d6 turns (1d4)/1d6 hours (2d4).

Toxin – Lose one or more senses for the duration: 1d6 hours (1d3)/3d6 hours (1d6)/1d6 days (1d8).

Venom – Take -4 to attacks and saves and -2 to skill and interaction checks: 1d6 turns (1d4)/1d6 hours (1d8)/3d6 hours (1d10).

Saving Throws

When characters are affected by special hazards, they have a chance to avoid or lessen the effects by passing a saving throw. The character rolls a d20 and compares it to the TN listed in the chart. The types of saving throw are based on the Taoist five elements in their metaphysical sense, not a literal one, in most cases. The spell or monster ability requiring a save will say which category to use. Creatures with an elemental affinity gain a +2 bonus to that saving throw. Monsters use Yokai saving throws unless otherwise specified.



Disabilities

Sometimes, special attacks may maim a character. The following conditions apply:

Loss of One Eye: All ranged attacks are penalized by -2, and interaction/skill checks involving visual perception are penalized by -1.

Loss of Two Eyes: Blindness, see p. 38.

Loss of One Hand: May not use two-handed weapons/gear, and must pass a TN 7 Dex modified 2d6 check to cast spells. If the dominant hand is severed, all attacks and damage rolls suffer a -1 penalty. Ninpo and interaction/skill checks involving manual manipulation suffer a -2 penalty.

Loss of Two Hands: May not use any weapons/hand-held gear, may not perform ninpo/interaction/skill checks involving manual manipulation, and may not cast spells.

Loss of One Foot: Speed reduced by ½, may not run or jump, and ninpo/interaction/skill checks involving locomotion suffer a -2 penalty.

Loss of Two Feet: Speed reduced to ¼ (crawling), may not run or jump, and most ninpo/interaction/skill checks involving locomotion fail.

Zatoichi Rule: After gaining 1 level, a maimed character can eliminate the penalty for losing a single body part by giving up one profile ability. A character that has lost both acts as if having only lost one. If another level is gained and another profile ability is sacrificed, the character may act as normal.

Saving Throws

Level/HD	Wood	Water	Metal	Fire	Earth
Bushi 1-2	12	13	14	15	16
Bushi 3-4	10	11	12	13	14
Bushi 5-6	8	9	10	11	12
Bushi 7-8	6	7	8	9	10
Bushi 9-11	4	5	6	7	8
Bushi 12-14	2	3	4	5	6
Mahotsukai 1-4	14	15	12	16	13
Mahotsukai 5-8	12	13	10	14	11
Mahotsukai 9-12	10	11	8	12	9
Mahotsukai 13-14	8	9	6	10	7
Shinobi 1-3	14	16	13	12	15
Shinobi 4-6	12	14	11	10	13
Shinobi 7-9	10	12	9	8	11
Shinobi 10-12	8	10	7	6	9
Shinobi 13-14	6	8	5	4	7
Yokai 1-3	13	12	16	15	14
Yokai 4-6	11	10	14	13	12
Yokai 7-9	9	8	12	11	10
Yokai 10-12	7	6	10	9	8
Yokai 13-15	5	4	8	7	6
Yokai 16+	3	2	6	5	4

Healing, Death and Dying

When a character is reduced to 0 hit points, they die. However, if healing magic is applied within 3 rounds of death, the character may save vs. wood to be revived. Otherwise, only powerful spells such as reincarnate may bring them back.

Wounded characters heal 1 hp per level for each full day of rest. Ability scores that are damaged or drained return at a rate of 1 point per day to each ability that was reduced. For permanent injuries, see Disabilities (p. 37).

Subdual Damage

Subdual damage represents getting buffeted and battered. Tactical attacks can deal subdual damage, and the GM may apply it in other situations like a fall into water or meditating under a waterfall. Subdual damage is totaled. When it surpasses current hit points, the character falls unconscious until the damage is healed. Subdual damage disappears after a one hour rest, or with any application of healing.



Special Conditions (Magical and Mundane)

The effects of various conditions are explained here. Spells, monster or character abilities, poison, or tactical attacks may result in one or more of the following conditions:

Asleep/Unconscious: Sleeping and unconscious creatures may be automatically hit with melee weapons, but gain the bonuses of being prone (see below) against ranged attacks. Sleeping creatures automatically fail any saving throw that involves movement (dodging area effects) but save as normal against direct body or mind affecting attacks.

Blindness: Blind creatures fail vision related rolls, move at $\frac{1}{2}$ speed unless directed by a companion, suffer AC -4, TD -4, and may attack at -4 if guided or the target is making noise.

Charm: A charmed creature believes the charmer to be a trusted friend. The victim is not a mindless slave, but in general will do what the charmer wants unless it involves betraying other friends or is obviously suicidal.

Curse: A cursed character suffers from a long-term magical malady. Curses may be penalties to certain action types, a phobia or inability to perform certain actions, a transformation, etc.

Deafness: Deaf creatures automatically fail hearing related rolls, suffer AC -2 and TD -2, are surprised 1-4 on 1d6, and must pass a TN 7 Wis modified 2d6 check to cast spells.

Entangled: An entangled creature takes a -2 penalty to all actions and may not move until they make a tactical attack to escape or an Escape check TN 7.

Haste: A hasted creature moves double speed, taking two actions per round. Only one spell can be cast.

Invisibility: Invisible creatures gain AC/TD +4, +2 to hit, and surprise others on a roll of 1-4 on 1d6.

Loss of Smell: Characters who cannot smell are surprised more often (+1 to the roll), and suffer -1 to pertinent interaction checks.

Loss of Taste: Characters who cannot taste suffer a -2 to saves against ingested poisons, and suffer -1 to pertinent interaction checks.

Numbness: Loss of the sense of touch results in a -2 penalty to checks involving manual manipulation or detection. There is a 1 in 6 chance each round that items held in the hands are dropped. The GM should keep track of hit points lost, not telling the player.

Paralysis: Magically paralyzed creatures stand rigid, are automatically hit in melee combat, and are AC -4 against ranged attacks. Naturally paralyzed creatures fall prone but are automatically hit in melee combat.

Petrification: Petrified creatures are turned to stone, permanently until restored by magic, but are not dead and suffer no harm as long as the stone form is not destroyed. Damage to the statue may result in a disability (see p. 37) or death if restored.

Prone: Prone creatures are -4 to melee attacks and -2 to AC and TD vs. melee attacks, but +2 to AC and TD vs. ranged attacks. Standing is a move.

Slow: Slowed creatures moves at half speed and may only take an action every other round.

Stun: Stunned characters may not take an action, and suffer -4 to AC and TD.

Swallowed: Some creatures can swallow a character whole as a tactical attack, or if a natural 20 is rolled as part of a normal attack. The swallowed character takes 1d6 damage per round, but may attack the insides (AC 11) with a small weapon.

SETTING UP THE CAMPAIGN

Campaign Styles

A campaign is a series of adventures in a setting, many of them thematically linked. In order to build a satisfying campaign, interaction between the players and the various NPCs in the world is vital. Understanding the Allegiance system and how it shapes play is vital to running a successful campaign. Three suggested modes of play are provided here:

Ghostbusting Human politics is mostly ignored in favor of dealing with supernatural threats. Lieges may have some influence on what threats are addressed, but they mainly exist in the background as a means for character advancement through donated treasure.

Sweet Spot Supernatural threats exist alongside more mundane ones. Human factions may ally with or try to exploit Spirit Realm factions to gain advantage. Liege conflicts should involve choices of which threats to prioritize, and possible support against these threats.

Game of Thrones Supernatural threats are on the sidelines and human conflicts are the priority. The power struggles of lieges shape the course of the story. Lieges will demand much of the PCs, and consequences for not following the will of the liege should be enforced.

Political Upheaval

Here are some suggestions for overarching conflicts that could serve as a background for “ghostbusting” play and as a focus for “game of thrones” play. The ideas are modified from Japanese history and may help give a campaign the right feel.

Feuding Houses: Two or three major buke houses vie for the emperor’s favor while an influential kuge house quietly fills all positions of authority to usurp control of the bureaucracy.

War in the Capital: An imperial succession dispute pits buke clans allied with the claimants against each other. Provincial daimyo assert their independence.

Imperial Restoration: The shogun has true authority. The new emperor wants it back. Supporters of the throne rebel and wage war against the shogunate.

Warring States: The shogunate has fallen. Daimyo carve out kingdoms from the former provinces. One daimyo will eventually become the new shogun.

Foreign Conquest: To keep daimyo from opposing him, the shogun gathers an army to invade the mainland. If the war goes well, daimyo will support the shogun. But if things go sour, support will falter.

Insurrection: The Realm is at peace, but the daimyo are ambitious and many warriors are without a war to fight. Inspectors try to root out disloyal elements while those who would rebel try to gather strength in secret.

Creating Lieges and Factions

Whether a character’s liege or an enemy group, organizing basic information on factions can help you to role play members. For each faction, you should know their name (plus nicknames and aliases if any), what sort of organization it is (feudal lordship, religious organization, criminal enterprise, professional or trade union, etc.), and its territory, including the location of the headquarters. What sort of power structure is there? Does the group have a public representative or champion? If a liege, who is the PC’s contact? What is the size of the organization?

What are the organization’s principles? What are their long term goals? What are their immediate goals? What is stopping them from achieving these goals? How do they reward service? The table on page 41 can help answer these questions.

Sample Liege Rewards

Family Clan	Daimyo	Ninja Clan	Temple	Ministry
<ul style="list-style-type: none"> • Preferable arranged marriage • Family heirloom weapon or armor • Family heirloom magic item • Clan Elder status • Sizable inheritance • Legitimizing a bastard child • Made Head of Clan 	<ul style="list-style-type: none"> • Command of 2d6 ashigaru footmen • A sizable stipend • A magic item • A minor position of authority • Command of a garrison or outpost • A grant of land • A major position of authority 	<ul style="list-style-type: none"> • Access to special services or equipment • 1d4 specialist retainers • A job-enhancing magic item • Promotion to Chunin • Named instructor • Command of 3d8 Genin • Promotion to Jonin 	<ul style="list-style-type: none"> • Free travel papers • A new spell book • A minor holy relic (magic item) • Help on a quest • command of 1d6 acolytes • Appointed proctor of a temple sector • A major holy relic • Named Head Priest(ess)/Monk 	<ul style="list-style-type: none"> • Named Inspector • Support staff of 1d8 specialists • An official expense account • A preferential appointment • Granting of a boon • Named Imperial Agent • Seat on Minister’s Council

The GM should decide on what amounts of treasure need to be donated, or what services need to be rendered, to gain any rewards. Each liege’s reward system should be unique in one or two ways.

Creating Adventures

A good adventure, whether in a dungeon, a city or the wilderness, relies on three elements: conflict, choice and reward. It's easy to draw a dungeon or wilderness on graph paper, stock it with monsters, traps and treasure, then let the PCs explore it. Linking some conflicts, choices and rewards in an adventure to the goals of the PCs and/or their lieges creates a campaign. Not every goal needs to be addressed in every adventure, but the more the better as they give players greater motivation and make choices more meaningful.

The Allegiance system and the three ways to gain experience – Chousen (challenges), Giri (obligations), and Ninjou (humanity) are the tools the GM can use to make fun and thematically appropriate adventures (see page 54 for more details). Chousen means facing monsters, adversaries, or dangerous situations. Giri is the obligation to serve and gather treasure, resources or people for lieges. Ninjou is the desire to do what is right despite possible conflicts with the PC's or a lieges' goals. The conflict between Giri and Ninjou is the primary theme of chanbara fiction. See the list of Inspirational Media on page 59 for ideas of how to work conflicts of Giri and Ninjou into adventures so that they are more than monster slaying and treasure gathering. Conflicts with opponents and conflicts of interest, choices of which opponents to face and how, and different rewards for different actions make the game fun and memorable.

Tailor Your Adventures

Lieges may affect an adventure in several ways. These categories of influence can also be applied to NPC factions.

Information: The liege can provide hooks, rumors, background, or clues to mysteries.

Goals: The liege can assign the PC to defeat a threat, recover an item, rescue a prisoner, or the like.

Rewards: The liege can offer money, magic items, or positions of authority as a motivator to the PCs to complete some action.

Assistance: The liege may have the resources or ability to bypass a specific challenge the PCs face.

Manpower: The liege may supply men-at-arms, hirelings, transportation, or other services.

Limitations: The liege may try to place limits on the PCs' actions so that they assist the liege's goals.

Opposition: The liege may actively oppose the PCs, typically through some agents.

Hindrances: The liege may refuse certain services if the proposed actions of the PCs would be detrimental to the liege.



Some Adventure Seed Ideas

- Bakemono threaten a remote town where the daimyo secretly has an illegal gold mine.
- A daimyo has abducted the lover of his hatamoto lieutenant. The hatamoto plots revenge.
- A courtier is having nightmares about demons possessing the emperor. Is it prophetic? Or is the courtier putting on a hoax?
- On the autumn equinox, a bridge to the Island of Oni appears near a fishing village. For some reason, the oni do not raid the village.
- A temple was raided by yokai who stole the sacred statues. The priests are desperate to get them back.
- An enemy daimyo has paid brigands to terrify the PCs' province. The brigands are in it for the money.
- A lone wolf ninja on the run aids the PCs but demands their assistance in return.
- A young girl with prophetic powers went missing in the mountains. She left behind strange drawings.
- An important NPC is sick, and only the dragon of a remote lake knows the cure. Getting there is dangerous, of course.
- Ghosts of those killed in an earthquake terrorize a castle town. Residents demand the daimyo's child be sacrificed to appease them.
- During a long winter, yuki-onna terrorize a merchant town. The merchants want to keep their smuggling operations a secret from the authorities.
- A ronin duelist brags about the location of great treasures, but won't talk unless bested. He was formerly the champion samurai of a hostile lord.

Well-Rounded Nobles, Daimyo, Abbots, Ministers, Clan Leaders, and other important NPCs

Determine a want, need and secret that motivate the NPC to act.

<u>Wants...</u> (1d12)	<u>Needs...</u> (1d12)	<u>Secretly...</u> (1d12)
1. the respect of (*)	1. to repay a debt to (*)	1. is under the influence of (*)
2. to impress (*)	2. to escape the influence of (*)	2. replaced by (*)'s agent
3. to eliminate (*)	3. to remove (*) from power	3. has been cursed by (Supernatural)
4. the love of (*)	4. to find an ally against (*)	4. has a love-child with member of (*)
5. to ally with (*)	5. to gain influence over (*)	5. hates (*)
6. to discredit (*)	6. to secure a legacy for (Associate)	6. has made a deal with (*)
7. to conquer (*)	7. the loyalty of (*)	7. is selling information to (*)
8. to trade with (*)	8. to prove own honor to (*)	8. has inside knowledge about (*)
9. to serve (*)	9. funds to defeat (*)	9. committed a crime against (*)
10. the loyalty of (*)	10. the help of (*)	10. failed to assassinate (*)'s leader
11. the wealth of (*)	11. to find the missing (*)	11. has influence over (*)
12. an item owned by (*)	12. to fulfill a duty to (Authority)	12. is in league with (*)

<p><u>(*) Subtable List (1d6)</u></p> <ol style="list-style-type: none"> 1. Organization 2. Associate 3. Authority 4. Criminal 5. Religion 6. Supernatural <p><u>Organizations (1d8)</u></p> <ol style="list-style-type: none"> 1. own clan 2. another clan 3. a peasant union 4. a craftsmen union 5. a firefighting brigade 6. a secret society 7. a martial arts society 8. a magical society <p><u>Associate (1d6)</u></p> <ol style="list-style-type: none"> 1. a peer in a similar position 2. an immediate underling 3. a lover 4. a childhood friend 5. a parent or sibling 6. a teacher or master 	<p><u>Authority (1d10)</u></p> <ol style="list-style-type: none"> 1. the emperor 2. the shogun 3. a great lord 4. a minor lord 5. a clan leader 6. a minister 7. a provincial governor 8. an inspector or government agent 9. a major daimyo 10. a lesser daimyo <p><u>Criminal (1d12)</u></p> <ol style="list-style-type: none"> 1. local yakuza 2. regional yakuza 3. a local ninja clan 4. a regional ninja clan 5. a lone wolf ninja 6. pirates 7. smugglers 8. counterfeiters 9. bandits 10. outlaws 11. rebels 12. foreign spies 	<p><u>Religion (1d10)</u></p> <ol style="list-style-type: none"> 1. a major sect 2. a minor sect 3. a cult 4. a local temple 5. a regionally influential temple 6. a local shrine 7. a charismatic hermit 8. a true prophet 9. a false prophet 10. a militant monastery or convent <p><u>Supernatural (1d12)</u></p> <ol style="list-style-type: none"> 1. a greater kami 2. a dragon 3. oni 4. tengu 5. kitsune 6. kappa 7. hannya 8. a ghost 9. bakemono 10. a kirin 11. the undead 12. other yokai
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Positions and Holdings

Mid- to high level characters may earn positions of authority or holdings from their lieges or as a result of actions that occur in play. When that happens, these guidelines may assist the GM with running these situations. Because of the wide variety of possible positions or types of holdings, the GM should modify these basic rules to the specific situation.

Positions

Positions under a greater authority should have a salary and specific duties. The character will also have access to certain resources (underlings, goods or services, access to information, etc.). Each game month, the character draws the salary, and must make a check using an appropriate background skill. Those lacking an appropriate skill may make a roll using 2d4 instead of 2d6. An ability score modifier may be applied if appropriate. The effect on the following month depends on the number rolled, as shown in the chart below.

Roll	Performance	Effect
0-2	Major Blunder	Next check at -1, resources and income reduced 20%
3-5	Inferior	Resources and income reduced 10%
6-8	Satisfactory	No effect
9-11	Superior	Resources and income increased 10%
12+	Major Success	Next check at +1, resources and income increased 20%

If the character receives three Inferior or Major Blunder rolls in a row, the character will be put on probation. If six rolls are below Satisfactory in a year, or a character on probation has a Major Blunder, they may be demoted or removed from their position. If a character achieves three or more Major Successes in a year and no Major Blunders, they may be promoted, gaining a higher salary (10 to 20% increase) and more resources, but also more duties.

This system is somewhat abstract, so that it can cover a wide variety of positions, such as a samurai tax income from a small village, a merchant captaining a ship, a priest tending a shrine, or even a yakuza kashira (lieutenant) leading a gang. The GM may come up with more specific effects for each character's case. Wages and upkeep of various specialists and retainers in the Equipment section may give the GM ideas of pay rates for low level positions.

Holdings

Daimyo, abbot, minister, oyabun, clan elder, ship captain, bandit prince: any position in which the character has authority and rule over a group counts as a holding. When a character earns a holding, the GM should determine its population (residents, parishioners, members, etc.), resources (income sources), and starting performance level. Income is determined by the population as annual income (ryo) and monthly income (mon) by multiplying the population x total resource value, and modifying for the management and approval levels. This income may be in goods and services, rather than simply cash, depending on the holding. There may be taxes (10 to 20%) upon the holding (to a feudal lord, noble, clan, religion, etc.) depending on the type and position of the leader. Total annual income should be calculated at the beginning of the year and divided by 12, with 1/12 being adjusted each month (see below), but the income gained at the end of the year.

A holding begins with 1d4 resources. Roll 1d6 to find the value of each resource. Examples of a yakuza's resources might include petty theft (low), extortion (average), or smuggling (high). A temple's might include agriculture (low), donations from parishioners (average), or magical services (high). Each holding starts with a random number of resources of random value, so some holdings will be more lucrative than others. There may be other benefits or non-profit generating resources depending on the type of holding.

Roll	Resource	Value
1-3	Low	1
4-5	Average	2
6	High	3

The leader's performance is judged by two criteria: **management** and **approval**. The starting value of management is $25 + 1d20 + \text{Wisdom Score}$. The starting value of approval is $25 + 1d20 + \text{Charisma score}$. Each month, the leader must make TN 6 checks ($2d6 + \text{modifier}$) for both management (Wis) and approval (Cha). For each success, add 1d6 to the score for that value, and for each failure subtract 1d6. The score for each criteria affects the development of new resources, income, and population. Unusual events may also occur (10% chance per month), and they may be beneficial (+1d10 to one or both scores) or detrimental (-1d10 to one or both scores) depending on the nature of the event. Certain actions may mitigate a disaster, as determined by the GM. Consult the chart below for the effects of each of the scores. Insurrection percentages are cumulative.

Score	Management	Approval*
0	-20% monthly income, 60% chance 1 resource degrades, 50% chance of insurrection	-20% annual income, monthly population decrease -30%, insurrection
1-5	-15% monthly income, 40% chance 1 resource degrades, 20% chance of insurrection	-15% annual income, monthly population decrease -20%, 50% chance of insurrection
6-10	-10% monthly income, 25% chance 1 resource degrades, 10% chance of insurrection	-10% annual income, monthly population decrease -10%, 25% chance of insurrection
11-20	-5% monthly income, 15% chance 1 resource degrades	-5% annual income, monthly population decrease -5%
21-30	-5% monthly income, 5% chance 1 resource degrades	-5% annual income, monthly population decrease -1%
31-40	-5% monthly income	-5% annual income
41-55	No Effect	No Effect
56-70	+5% monthly income	+5% annual income
71-80	+5% monthly income, 10% chance 1 resource improves	+5% annual income, monthly population increase +1%
81-90	+5% monthly income, 20% chance 1 resource improves	+5% annual income, monthly population increase +5%
91-95	+10% monthly income, 30% chance 1 resource improves, 10% chance to gain new resource (low value)	+10% annual income, monthly population increase +10%
96-99	+10% monthly income, 10% chance to develop a new resource (average value)	+10% annual income, monthly population increase +15%
100	+15% monthly income, 10% chance to develop a new resource (high value)	+10% annual income, monthly population increase +20%

*Changes in annual income from Approval affect only the 1/12 portion of annual income gained that month.

Insurrection: no income can be collected unless by force, underlings or the population may oppose the leader.

Resource Changes: A resource that degrades drops one level (high becomes average, average becomes low, low disappears). A resource that improves rises one level (low becomes average, average becomes high, high becomes one high and one low resource)

In addition to basic administration, the character is expected to protect and develop the holding. Tax income or adventuring income can be put into the holding to develop it. The GM should decide how much money needs to be invested before the holding improves or expands its resources or population beyond the changes provided for by performance scores.

Examples of samurai's land holdings and a shinobi clan are given, and can be used as a guide for other types of holdings.

Samurai Holdings: For meritorious service to his daimyo, a young samurai (Wis 12, Cha 9) is granted lordship over a rice and vegetable farming village (two low value resources) with 250 residents (population). The samurai rolls 15 for management and 9 for approval, resulting in starting values of management: 52, approval: 43. Neither provides a boost or drain on the holding's income and population at first.

The samurai gains two koku of rice (one koku is worth 1 ryo), or equivalent goods and services, from each resident per year (500 ryo, or 41 ryo 33 mon 7 zeni per month). The samurai gains 2 mon per resident each month (500 mon), from taxes on artisans and merchants. The samurai is expected to pay 20% of this income to the daimyo. Up to 10% of the population will serve the samurai as ashigaru

soldiers, who require upkeep but no pay except during wartime or other hazardous duty. The samurai may hire other soldiers or recruit mercenaries as normal. If the daimyo declares war, the samurai must muster his forces to aid his lord.

Shinobi Clan: A jonin ninja (Wis 11, Cha 15) ascends to the command of her clan upon the death of the former master. Due to a war with another clan, there are only 22 active members and the clan's only resource at the moment is information gathering (a high value resource). The ninja rolls 19 for management and 16 for approval, resulting in starting values of management: 55 and 56 for approval. Because the new master's approval is high, the portion of annual income generated this month is 5% greater than normal.

The ninja earns 3 ryo per year for each member from information gathering activities (66 ryo, or 5 ryo 25 mon per month), and in the first month at least gains an additional 13 mon 15 zeni because of her high approval rating. Each member of the clan donates 3 mon per month in dues, for a monthly income of 66 mon. The ninja master does not owe any money to any higher authorities, so gets to keep all of this income. Additionally, the master can rely on three kagemusha spell-casters to aid in dealing with any supernatural threats.

MONSTERS

The following information will help understand the monster stat blocks. An apostrophe * after a monster name means the creature can only be damaged by spells and magic weapons. Monster type and elemental affinity if any are listed in brackets after the name.

Armor Class (AC)/Tactical Defense (TD): The numbers needed to hit with normal and tactical attacks. For normal animals, only one number is listed unless they are different.

Hit Dice (HD): d12s unless otherwise noted. If using these creatures in other OSR games, use d8s for determining hit points or as per that system.

Move: distance moved in one turn (one round).

Attack (Att): number and type of attacks. AB equals HD. ($\frac{1}{2}$ HD or less AB=0)

Attacks (Att): number and type of attacks

Damage (Dmg): how much damage each attack deals. Poison is listed by type, assume normal strength unless noted. "swallow 20" means the target is swallowed whole on a natural 20.

Number Appearing (NA): typical number encountered in a dungeon (dungeon lair or wilderness)

Morale (Mle): roll over on 2d6 and the monsters surrender or flee.

Intelligence (Int): typical level, roll 3d6 if variable.

Treasure Type (TT): typical treasure for a lair [individual].

Experience Points (XP): Chousen XP for each monster defeated.

All human NPC types and normal animals save as bushi of a level equal to their HD unless noted otherwise. All monsters save as yokai of a level equal to their HD. Some monsters have special attacks that work like spells, which are detailed in the description.

Human NPC Types

Ashigaru/Brigand/Thug

AC/TD 13, 12	NA 2d6 (6d6)
HD 1	Mle 7
Move 120(40)	Int varies
Att 1 weapon	TT C [A]
Dmg by weapon	XP 10

Ashigaru are foot soldiers of commoner status. They typically wear only light armor, but may be armed with spears, swords, bows or even muskets. Daimyo swell the ranks of their armies with these soldiers, and in times of peace former ashigaru may turn brigand. Thugs may be yakuza enforcers or simple ruffians.

Commoner

AC/TD 10, 11	NA 1d8 (6d6)
HD $\frac{1}{2}$	Mle 5
Move 120(40)	Int varies
Att 1 weapon	TT nil or D
Dmg by weapon	XP 5

Commoners are divided into four status groups, Farmers, Artisans, Merchants, and Untouchables (Eta). None have impressive combat ability, but in mobs may be dangerous. Wealthy artisans, merchants or peasant collectives hire mercenaries or yakuza to defend them.

Daimyo

AC/TD 18, 14	NA 0 (1 +retinue of 4d6)
HD 4 or more	Mle 9
Move 60(20)	Int varies
Att 1 weapon	TT G [C, J]
Dmg by weapon +1	XP 75 or more

Daimyo are samurai who rule over one or more provinces as a feudal warlord. They may be leaders of a clan, rule through military might, or because they were installed by the Shogun. Most are competent warriors, who lead their armies directly on the battlefield. They may have any bushi profile abilities. Their retinues are a mix of warriors and servants.

Duelist

AC/TD 15, 17	NA 1 (1d2)
HD 5	Mle 9
Move 120(40)	Int varies
Att 2 weapons	TT A
Dmg by weapon +3	XP 175

Duelists are usually ronin who wander the lands looking for other warriors with which to duel to prove their prowess. Some belong to formal dueling schools, others are basically vagrants, often selling their services to daimyo as sword instructors as a way to earn a living. They have kensei profile abilities.

Genin/Kunoichi Ninja

AC/TD 14, 15	NA 1d10 (3d12)
HD 1 or 2	Mle 7
Move 120(40)	Int varies
Att 1 weapon	TT A, J
Dmg by weapon	XP 10/20

Genin are the lowest ranked members of a ninja clan. Kunoichi are female shinobi. They may be on a mission for their clan or employer. Their leaders are chunin (middle ranked) ninja with 4 to 6HD. Jonin (high ranked) ninja with 7HD or more are rarely encountered outside the lair. NPC ninja may have abilities of any shinobi profile, and save as shinobi.

Hatamoto

AC/TD	19, 15	NA	1d6 (1d10)
HD	6	Mle	11
Move	90(30)	Int	varies
Att	2 weapons	TT	D
Dmg	by weapon +2	XP	275

Hatamoto, or flag-bearers, are the heroic champions of a daimyo's army. Through their service on the battlefield and devotion to their lord, they have shown themselves to be paragons of Bushido. Hatamoto have profile abilities as a samurai.

Oniwabanshu

AC/TD	15, 14	NA	3d4 (3d12)
HD	3	Mle	9
Move	120(40)	Int	varies
Att	1 weapon	TT	B
Dmg	by weapon	XP	35

Oniwabanshu, or "honored garden officials" are a type of shinobi who serve daimyo or the shogun as plain clothes bodyguards and undercover agents. They appear to be menial workers when protecting their lord. When investigating under cover, they may have any type of disguise. Oniwabanshu have profile abilities as a ninja or tajjutsuka. They save as shinobi.

Priest/Monk/Nun

AC/TD	12, 13	NA	1d12 (4d6)
HD	1 to 3	Mle	7
Move	120(40)	Int	varies
Att	1 weapon	TT	C [A]
Dmg	by weapon	XP	10/20/35

Priests, monks and nuns work in temples and shrines, or wander as mendicants. One in ten casts spells as a soryo, and one in four has sohei or tajjutsuka abilities. They save as mahotsukai.

Ronin

AC/TD	14, 15	NA	3d4 (3d10)
HD	1 to 10	Mle	8
Move	120(40)	Int	varies
Att	1 weapon	TT	B
Dmg	by weapon	XP	by HD

Ronin are masterless samurai. They may be mercenaries, or may be acting as bandits. Their leader (5 to 10 HD) will always have samurai profile abilities, and others may at the GM's option.

Yakuza

AC/TD	13, 13	NA	2d6 (3d12)
HD	1	Mle	8
Move	120(40)	Int	varies
Att	1 weapon	TT	F [A]
Dmg	by weapon	XP	10

Yakuza are gangsters and extortionists, known for the colorful tattoos with which they cover their torsos and arms. They run seedy gambling dens, prostitution rings, and protection rackets. They also serve as guardians of the commoners against the brutalities of the upper classes. Leaders (oyabun) will have higher hit dice, and possibly bushi or shinobi profile abilities.

Yamauba

AC/TD	10, 15	NA	1d4 (1d4)
HD	4**	Mle	6
Move	120(40)	Int	varies
Att	1 weapon	TT	K
Dmg	by weapon	XP	175

Yamauba, sometimes called yamanba, are dark-skinned crones who inhabit lonely mountain passes, preying on travelers or kidnapping children from villages. Occasionally they raise the child, teaching them magical secrets, but usually victims are eaten. Yamauba cast yamabushi spells 3/2/1. They save as mahotsukai.



Yamauba

Yojinbo

AC/TD	16, 16	NA	1d6 (1d8)
HD	4	Mle	10
Move	90(30)	Int	varies
Att	1 weapon	TT	B
Dmg	by weapon	XP	75

Yojinbo are bodyguards. They may be samurai devoted to protecting their lord at all costs, or could be ronin who have hired on to protect anyone who can pay their asking price.

Normal Animals

Ant, Giant: AC 17; HD 4*; Mv 180(60); 1 bite 2d6; NA 2d4 (4d6); Mle 7; XP 125

Apatosaurus: AC 15; HD 26; Mv 60(20); 1 bite, 1 tail 2d6/3d6; NA 0 (1d3); Mle 8; XP 4300

Bat, Giant: AC 15; HD 2*; Mv fly 180(90); 1 bite 1d4+toxin; NA 3d6 (1d10); Mle 5; XP 25

Bear, Black: AC 14; HD 4; Mv 120(40); 2 claws 1 bite 1d4/1d4/1d6; NA 1d4 (1d4); Mle 7; XP 75

Beetle, Giant: AC 18 TD 14; HD 6; Mv 120(40); 1 bite 2d8; NA 1d3 (1d6); Mle 9; XP 275

Cockroach, Monstrous: AC 19; HD 5; Mv 150(50); 1 bite 1d10; NA 3d6 (2d4); Mle 6; XP 175

Cormorant, Carnivorous: AC 16; HD 4; Mv 240(80); 1 beak 1d10; NA 0 (3d6); Mle 8; XP 75

Crab, Giant: AC 18 TD 15; HD 5; Mv 60(20); 2 claws 1d10/1d10; NA 1d4 (1d6); Mle 7; XP 175

Crocodile: AC 15; HD 4; Mv 120(40) sw 150(50); 1 bite 1d8; NA 0 (1d6); Mle 8; XP 75

Crow/Raven: AC 17; HD 1; Mv fl 150(50); 1 peck 1d3; NA 2d4 (4d8); Mle 6; XP 10

Deer: AC 14; HD 2; Mv 120(40); 1 butt 1d6; NA 0 (2d10); Mle 4; XP 20

Dimetrodon: AC 15; HD 7; Mv 120(40); 1 bite 2d8; NA 1d2 (1d6); Mle 8; XP 450

Dog, Guard/Hunting: AC 12; HD 2; Mv 150(50); 1 bite 1d6; NA 2d6 (2d6); Mle 7; XP 20

Dragonfly, Giant: AC 16; HD 6; Mv fl 150(50); 1 bite 1d10; NA 1d6 (1d6); Mle 7; XP 275

Eel, Shrieking: AC 13; HD 6; Mv 120(40); 1 bite 2d6; NA 0 (1d6); Mle 6; XP 275

Frog, Killer: AC 13 TD 17; HD 6*; Mv 90(30); 1 bite 1d12 (swallow 20); NA 2d6 (3d4); Mle 8; XP 500

Grasshopper, Giant: AC 15; HD 4*; Mv 120(40); 1 butt 1d8 (charge); NA 1d12 (1d12); Mle 6; XP 125

Hawk/Falcon: AC 16; HD 1; Mv fl 240(80); 2 claws 1 bite 1d2/1d2/1d3; NA 0 (1d8); Mle 6; XP 10

Hornet, Giant: AC 15 TD 17; HD 2*; Mv fl 120(40); 1 sting 1d4+venom; NA 2d6 (2d6); Mle 9; XP 25

Horse, Draft: AC 13; HD 3; Mv 120(40); 2 hooves 1d4/1d4; NA 0 (domestic); Mle 7(9); XP 35

Horse, Riding: AC 13; HD 2; Mv 240(80); 2 hooves 1d4/1d4; NA 0 (10d10); Mle 7; XP 20

Horse, War: AC 13; HD 3; Mv 180(60); 2 hooves 1d6/1d6; NA 0 (domestic); Mle 9; XP 35

Jellyfish, Giant: AC 12; HD 3*; Mv sw 60(20); 2 stings 1d4+narcotic; NA 0 (3d4); Mle 12; XP 50

Lizard, Giant: AC 16 TD 13; HD 3; Mv 120(40); 1 bite 2d4; NA 1d6 (1d10); Mle 7; XP 35

Mammoth: AC 17; HD 15; Mv 120(40); 2 tusks 2d6/2d6 or trample 4d8; NA 0 (2d8); Mle 8; XP 1350

Monkey: AC 14 TD 15; HD 1; Mv 120(40); 1 bite 1d4; NA 2d6 (1d8); Mle 7; XP 10

Octopus, Giant: AC 11 TD 14; HD 6; Mv 90(30); 8 grabs 1d6 each; NA 1d2 (1d2); Mle 6; XP 275

Pteranodon: AC 14; HD 5; Mv 180(60); 1 bite 1d12; NA 1d4 (2d4); Mle 8; XP 175

Rat, Normal: AC 13; HD 1/8*; Mv 90(30); 1 bite per 5 rats weak toxin; NA 5d10 (2d10); Mle 5; XP 2

Rat, Giant: AC 13; HD 1/2*; Mv 90(30); 1 bite 1d4+normal toxin; NA 3d6 (3d10); Mle 6; XP 6

Serow (goat-antelope): AC 16; HD 3; Mv 120(40); 1 butt 1d6; NA 0 (2d4); Mle 6; XP 35

Shark, Large: AC 12 TD 13; HD 5; Mv sw 120(40); 1 bite 2d8; NA 0 (1d4); Mle 10; XP 175

Shark, Small: AC 12 TD 13; HD 2; Mv sw 120(40); 1 bite 1d6; NA 0 (3d4); Mle 10; XP 20

Smilodon: AC 14; HD 8; Mv 150(50); 2 claws 1 bite 1d8/1d8/2d8; NA 1d4 (1d4); Mle 10; XP 650

Snake, Constrictor: AC 14; HD 5; Mv 120(40); 1 bite 1 squeeze 1d4/2d4; NA 1d3 (1d3); Mle 8; XP 175

Snake, Poisonous: AC 13; HD 1*; Mv 120(40); 1 bite 1d4+venom; NA 1d6 (1d8); Mle 7; XP 13

Spider, Giant: AC 16; HD 4*; Mv 150(50); 1 bite 1d6+venom; NA 1d4 (1d4); Mle 8; XP 125

Tiger: AC 14; HD 6; Mv 150(50); 2 claws 1 bite 1d6/1d6/1d12; NA 1 (1d6); Mle 9; XP 275

Triceratops: AC 18; HD 11; Mv 90(30); 1 gore/ 1 trample 3d6/3d6; NA 1d4 (1d4); Mle 8; XP 1300

Turtle, Giant: AC 19 TD 17; HD 8; Mv 45(15); 1 bite 2d6 (swallow 20); NA 1d4 (1d4); Mle 7; XP 650

Tyrannosaurus: AC 17; HD 20; Mv 120(40); 1 bite 6d6 (swallow 20); NA 1 (1d2); Mle 11; XP 3100

Wild Boar: AC 15 TD 13; HD 4; Mv 120(40); 1 gore 2d6; NA 1d6 (1d6); Mle 10; XP 75

Wolf: AC 12; HD 3; Mv 150(50); 1 bite 1d8; NA 2d6 (3d6); Mle 8; XP 35

Wolf, Dire: AC 14; HD 5; Mv 150(50); 1 bite 2d4; NA 1d4 (2d4); Mle 7; XP 175

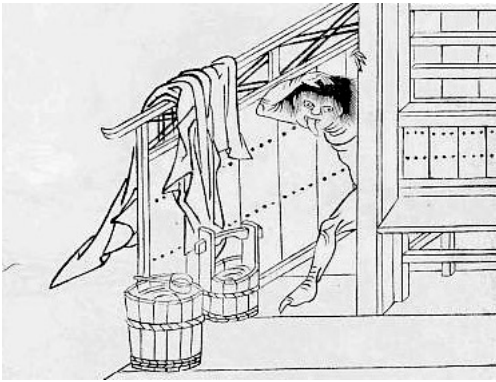
Monsters

Akaname [Yokai, Earth]

AC/TD 15, 15	NA 1d3 (0)
HD 4*	Mle 6
Move 120(40)	Int low
Att 1 lick	TT F
Dmg special	XP 125

Akaname are red-skinned, long-tongued, gangly yokai that live in cesspits and latrines. They often surprise (4 in 6 chance), striking when their victim is defecating and licking the target's bottom. If their tongue hits bare skin (a tactical attack), roll 1d6 for the effect:

- 1) nauseous for 1 minute (-2 to Att, AC, TD, saves)
- 2) confused for 1 minute (unable to act, may defend)
- 3) drained of 1d8 points of Strength (returns at 1/day)
- 4) infected with a disease (no healing for 1d6 days)
- 5) enervated (lose 1d4 bonus dice)
- 6) roll twice, ignore further rolls of 6



Akaname

Ao-andon [Undead, Fire]

AC/TD 15, 12	NA 1d4 (0)
HD 3*	Mle 12
Move 60(20)	Int average
Att 1 touch	TT J
Dmg 1d10	XP 50

Ao-andon are horned female ghosts made of blue flame that haunt andon (candle or oil lanterns in a rectangular wood and paper shade). They can cast the spells *hold person* and *summon lesser spirit* once per day. They protect the building and rightful residents where their lantern rests.

Bake-Neko [Yokai]

AC/TD 14, 14	NA 1d4+1 (1d4+1)
HD 3**	Mle 7
Move 120(40)	Int high
Att 2 claws	TT C
Dmg 1d6/1d6	XP 65

Bake-Neko, or nekomata, are feline humanoids that live in remote forests. They sometimes infiltrate human communities to prey on children or steal supplies they cannot manufacture. They cast yamabushi spells 3/2/1.

Bakemono [Yokai, any or none]

AC/TD 13, 13	NA 3d10 (10d10)
HD ½*	Mle 6
Move 90(30)	Int varies
Att 1 claw or weapon	TT [A]
Dmg 1d4 or by weapon	XP 6

Bakemono are small, malformed humanoid yokai. Their bodies mix animal, human and inanimate object parts. They are the most common yokai, often bullied into acting as soldiers by oni or other powerful creatures. They can cast a 1st level spell of any type. Leaders are HD 2* and cast spells 2/1 (XP 25).



Bakemono

Basan [Monster, Wood]

AC/TD 11, 15	NA 1d4 (2d6)
HD ½*	Mle 5
Move 60(20) fly 120(40)	Int animal
Att 1 beak	TT nil
Dmg 1d3	XP 6

Basan are large fowl with bright plumes on their heads and flowing tail feathers. They are not aggressive, but defend themselves when pressed. They can breathe a gout of ghost-fire 10' long, which does no damage to mortal creatures but deals 2d4 fire damage to spirits and undead. Yokai hunters seek to capture and train young basan to aid them in their work.

Crab-Men [Monster]

AC/TD 19, 13	NA 1d4 (1d12)
HD 5	Mle 9
Move 60(20)	Int low
Att 2 claws, 1 weapon	TT C
Dmg 1d10/1d10/by wpn	XP 175

After a great naval battle, the ghosts of the defeated samurai possessed crabs rather than being reborn. Those crabs developed into semi-intelligent creatures that walk upright on four legs. They are warlike, but cannot live outside of water for more than a few hours. Coastal villages fear their raids.

Dragon [Spirit, Earth or Water]

AC/TD 23, 24	NA 1d2 (1d4)
HD 15*****	Mle 10
Move 90(30) fly 180(60)	Int high
Att 2 claws, 1 bite	TT I
Dmg 1d8/1d8/3d6	XP 7200

Dragons are among the most powerful of the spirit creatures. They are 50' long wingless, glistening serpents with four legs, shaggy manes and beards, and antlers on their heads. While physically similar, there are three types of dragons with different magical powers described here. All dragons cast spells as a 14th level mahotsukai: 6/4/4/3/3.

Jade Dragons [Earth] are the dragons of the land. Living closest to mortals, they are the least trusting of the dragons. They can summon 1d8 large normal land animals, which arrive in 1d4 rounds, to aid them in battle. They also can breathe a 20' radius cloud of paralyzing smoke (save vs. metal or paralyzed 1d10 rounds) once per turn. They cast yamabushi spells.

Mist Dragons [Water] are the dragons of the sky. They are prone to making snap decisions about whether to punish evil-doers or reward the just. They can create a storm (no missile fire, half movement, 3d4 damage save vs. water for ½) in a 250' radius, duration 1 hour, once per day. They can breathe a 60' long, 30' wide cone of sleep gas (save vs. fire or sleep for 1d4 hours) once per turn. They cast onmyoji spells.

Pearl Dragons [Water] are the dragons of the waters. While haughty, they are loyal and true. They can summon 1d8 large normal sea animals, which arrive in 1d4 rounds, to aid them in battle. They can breathe a 10' wide, 100' long line of ice (save vs. water or held immobile for 1d12 rounds) once per turn. They cast soryo spells.

Fish Warrior [Yokai, Water]

AC/TD 17, 13	NA 1d8 (4d6)
HD 3	Mle 8
Move walk/swim 120(40)	Int average
Att 1 weapon	TT J
Dmg by weapon	XP 35

Fish Warriors, or uo-musha, are the soldiers and guardians of the pearl dragons. They are typically encountered in a dragon's underwater palace, but may also be encountered on missions. While they can operate on dry land, they must return to the sea by sunrise of the next day or die.

Gaikotsu [Undead]

AC/TD 13, 11	NA 2d10 (3d10)
HD 1	Mle 12
Move 90(30)	Int nil
Att 1 weapon	TT A
Dmg by weapon	XP 10

Gaikotsu are animated skeletons of people or animals. When not controlled by a monster or mahotsukai, they may behave erratically. They are immune to mind control, poison, and cold.

Gaki [Undead]

AC/TD 16, 14	NA 1d4 (1d6)
HD 4*****	Mle 10
Move 120(40)	Int low
Att 1 grab	TT E
Dmg 1d8+disease	XP 325

Gaki were wicked humans, punished to become hungry ghosts. They are found in ruins or cemeteries. If they grab an opponent, they suck blood for automatic damage each round. Victims must save vs. metal or suffer a fever-inducing disease that prevents natural or magical healing and gives -2 to attacks and saves. The disease lasts 2-5 days. Gaki regenerate 2 hit points per round, and cast yamabushi spells 3/2/1.



Gaki

Giant Carp [Monster]

AC/TD 14, 17	NA 1d2 (1d6)
HD 8	Mle 6
Move swim 150(50)	Int low
Att 1 bite	TT D
Dmg 2d8	XP 650

These gigantic fish can be found in fresh or salt water, and often attack swimmers or small boats. On a natural 20, they swallow human-sized opponents whole. Rumors say they can talk and grant wishes.

Ghost* [Undead]

AC/TD 18, 15	NA 1 (1)
HD 8**	Mle 8
Move 120(40) fly 90(30)	Int average
Att 2 touches	TT E
Dmg see below	XP 1750

Two types of ghosts are presented here, yurei and onryo. Both are spirits of the dead who cannot rest due to some wrong. If righted, the ghost disappears to the netherworld. Other types of ghosts are possible.

Yurei* are spirits of regret, seeking to fulfill some objective that their death prevented. Their bodies can be material or insubstantial at will during the night, but they must remain in one form through the day. In material form their attacks deal 1d6 damage, but in immaterial form their attacks weaken those touched (-2 to attacks, skills, saves) for one hour unless the victim can save vs. metal. They can cast the spells *charm person* and *hold monster* each once per day.

Onryo* are spirits of vengeance, seeking to haunt, hurt, or even kill those that wronged it in life. They appear dressed in white, with unkempt long black hair and pasty white faces. They are always immaterial. An onryo's attacks drain ki from the target, dealing 1d8 damage each. They can *curse* one victim per day (save vs. earth resists), which may take the form of insanity, blindness, bad luck (roll two d20s, take the lower), etc.

Gozu Oni* [Spirit]

AC/TD 20, 15	NA 1 (1d4)
HD 8*	Mle 10
Move 150(50)	Int average
Att 2 weapons	TT G
Dmg by weapon x2	XP 1200

Also known as the ox-faced demon, these oni are larger and more powerful than common oni. Gozu stand 10' tall, and have horned bovine faces atop hairy humanoid bodies. They usually fight with oversized weapons which deal double normal damage. They are sometimes encountered with mezu oni.

Hannya [Yokai]

AC/TD 15, 14	NA 1d8 (4d8)
HD 2	Mle 8
Move 120(40)	Int low to average
Att 2 weapons	TT C [A]
Dmg by weapon	XP 20

Hannya are pale, demon-faced humanoids, spawned by a grandmother hannya and a human victim. They fight with one weapon in each hand, or use martial arts (1d6 damage). Some have shinobi levels. They are employed as thugs and assassins by unscrupulous daimyo or decadent merchants.



Hannya

Hannya, Grandmother [Yokai]

AC/TD 17, 17	NA 1d4 (1d3)
HD 8*****	Mle 7
Move 120(40)	Int high
Att 2 claws, 1 bite	TT G+J
Dmg 1d4/1d4/1d6	XP 3400

Grandmother Hannya are ugly hags with the lower bodies of giant snakes. They cast onmyoji spells 5/4/3/2/1. In addition, they can attempt to *hypnotize* victims (save vs. earth to resist) three times per day. In combat, they can entangle as a tactical attack and squeeze victims with their tails for an automatic 2d4 damage each round after they hit (Escape TN 11). They use illusions and hypnosis to lure victims to their lairs, to eat and to sire hannya offspring.

Hitotsume Kozo [Spirit]

AC/TD 15, 12	NA 2d6 (4d6)
HD 3	Mle 7
Move 120(40)	Int low
Att 1 claw	TT B
Dmg 1d6	XP 35

These cycloptic demons appear as twisted versions of young boys, monks, old women, etc. They have limited intelligence, and are easily commanded into service by more powerful creatures.

Jikininki [Undead]

AC/TD 12, 12	NA 3d8 (3d8)
HD 2	Mle 12
Move 60(20)	Int animal
Att 1 strike	TT nil
Dmg 1d8	XP 20

Jikininki are nearly mindless undead creatures that hunger for human flesh. They are immune to any sort of mind control, poison, and cold damage.



Jikininki

Jorogumo [Monster]

AC/TD 18, 17	NA 1d3 (1d4)
HD 6**	Mle 9
Move 150(50)	Int high
Att 2 claws, 1 bite	TT F
Dmg 1d8/1d8/1d6+[poison]	XP 725

Patient hunters with spider bodies and human heads, a jorogumo's bite is strong deadly poison. Victims must save vs. wood or die in 1d6 rounds. Instead of biting, they may spit a web up to 40'. Anyone hit must save vs. metal or be immobilized until cut free.

Kamaitachi [Monster]

AC/TD 16, 14	NA 1d8 (1d8)
HD 1*	Mle 8
Move 240(80)	Int animal
Att 2 claws	TT nil
Dmg 1d6/1d6	XP 13

Kamaitachi are weasel-like creatures with razor-sharp claws. They are wind creatures, and fly at fast speeds to attack, slashing out at victims. They can create a 10' radius whirlwind that deals 1d4 damage and forces those inside to save vs. metal or be knocked prone.

Kami, Minor* [Spirit, any or none]

AC/TD 13, 12	NA 1d4 (1d6)
HD 2*	Mle 6
Move 120(40) fly 150(50)	Int varies
Att 1 strike	TT J
Dmg 1d8	XP 25

Kami, Lesser* [Spirit any or none]

AC/TD 16, 14	NA 1d2 (1d4)
HD 5**	Mle 8
Move 120(40) fly 300(100)	Int varies
Att 2 strikes	TT J x2
Dmg 1d10/1d10	XP 425

Kami, Greater* [Spirit, any or none]

AC/TD 20, 18	NA 1 (1d2)
HD 9***	Mle 10
Move 120(40) fly 300(100)	Int varies
Att 2 strikes	TT K
Dmg 1d12/1d12	XP 3000

Kami is a catch-all term for any sort of spirit creature, from the animist entities lurking in common household goods to the celestial ministers of the heavens and the demons of the hells. Kami can only be damaged by magical weapons, and all can cast spells of any type as a mahotsukai of level equal to their hit dice. Some common types of kami are listed below.

Akuma* are demons from Hell who delight in tormenting mortals.

Amatsu-gami* are the celestial bureaucrats who oversee the workings of the universe.

Enso-no-kami* are ancestral spirits or great heroes who watch over their descendants and clan.

Shizen-no-kami* are natural spirits who inhabit trees, rocks, rivers, etc.

Kappa [Yokai, Water]

AC/TD 14, 15	NA 1d6 (3d8)
HD 3*	Mle 8
Move walk/swim 120(40)	Int average
Att 1 strike	TT [A]
Dmg 1d8	XP 50

Kappa are 3' tall, green shell-backed humanoids with webbed feet, beaked mouths, and an indentation atop their heads. If approached respectfully, even malicious kappa act with honor. Kappa use their fearsome strength to grapple foes, gaining a +4 bonus to tactical attacks, hoping to drown victims underwater. Clever characters can trick a kappa into spilling the water from their head bowl, negating the bonus to wrestling.

Kirin [Monster, Metal]

AC/TD 22, 19	NA 1d3 (1d6)
HD 10***	Mle 7
Move 150(50) fly 240(80)	Int high
Att 2 hooves, 1 horn	TT F
Dmg 2d4/2d4/2d6	XP 1750

Kirin have a horse's body, lion's mane, dragon's scaly golden skin, and deer's head and legs, with a single antler growing from the forehead. They live in the clouds, and seek out good folk to reward and wicked folk to punish. They cast soryo spells, 3/3/3/2/1.

Kitsune [Yokai]

AC/TD 10, 12	NA 1d6 (3d6)
HD 1* to 9***	Mle 7
Move 120(40)	Int high
Att 1 weapon	TT D [B]
Dmg by weapon	XP 13 or more

Kitsune are fox spirits that use their shape-shifting ability to appear human in order to seduce humans, or trick them into revealing the location of valuable objects. They prize art works and jewelry over mere cash. Kitsune can cast spells as an onmyoji or yamabushi with a level equal to their HD. Add one * to HD 2 to 4, two * to HD 5 to 8 for XP calculations.



Kitsune

Mezu Oni* [Spirit]

AC/TD 18, 16	NA 1d4 (1d4)
HD 8***	Mle 8
Move 120(40)	Int average
Att 1 weapon	TT E
Dmg by weapon x2	XP 2300

These greater oni stand 10' tall and have horse heads atop their hairless humanoid bodies. They are sly and crafty, and prefer to use magic over direct combat. They cast spells as an 8th level onmyoji. They are sometimes encountered together with gozu oni.

Mukade [Spirit]

AC/TD 19, 17	NA 1d3 (1d6)
HD 8**	Mle 7
Move 240(80)	Int high
Att 1 bite, 1 sting	TT F
Dmg 1d10/1d8+poison	XP 1750

Mukade, or spirit-centipedes, are 50' long intelligent centipedes that carry off young humans as food. Some set up lairs near rural communities and demand annual sacrifices. Both bite and sting deliver a strong venom (save vs. wood avoids). Once per turn they can breathe a 30' diameter cloud of strong toxin (sight and touch) poison. They save at -2 against energy attacks (fire, cold, lightning, acid, sonic/seismic).

Nupperabo [Undead]

AC/TD 16, 13	NA 1d3 (1d3)
HD 5*	Mle 9
Move 120(40)	Int high
Att 1 weapon	TT D
Dmg by weapon	XP 300

Nupperabo are faceless ghosts of travelers who died and were not properly buried. They have no facial features, although they do have hair. They prey on travelers, often hooded or masked. Gaining a victim's trust, they throw off their disguise. All viewing an unmasked nupperabo must save vs. earth or be paralyzed with fear for 1d4+1 rounds.



Nupperabo

Oni [Spirit]

AC/TD 16, 14	NA 1d8 (5d6)
HD 6*	Mle 8
Move 120(40)	Int low
Att 1 weapon	TT G [C]
Dmg by weapon +2	XP 500

Oni are 8' tall humanoids with red, blue, green, or purple skin, one to three eyes, and small horns and tusks who serve as enforcers of the spirit-lands. They prefer single combat and only gang up on opponents of extraordinary skill. They can use the following spells each once per day: *fear* (level 1) – one target runs in fear for 1d4 rounds, *invisibility*, *gaseous form* – 1 hour, *fly* – speed 120, 1 hour.

Onyudo [Monster, Earth]

AC/TD 16, 16	NA 1d2 (1d8)
HD 10*	Mle 10
Move 120(40)	Int low
Att 1 weapon	TT F
Dmg by weapon x3	XP 1900

These hideous 15' tall giant monks ambush travelers in the mountains. In addition to their fearsome combat skill, they have a gaze attack. One opponent per round must save vs. water or fall sick, unable to take actions other than to move at half speed, for 2d4 days.

Orochi [Monster]

AC/TD 17, 19	NA 1d2 (1d4)
HD 8**	Mle 10
Move 90(30)	Int animal
Att 8 bites	TT H
Dmg 1d12 each	XP 1750

Eight-headed serpents, orochi live in swamps and lakes in deserted regions. They attack everything that comes near their lairs, as they are always hungry. A single attack that deals 8 or more points of damage destroys one head, reducing the orochi's attacks.



Orochi

Raiju [Monster, Metal]

AC/TD 17, 15	NA 1d6 (1d6)
HD 7*	Mle 8
Move 90(30) fly 150(50)	Int average
Att 2 claws, 1 bite	TT G
Dmg 1d8/1d8/2d6	XP 850

Raiju are creatures with feline heads and weasel-like bodies made of lightning. Some serve as attendants to mist dragons, but are also encountered running free during storms. They can cast the spells *elemental weapon* (on their claws or bite) and *lightning* each once per day.

Rokuro-Kubi [Yokai]

AC/TD 14, 15	NA 1d4 (2d6)
HD 4*	Mle 7
Move 120(40)	Int average
Att 1 grab, 1 bite	TT F
Dmg 1d6/1d8	XP 125

At first glance human, rokuro-kubi have necks that stretch up to 30'. They surprise opponents on 1-4 on d6. When using tactical attacks to grab, they may roll two d20s and take the better result. Grabbed or pinned opponents are damaged automatically.

Shikigami [Spirit, Wood]

AC/TD 11, 12	NA 1d6 (2d8)
HD 3*	Mle 11
Move 90(30) fly 150(50)	Int average
Att 1 strike	TT nil
Dmg ability drain	XP 50

Shikigami are protean spirit creatures called to serve as familiars to powerful onmyoji. They often appear to be monstrous normal animals. In combat, their touch drains 1d3 points of the target's primary ability (save vs. fire avoids). If drained to 0, the character dies. The score regains one point per day of rest.

Tanuki [Yokai, Wood]

AC/TD 13, 16	NA 1d10 (4d8)
HD 2*	Mle 7
Move 90(30)	Int high
Att 1 weapon	TT D
Dmg by weapon	XP 25

Tanuki are badger-like humanoid creatures standing about 3' to 4' tall. These magical tricksters delight in pranks. When humans encroach upon their wilderness homes, they become fierce defenders of nature. Tanuki can cast any four soryo or yamabushi spells of levels one or two, each once per day.

Tengu [Yokai]

AC/TD 13, 13	NA 3d4 (5d10)
HD 2*	Mle 9
Move 120(40)	Int varies
Att 1 weapon	TT E
Dmg by weapon +1	XP 25

Crow-headed tengu prefer to live far from human lands and guard the passes to their mountain retreats fiercely. They dislike yamabushi, but usually act favorably toward samurai and kensei, whom they have been known to train. Tengu know a single level one onmyoji spell. Human-headed tengu leaders have class levels.



Tesso

Tesso [Monster, Metal]

AC/TD 20, 16	NA 1d10 (1d4)
HD 6**	Mle 8
Move 60(20)	Int high
Att 1 bite	TT D
Dmg 2d6	XP 725

Tesso are man-sized rat monsters with skin as hard as iron. They can summon and control swarms of rats (2d% normal or 3d6 giant) at will. They are intelligent but vindictive, and can be very destructive towards buildings or objects. When attacking, on a natural 19 or 20, they destroy their opponent's armor. They can eat through almost anything, but prefer to feast on books and scrolls kept by temples or government ministries.

Ushirogami* [Spirit]

AC/TD 15, 12	NA 1d12 (2d8)
HD 2***	Mle 8
Move 90(30)	Int average
Att 1 touch	TT B
Dmg 2d4	XP 35

Ushirogami are immaterial spirit creatures that look human with a monstrous fish head and no legs, just a trailing mist. They hide in trees, walls, or rocks, and surprise on a 1-4 on d6. They have soryo spells 2/2/1, and may *moan* (level 2) which causes those within 20' that hear it to save vs. earth or run in fear for 1d6 rounds.

Yasha

AC/TD 14, 12	NA 4d6 (4d6)
HD 1*	Mle 6
Move 120(40)	Int varies
Att 2 claws, 1 bite	TT C
Dmg 1d4/1d4/1d4	XP 13

Yasha are nasty imp-like nature spirits, often with features of animals common to the area where they live (scales in the water, feathers in the mountains, etc.). They appear at night and cause havoc in communities near their homes. Each knows a level one spell of any type, which can be cast three times per day.

Yatagarasu [Monster, Fire]

AC/TD 14, 13	NA 1d12 (1d12)
HD 2*	Mle 6
Move 60(20) fly 240(80)	Int animal
Att 3 claws	TT nil
Dmg 1d6/1d6/1d6	XP 25

Yatagarasu are three-legged crows that are thought to bring good luck. Anyone who touches one of these creatures peacefully has all of their spent bonus dice for the day restored.

Yuki-Onna [Yokai, Water]

AC/TD 18, 14	NA 1d3 (1d8)
HD 7**	Mle 6
Move 120(40)	Int average
Att 1 breath	TT F [A]
Dmg 3d6	XP 1250

Yuki-onna appear as beautiful, pale human women. They are only encountered in the winter time, in snow-capped mountains, or the far north. They try to lure lost or freezing characters to them in order to feed on their essence. In combat, they can breathe a gust of cold air at a single target per round. They are also formidable magicians, casting yamabushi spells 4/3/2/1.



Yuki-Onna

EXPERIENCE, TREASURE AND REWARDS

There are three ways to earn XP in Chanbara games. The first is to overcome challenges: **Chousen**. The second is to fulfill one's duties and obligations: **Giri**. The third is to act with benevolence and compassion to outsiders: **Ninjou**.

Chousen XP: Chousen means challenge and this type of XP is earned by defeating monsters. Defeating includes slaying, routing, capturing, outwitting, and even humiliating enemies, depending on the circumstances. Defeated enemies are worth a set amount of XP each. Bonus XP is added for each asterisk following the monster's HD.

Monster XP Awards		
HD	Base Value	Bonus
½	5	1
1	10	3
2	20	5
3	35	15
4	75	50
5	175	125
6	275	225
7	450	400
8	650	550
9	900	700
10	1100	800
Higher HD	+250/HD	+250/HD

Chousen XP can also be rewarded when PCs meet goals of lieges, the party, or individual characters. If a goal is achieved, award 50 or 100 XP multiplied by the level of the character.

Chousen XP should be awarded at the end of an adventure. All XP should be divided evenly among the surviving characters. Cohorts, retainers and henchmen (NPCs) that have class levels usually each receive a half-share of the chousen XP.

Giri XP: Giri is a concept that includes the ideas of duty and obligation. This is reflected in a character's allegiances. A PC gains 1 XP for each 1 mon of wealth donated to an NPC liege. Donating significant amounts of wealth may lead to greater responsibility, power, and influence within that organization or group. Giri XP should be awarded to a character immediately upon the donation of the wealth.

Ninjou XP: Ninjou is a concept that includes the ideas of benevolence, humane acts, and morally right action. It includes respect for one's enemies, allowing them to act honorably in defeat. Ninjou also means occasionally going against one's obligations in order to perform some act that is right and just. An act of ninjou worthy of a reward should meet these criteria:

- It should be a significant act – not necessarily a grand act. It must be meaningful.
- The act must be done out of a sense of rightness, not out of selfishness.
- Choosing not to perform the action must also be seen as just and proper, or at least honorable.

Feeding a beggar may be kind, but is not usually significant. Rescuing an enemy daimyo from hannya may be significant, but if done specifically to win that daimyo as an ally, it is not selfless. Allowing a captured enemy to commit suicide by harakiri rather than be executed like a criminal is significant, selfless and proper, and would likely count.

Whenever a character performs an act that seems to qualify, any player other than that of the PC performing the action may nominate that character for a ninjou XP award. If all players and the GM agree that the act falls under the concept as understood by the group, the PC earns 5% of the amount of XP needed to advance to the next level. Nominations can be done at any time, but GMs may want to take note of it and save the discussion and voting on the action until a break, the end of the session, or between sessions.

Treasure

Each monster has a treasure type, which determines the value of any treasure they may have. Magic items and unusual treasures are explained below the charts. The GM may decide how to break down the total value by coin types, or roll randomly on the Treasure Breakdown chart on the next page.

Unusual treasures include things such as deeds of property (land, ships, business ventures), family heirlooms, spell books, treatises on lost martial arts techniques, treasure maps, alchemical formulas, trade goods, raw materials, or Spirit Realm items. While PCs may be able to earn money from them, doing so is often going to be an adventure in and of itself.

Treasure Table		
Type	Monetary Value	Magic Items
A	1d10 x10 mon	5% 1
B	1d6 x100 mon	10% 1d2
C	1d4 x500 mon	25% 1d3
D	1d6 x1000 mon	15% 1d4
E	1d12 x1000 mon	20% 1d6
F	1d20 x1000 mon	25% 1d6
G	1d8 x5,000 mon	30% 1d8
H	1d6 x10,000 mon	40% 1d10
I	1d10 x10,000 mon	50% 1d12
J	nil	1d4
K	nil	2d6

Treasure Breakdown				
d%	Zeni	Mon	Ryo	Unusual
1-10	100%	--	--	--
11-20	--	100%	--	--
21-30	--	--	100%	--
31-40	50%	50%	--	--
41-50	25%	60%	--	15%
51-60	10%	50%	30%	10%
61-70	--	20%	50%	30%
71-80	--	10%	40%	50%
81-90	--	--	50%	50%
91-00	--	--	--	100%

Unusual Items

The value of unusual items will depend greatly on the GM's judgment. Categories and suggested values of each are given below. The amount of a treasure hoard taken up by unusual items can be divided among these types as the GM pleases, or rolled randomly until the selected value is surpassed. Specific examples will need to be decided by the GM.

%	Type	Suggested Value
01-15	Official Paperwork	10d10 mon
16-30	Trade Goods	2d8 x10 mon
31-45	Art Work	d% x1d6 mon
46-60	Gems	1d20 x50 mon
61-75	Jewelry	3d6 x100 mon
76-85	Writings	Mundane: 1d10 x5 mon Religious: 2d6 x10 mon Arcane: 3d4 x10 mon Martial Arts: 2d8 x10 mon Treasure Map: 5d6 mon
86-90	Spirit Realm Item	6d6 x100 mon
91-00	Heirloom	4d4 x100 mon

Magic Items

While many magic items can be used by any character, some limitations may apply. Characters may only employ magical weapons or armor with which they are proficient. Some magical items may give boosts to special dice or class-specific abilities, and are only usable by a character with those abilities. Detailed lists of all magic items are not found here. Instead, the charts below can be used to determine the general types of powers possessed by the item. The GM will need to provide specifics to customize the items.

Suggestions for powers include bonuses to combat or interaction check rolls, modifications to character statistics, use of spells, mimicking class or profile abilities, enhancing class or profile abilities, and other special abilities not otherwise allowed (super powers). Other RPGs can be mined for specific ideas.

Magic Item Table	
%	Type
01-25	Weapon
26-40	Armor
41-50	Arcane or Religious Implement
51-70	Edible
71-80	Scroll or Book
81-90	Tool or Household Item
91-00	Clothing or Jewelry

Magic Weapons

All magic weapons provide a bonus to hit and damage, and may have special abilities. The GM decides the specific weapon found. Ammunition and shuriken are found in sets of 3d6 rounds. **One in ten magic weapons are cursed when found**, giving a negative to hit/damage (or some other hindrance). If the curse is removed through magic or a quest, the weapon regains whatever bonus was originally rolled.

Bane: The weapon bonus increases to +3 to hit and damage against one type of enemy (spirits, yokai, etc.) or elemental affinity (wood, water, etc.), and if only one specific creature (oni, dragons, kitsune, etc.), the base weapon damage is also doubled.

Spell: The weapon can be used by the wielder to cast a spell. A 1st level spell can typically be used 3/day, a 2nd level spell 2/day, a 3rd level spell 1/day, and higher level spells 1/day or only 1/week. Basic weapons may have any type of spell. Classical weapons typically possess onmyoji spells. Samurai weapons typically possess soryo spells. Ninja weapons typically possess yamabushi spells.

Ability: The weapon has a special property that does not mimic a spell. This property may always be on, come into effect when a natural 20 is rolled to hit, or be usable once per turn or a set number of times per day. Suggestions for powers include, but are not limited to, granting bonus combat dice per day, giving off elemental/energy damage (fire, ice, electricity, etc.), being able to detect some type of object (traps, metals, etc.), mimicking a profile ability, or granting a special form of movement.

d20	Weapon	d20	Power
1-3	Basic Melee	1-4	+1
4	Basic Ranged	5-6	+1, bane
5-7	Katana/Wakizashi	7-8	+1, spell
8-9	Other Samurai Melee	9-10	+1, ability
10-11	Samurai Ranged	11-13	+2
12-14	Ninja Melee	14-15	+2, spell
15-17	Ninja Ranged	16-17	+2, ability
18	Classical	18-19	+3
19-20	Ammunition	20	+3, ability

Magic Armor

All magic armors provide a bonus to AC and TD when worn, and some will have special abilities. All magic armors are 1 EU lighter than normal. As with weapons, **one in ten magical suits of armor are cursed to lower AC and TD**. If the curse is removed the armor regains its original bonus.

Spell: The armor can be used by the wearer to cast a spell. A 1st level spell can typically be used 3/day, a 2nd level spell 2/day, a 3rd level spell 1/day, and higher level spells 1/day or only 1/week. Any type of spell may be present, regardless of the armor type.

Ability: The armor has a special property that does not mimic a spell. This property may always be on, come into effect when the wearer is hit in combat, be usable once per turn, or a set number of times per day. Suggestions for powers include, but are not limited to, improving saving throws (all or one specific type), granting a special form of movement, damage reduction against a specific type of attack, or mimicking a profile ability.

d20	Armor	d20	Power
1-4	Partial Light	1-6	+1
5-8	Partial Medium	7-9	+1, spell
9-12	Partial Heavy	10-12	+1, ability
13-15	Full Light	13-15	+2
16-17	Full Medium	16-17	+2, spell
18-19	Full Heavy	18-19	+2, ability
20	Shield	20	+3

Arcane and Religious Implements

These magic items either have 3d10 charges when found, or else are single-use items which are consumed when activated. Each use of a power uses one charge (two for 5th and 6th level effects). Each typically mimics one or more spell effects. They are never cursed. Charged items are typically only usable by mahotsukai of the appropriate profile, although spell-casting sohei and kagemusha may use items that cast soryo and yamabushi spells, respectively. Ofuda and omamori are single-use items usable by any character. Roll a d10 to determine the level of spell each ofuda or omamori contains.

d10	Implement	d20	Power
1-3	Tsue (wand)	1-6	1 spell (1 st or 2 nd)
4	Staff	7-9	1 spell (3 rd or 4 th)
5	Headdress	10	1 spell (5 th or 6 th)
6	Mirror	11-14	2 spells (1 st to 3 rd)
7-8	Ofuda (prayer strip)	15-16	2 spells (4 th to 6 th)
9-10	Omamori (charm)	17-18	3 spells (1 st to 4 th)
		19	4 spells (1 st to 3 rd)
		20	Roll 2 more times

Edible Items

Edible items must be consumed to take effect. Eating or drinking one takes one entire round. Effects will either be instantaneous or last for a duration of 6+1d6 turns. Most edible items will have effects similar to spells, but some may grant unique special abilities. Typically, an edible item has one “dose” but there is a 1 in 10 chance that 1d4+1 doses will be discovered.

d10	Edible Item	d%	Scroll or Book
1	Rice Ball	01-25	Scroll of 1 Spell
2	Dried Seaweed	26-45	Scroll of 2 Spells
3	Sake	46-60	Scroll of 3 Spells
4	Peach	61-70	Scroll of 4 Spells
5	Steamed Dumpling	71-75	Scroll of 5 Spells
6	Sushi	76-85	Cursed Scroll
7	Sweet Rice Wine	86-90	Book of the Body
8	Rice Cake	91-95	Book of the Mind
9	Bean	96-99	Book of Power
10	Powdered Medicine	00	Book of One Wish

Scrolls or Books

Scrolls may be rolled rice paper, parchment, or strips of bamboo bound with string. They contain one or more spells, and any mahotsukai can cast any spell from a scroll. Spell-casting sohei and kagemusha may not use scrolls. Cursed scrolls can affect any character that looks at the scroll. After casting a spell from a scroll, it disappears leaving a blank page.

Books may be leaves of rice paper bound with string or glue with a wooden cover, or a set of long bamboo scrolls. A book counts as a bulky item when determining encumbrance. It takes 3d6 hours to read a magical book, which need not be continuous. After completing the book, a permanent change comes over the character. The books of body and mind raise one ability score by one point. The book of power grants a permanent power similar to a profile ability such as night vision or ESP (30'). The rarest type of book grants the reader one wish, which must be handled with care that it not ruin the game. Too greedy or too power hungry wishes should backfire upon the wisher. Once a book has been read, it disappears.

The level of each spell on a scroll or edible item can be selected or determined randomly.

d20	Spell Level
1-5	1 st level
6-10	2 nd level
11-14	3 rd level
15-17	4 th level
18-19	5 th level
20	6 th level

Tools and Household Items

Magical tools and household items typically have some magical power related to their actual function, or at least metaphorically relevant to the item. The items will only function if held or manipulated in some way, requiring an action to use.

One in twenty magical tools are cursed in some way. Most can be used once per turn, but some more powerful items may be limited to 3/day or 1/day uses. Any item could be enchanted, but a list of suggested items is presented below for convenience.

d20	Tool/Household Item	d20	Clothing/Jewelry
1	Banner	1	Bracelet
2	Bell	2	Court Hat
3	Block Pillow	3	Court Robes
4	Broom	4	Crown
5	Calligraphy Brush	5	Geta (wooden sandals)
6	Chopsticks	6	Gi (martial arts uniform)
7	Cooking Pot	7	Hair Pin
8	Drum	8	Hakama (pants)
9	Fishing Line	9	Haori (jacket)
10	Flute	10	Headband
11	Hammer	11	Kataginu (over vest)
12	Oar/Pole	12	Kimono (robe)
13	Pruning Shears	13	Necklace/Pendant
14	Rake	14	Nightsuit
15	Rice Bowl	15	Obi (sash/belt)
16	Rope	16	Ring
17	Saddle	17	Straw Hat
18	Wind Chime	18	Tabi (split-toed shoe)
19	Wind-Up Toy	19	Tsuba (cross-guard)
20	Zither	20	Yukata (light robe)

Clothing and Jewelry

Magical clothing typically has some power that is active as long as the item is worn, although some powers may need to be activated, and are usable once per turn or 3/day. Many items of enchanted clothing will confer some bonus to game statistics (AC, TD, HP, spells/day, bonus dice, movement speed or type, etc.). Some will allow spells to be cast or have other unusual powers. Magical jewelry may also work as long as it is worn, or may have an activated power requiring an action to use.

One in twenty magical clothes or jewelry are cursed in some way. The powers of magical clothing are often related to the function of the apparel, but magical jewelry powers may vary widely. Suggestions for items that may be enchanted are presented above, but the list is not exhaustive.

10 Sample Magic Items

Ashigiri – Naginata +1: on a natural 20 hit roll, the target's foot is severed unless they can save vs. fire.

Success still reduces the target's speed by half.

Scroll of Shoki – This scroll, written by the legendary Shoki the Demon Queller, has pictures of 1d6+2 monsters on it. The user can force a monster of a type pictured to save vs. earth or die instantly. That monster's picture disappears from the scroll if the creature dies.

Exploding Shuriken – These ninja stars (1d12 in a set) explode on impact, dealing an extra 2d4 damage of one energy type (fire, electricity, cold, acid, or seismic). A set will all be of one energy type.

Saddle of Mastery – A horse untrained for battle becomes battle-ready when wearing this saddle.

Maho-gusuri – This magic powdered medicine heals 2d6+2 hit points of damage, or allows a new saving throw at +2 against any poison, disease, or spell.

Shrine-Keeper's Wand – A bamboo wand with intricately folded paper tassels. It can cast the *purify* or *spiritual barrier* spells for one charge each. It has 3d10 charges when found.

Spider Tabi – These split-toed socks allow the wearer to climb walls as a spider for up to 1 hour per charge used. It has 2d12 charges when found.

Ghost Trap Lantern – This wood-framed paper lantern will not function when found; the wick will not catch fire. If an immaterial spirit or undead is encountered, the user may try to trap the creature with a tactical attack. The creature may save vs. water to avoid the attack, otherwise it is sucked into the lantern, which then glows like a normal lantern for one day per HD of the creature trapped. The lantern and its occupant disappear at the end of the duration.

Chikara Musubi – This rice-ball wrapped in leaves never spoils. When eaten, a bushi gains a temporary +4 HD, a shinobi gains +3 HD, a mahotsukai gains +2 HD, and a non-classed NPC or monster gains +1d4 HD. The effect increases hit points, AB, and saves for 1d6+6 turns, but not spells, number of bonus dice, or special abilities.

Tamashi Katana – Katana +3, can cast *invigorate* once per day. The wielder must save vs. wood each time *invigorate* is cast or be controlled by the blade for one day (24 hours from the time of casting), during which time the sword will seek out powerful enemies to duel to increase its reputation.

APPENDICES

A. Non-Human Race Options

Some GMs may wish to allow certain yokai races for players. The kappa, kitsune, tanuki and tengu are given here as examples. Yokai races all use the yokai saving throw chart, and all yokai PCs start with 1HD (type based on their class) and the abilities listed here, rather than those listed for monsters. All yokai count as Eta for starting funds and gear. They receive any 2 background skills, in addition to any automatic skills for their class/profile. One liege must be a supernatural force of some sort, which will often be at odds with human lieges.

Kappa: Str +1, Wis -1, natural AC 14, water breathing

Kitsune: Cha +1, Con -1, select any single 1st level spell, cast once per day

Tanuki: Int +1, Cha -1, assume human form for 10 minutes/level each day

Tengu: Dex +1, Int -1, fly speed 90(30) when carrying less than 1/2 capacity in EU

B. Conversion Notes

Chanbara belongs to the OSR family of games, but is more mechanically complex than many OSR games. It might not be so easy to bring a Chanbara character into another game, or a character from another game into Chanbara. Conversions to and from Labyrinth Lord (© 2007, Goblinoid Games) are suggested here, as Labyrinth Lord is a good common base from which conversions to the original fantasy game, or other OSR games, can be made, and many of the game mechanics in this game were inspired by the same source.

Some games may allow Chanbara characters to adventure alongside characters created in another game system without any conversion, or with minor tweaks. While in general this should not cause too many problems, Chanbara characters will be slightly more powerful than most other OSR cousin classes, at least at early levels.

Element	Conversion to LL	Conversion to Chanbara
Hit Dice/Hit Points	Bushi d8, Shinobi d6, Mahotsukai d4 per level, Monsters d8 per HD	Cleric/Elf/Halfling d8, Fighter/Dwarf d10, Thief/MU d6, Monsters d12 per HD
AC/TD	20 -AC= LL AC, no TD	20 -AC = Chanbara AC, calculate TD
Bonus Dice	Characters lose all special dice.	Cleric/Magic-User/Elf -- Magic Dice Fighter/Dwarf/Halfling -- Combat Dice Thief -- Skill Dice
Profile Abilities	Eliminate, or allow 1 st level ability level/day, 3 rd level 3/day, 6 th level 2/day, 9 th level 1/day	None, or allow the PC to pick a profile that seems to fit the character concept.
Background Skills	Use for characterisation, GM may allow 2 in 6 chance of success as with demi-human racial abilities.	Select any three that seem to fit the character.
Spells	Soryo may learn cleric spells, yamabushi may learn magic-user spells, onmyoji must choose either cleric or MU spells.	Clerics may learn onmyoji and soryo spells, magic-users and elves may learn onmyoji and yamabushi spells.
Ninpo/Thief Skills	Shinobi gain thief skills and use their percentages.	Thieves gain Ninpo using 2d6 vs TN. They may select one Good and one Poor skill of their choice.
Saving Throws	Wood = Poison or Death, Water = Wands, Metal = Petrify or Paralyze, Fire = Breath, Earth = Spells or Spell-like Devices	
Money		1 mon = 1 gp
Allegiances/Alignment	Select Lawful, Neutral or Chaotic based on the character concept.	Select two allegiances based on the character concept.
Magic Items	Convert on a case-by-case basis as needed.	

C. Inspirational Media

The following are some of the inspirations behind Chanbara. This is not an exhaustive list, just some works that have inspired the author in one way or another while creating this game.

Some books: Tales of Old Japan (A.B. Mitford, Lord Redesdale, 1871), Kwaidan (Lafcadio Hearn, 1904), In Ghostly Japan (Lafcadio Hearn, 1899), Taiheiki (anon., trans H.C. McCullough 1979), Shogun (James Clavell, 1975), Gai-jin (James Clavell, 1993), Japan Before Perry: A Short History (Conrad Totman, 1981), A History of Japan, 1334-1615, A History of Japan, 1615-1867 (George Sansom, 1961, 1963)

Some samurai movies: Seven Samurai (1954), Yojinbo (1961), Sanjuro (1962), Throne of Blood (1957), Ran (1985), Kagemusha (1980), The Hidden Fortress (1958), 13 Assassins (2010), Zatoichi (2003), Musashi Miyamoto (1954), Duel at Ichijoji Temple (1955), Duel at Ganryu Island (1956)

Some ninja movies: Castle of Owls (1963), Owl's Castle (1999 remake), Red Shadow: Akakage (2001), Shinobi: Heart Under Blade (2005), Azumi (2003), Ninja Scroll (1993)

Some fantasy movies: Onmyoji: The Yin Yang Master (2001), Onmyoji 2 (2003), The Great Yokai War (2005), 47 Ronin (2013)

Jidaigeki (period TV dramas): Abarenbo Shogun (1978-2008), Mito Komon (1969-2011), Lone Wolf and Cub (2002-04), Sanbiki ga Kiru! (1987-95, 2002), various NHK Taiga Dramas (Musashi 2003, Yoshitsune 2005, Shinsengumi 2004, Furin Kazan 2007, Sanadamaru 2016, etc.)

Some comics and graphic novels: 47 Ronin (Richardson/Sakai, 2014), Teenage Mutant Ninja Turtles Vol. 1 (Eastman & Laird, 1984-93), Usagi Yojinbo (Sakai, 1984~), Lone Wolf and Cub (Koike/Kojima, 1970-76), Dororo (Tezuka, 1967-69)

Some video games: Tenchu series (1998~), Ninja Gaiden (1988-91), Kessen (2000), Sengoku Muso (Samurai Warriors) (2004)



D. Quick Reference Charts

Character Creation

1. Roll the six ability scores. 4d6-L, arrange to taste.
2. Select a class: Bushi, Mahotsukai, Shinobi
3. Select a profile for your class.
4. Select a background allowed by your profile and choose your background skills.
5. Create two or three allegiances: family, leader, organization, religion, etc.
6. Determine all game relevant statistics, special skills, spells, saving throws, etc.
7. Give your character a name and a bit of description.

Ability Score Modifiers

	3	4-5	6-8	9-12	13-15	16-17	18
d20	-3	-2	-1	+0	+1	+2	+3
2d6	-1	-1	-1	+0	+1	+1	+1

Bushi Level Progression

Level	XP	AB	Special Abilities
1	0	+2	Profile Ability
2	1500	+2	+1 Combat Die
3	3000	+3	Profile Ability
4	6000	+3	+1 Combat Die
5	12,000	+4/+4	+1 Combat Die
6	25,000	+4/+4	Profile Ability
7	50,000	+5/+5	+1 Combat Die
8	100,000	+5/+5	+1 Combat Die
9	200,000	+6/+6	Profile Ability
10*	300,000	+6/+6/+6	+2 Combat Dice
11*	400,000	+7/+7/+7	Profile Ability (3 rd)
12*	500,000	+7/+7/+7	Profile Ability (6 th)
13*	600,000	+7/+7/+7	Profile Ability (9 th)
14*	700,000	+8/+8/+8	+2 Combat Dice

Mahotsukai Level Progression

Level	XP	AB	Spells	Special Abilities
1	0	+0	2	Profile Ability
2	2500	+0	3	+1 Magic Die
3	5000	+0	3/1	Profile Ability
4	10,000	+1	4/2	+1 Magic Die
5	20,000	+1	4/2/1	+1 Magic Die
6	40,000	+1	4/2/2	Profile Ability
7	80,000	+2	4/3/2/1	+1 Magic Die
8	150,000	+2	5/3/2/2	+1 Magic Die
9	300,000	+2	5/3/3/2/1	Profile Ability
10*	450,000	+3	5/4/3/2/2	+2 Magic Dice
11*	600,000	+3	5/4/3/3/2/1	Profile Ability (3 rd)
12*	750,000	+3	5/4/3/3/3/2	Profile Ability (6 th)
13*	900,000	+4	5/4/4/3/3/3	Profile Ability (9 th)
14*	1,050,000	+4	6/4/4/4/3/3	+2 Magic Dice

Shinobi Level Progression						
Level	XP	AB	Gd.	Av.	Pr.	Special Abilities
1	0	+1	+2	+1	+0	Profile Ability
2	2000	+1	+2	+1	+0	+1 Skill Die
3	4000	+2	+2	+1	+0	Profile Ability
4	8,000	+2	+3	+1	+0	+1 Skill Die
5	16,000	+2	+3	+2	+0	+1 Skill Die
6	32,000	+3	+3	+2	+1	Profile Ability
7	64,000	+3	+4	+2	+1	+1 Skill Die
8	120,000	+4	+4	+2	+1	+1 Skill Die
9	240,000	+4	+4	+3	+1	Profile Ability
10*	360,000	+4	+5	+3	+1	+2 Skill Dice
11*	480,000	+5	+5	+3	+2	Profile Ability (3 rd)
12*	600,000	+5	+5	+3	+2	Profile Ability (6 th)
13*	720,000	+6	+6	+4	+2	Profile Ability (9 th)
14*	840,000	+6	+6	+4	+2	+2 Skill Dice

Saving Throws						
Level/HD	Wood	Water	Metal	Fire	Earth	
Bushi 1-2	12	13	14	15	16	
Bushi 3-4	10	11	12	13	14	
Bushi 5-6	8	9	10	11	12	
Bushi 7-8	6	7	8	9	10	
Bushi 9-11	4	5	6	7	8	
Bushi 12-14	2	3	4	5	6	
Mahotsukai 1-4	14	15	12	16	13	
Mahotsukai 5-8	12	13	10	14	11	
Mahotsukai 9-12	10	11	8	12	9	
Mahotsukai 13-14	8	9	6	10	7	
Shinobi 1-3	14	16	13	12	15	
Shinobi 4-6	12	14	11	10	13	
Shinobi 7-9	10	12	9	8	11	
Shinobi 10-12	8	10	7	6	9	
Shinobi 13-14	6	8	5	4	7	
Yokai 1-3	13	12	16	15	14	
Yokai 4-6	11	10	14	13	12	
Yokai 7-9	9	8	12	11	10	
Yokai 10-12	7	6	10	9	8	
Yokai 13-15	5	4	8	7	6	
Yokai 16+	3	2	6	5	4	

Background Skills by Social Status

Kuge	Administration, Art (High), Astrology/Geomancy, Court, Esoterica, Horsemanship, Investigation, Letters, Sport (High)
	Administration, Art (High), Court, Craft (Weaponry), Horsemanship, Investigation, Letters, Sport (High), Warfare
Buke	Administration, Art (any), Astrology/Geomancy, Court, Esoterica, Investigation, Letters, Religion
Shukyo	Agriculture, Art (Low), Craft (Rural), Fishing, Hunting, Sailing, Sport (Low), Woodcraft
Noumin	Administration, Art (Low), Craft (any), Crime, Letters, Mercantile, Sport (Low), Trade
Chounin	Art (Low), Craft (Rural or Town), Crime, Hunting, Sport (Low), Trade*, Woodcraft
Eta	

NPC and Monster Reaction Roll: 2d6 (+Cha)		
Result	Initial Reaction	Social Status
2	Violent	Same status +1
3-5	Hostile (-2 to secondary roll)	1 removed +0
6-8	Unsure (+0 to secondary roll)	2 removed -1
9-11	Friendly (+2 to secondary roll)	3-5 removed -2
12	Helpful	

Secondary Reactions: PCs try to:			
Result	Deceive	Plead	Impress
2	Unconvinced	Ruthless	Disdainful
3-5	Suspicious	Merciless	Unimpressed
6-8	Unsure	Grudging	Unchanged
9-11	Trusting	Merciful	Impressed
12	Convinced	Generous	Awed

Result	Intimidate	Flatter	Persuade
2	Defiant	Disgusted	Entrenched
3-5	Resistant	Insulted	Unmoved
6-8	Wary	Satisfied	Disinterested
9-11	Intimidated	Complimented	Agreeable
12	Cowed	Honored	Swayed

Movement and Encumbrance		
Basic Speed	Loaded	Max
120(40)	90(30)	60(20)

Encumbrance Units and Capacity					
Item	EU	Strength Basic	Load	Max	
L Weapon/Shield	1	3	3.5	7	10.5
M Weapon	½	4-5	4	8	12
S Weapon	¼	6-8	4.5	9	13.5
Light Armor	1 or 2	9-12	5	10	15
Medium Armor	2 or 3	13-15	5.5	11	16.5
Heavy Armor	4 or 5	16-17	6	12	18
Full Backpack	2	18	6.5	13	19.5
Bag Full of Coins	1				
Bulky Item	1				

Monster XP Awards		
HD	Base Value	Bonus
½	5	1
1	10	3
2	20	5
3	35	15
4	75	50
5	175	125
6	275	225
7	450	400
8	650	550
9	900	700
10	1100	800
Higher HD	+250/HD	+250/HD

Setting TN by Task		TN
Basic use of a skill (usually no roll needed)		3
Everyday use of a skill, easy tasks		5
Less common uses of a skill, average tasks		7
Uncommon uses of a skill, hard tasks		9
Rare uses of a skill, difficult tasks		11
Extraordinary uses of a skill, extreme tasks		13

Skill and Interaction Check Procedure

1. If task is routine, automatic success.
2. If task is not routine, GM sets TN.
3. Player rolls 2d6 (+modifier).
4. If the roll meets or beats the TN, the action succeeds.

Order of Events in a Turn

1. Players outline their course of action.
 2. Check for Wandering Monsters (1-2 on d6) once every two turns.
- If an encounter occurs, play out the encounter.
3. GM describes new areas explored, results of searches, traps set off, etc.
 4. Check for any timed effects that will end this turn (torches burn out, magic effects expire, etc.)

Order of Events in an Encounter

1. Check for surprise (1-2 on d6) for both PCs and monsters. If one side is surprised, the other side can end the encounter by leaving the area. Otherwise, continue.
2. Determine the initial reaction of the monsters (2d6).
3. Players declare their actions: talk, run, fight, wait, or something else.
4. GM determines monster actions, possibly making a second reaction roll based on the PC actions.
 - If one side fights, run combat.
 - If one side flees, run evasion and pursuit.
 - If both sides talk or wait, play out negotiations.

Order of Events in a Game Day

1. Players outline their course of action. Mahotsukai prepare their spells.
 2. Check for Random Encounters (by terrain type)
- If an encounter occurs, determine the time of day at which it will happen (1d12+6 o'clock)
3. Check to see if the party will become lost.
 4. Determine the weather for the day.
 5. Resolve the party's movement or other actions, and any encounters when they happen.
 6. Check for Random Encounters (by terrain type)
- If an encounter occurs, determine the time of night at which it will happen (1d12+6 o'clock)

Order of Events in a Combat Round

1. Players outline their course of action. Spellcasters decide what spell they will cast, if any.
2. Roll initiative. Each side rolls a d6 with the higher side acting first. Ties result in simultaneous action.
3. Check morale if necessary.
4. The side with initiative acts:
 - Movement
 - Missile Fire (standard or tactical)
 - Melee Combat (standard or tactical)
 - Magic Spells or Items
5. The side without initiative acts (order as above)
6. If one side is defeated, combat ends. If one side flees, the other may pursue. Otherwise, continue.

Spell Lists

Onmyoji Spells

Level 1

1. Blessing
2. Contact Minor Spirit
3. Detect Spirit
4. Find Traps
5. Lock
6. Oracle
7. Purge Evil Spirits
8. Sainted Weapon
9. Spirit Ward
10. Word of Command

Level 2

1. Detect Transformation
2. Foretell
3. Kami's Vengeance
4. Levitate
5. Locate Object
6. Oni's Power
7. Spiritual Barrier
8. Summon Lesser Spirit

Level 3

1. Ancestral Curse
2. Blast
3. Eyes of the Owl
4. Ghost Double
5. Key
6. Obake Eye
7. Omen
8. Spirit Step

Level 4

1. Astral Projection
2. Contact Greater Spirit
3. Cure Disease
4. Elemental Turning
5. Geomancy
6. Speak with Ghosts

Level 5

1. Dispel Evil
2. Hold Monster
3. Regeneration
4. Summon Greater Spirit
5. Teleport
6. Wall of Ghosts

Level 6

1. Banish
2. Disintegrate
3. Projected Image
4. Transformation

Soryo Spells

Level 1

1. Charm Person
2. Detect Evil
3. Light
4. Protection from Bludgeons
5. Purify
6. Read Languages
7. Refresh Ki
8. Remove Fear
9. Soothing Word
10. Warding

Level 2

1. Fresh Air
2. Hold Person
3. Hypnotize
4. Invisibility
5. Protection from Blades
6. Resist Energy
7. Satori
8. Strengthened Aura

Level 3

1. Clairvoyance
2. ESP
3. Invigorate
4. Peach of Immortality
5. Protection from Missiles
6. Remove Curse
7. Speak with Nature
8. Sumobeya

Level 4

1. Charm Monster
2. Confusion
3. Enchant Object
4. Protection from Magic

Level 5

1. Conjure Monster
2. Invulnerability
3. Mass Suggestion
4. Quest
5. Reincarnate
6. Speak with Monsters

Level 6

1. Anti-Magic Shell
2. Feeblemind
3. Heal
4. Pass-Wall

Yamabushi Spells

Level 1

1. Cleanse
2. Create Water
3. Detect Magic
4. Disguise
5. Elemental Weapon
6. Flame Dart
7. Ghost Sound
8. Magic Pocket
9. Shrink/Enlarge
10. Silence 15' Radius

Level 2

1. Blinding Fog
2. Entrap
3. Healing Word
4. Ice Blast
5. Illusion
6. Kusanagi
7. Transform Object
8. Warp Wood

Level 3

1. Animal Charm
2. Dispel Magic
3. Elemental Ward
4. Fly
5. Growth of Animal
6. Haste/Slow
7. Lightning
8. Water Breathing

Level 4

1. Animate Object
2. Elemental Form
3. Insect Plague
4. Stone Bolt
5. Transform Creature
6. Wall

Level 5

1. Cloudkill
2. Dragon's Breath
3. Kamikaze
4. Part Water
5. Stone to Flesh
6. Transform Self

Level 6

1. Earthquake
2. Find the Path
3. Travel
4. Weather Control

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CHANBARA CHARACTER SHEET

Character: _____
 Player: _____
 Class/Level: _____
 Profile: _____
 XP: _____
 Background: _____

AC: _____
TD: _____
HP: _____
AB: _____
EU: _____
Spd: _____

Sketch or Description

Ability d20 mod 2d6 mod

Str _____
 Int _____
 Wis _____
 Dex _____
 Con _____
 Cha _____

Saving Throws

Wood _____
 Water _____
 Metal _____
 Fire _____
 Earth _____

Psychic

PAtt: _____
 Pdmg: _____
 PD: _____
 SP: _____

Allegiances:

Class Abilities:

General: _____

Bonus Dice: _____

Profile Abilities:

1st: _____
 3rd: _____
 6th: _____
 9th: _____
 11th: _____
 12th: _____
 13th: _____

Spells:

Spells/Day: _____

Background Skills:

Money

Zeni: _____
 Mon: _____
 Ryo: _____
 Trade Bars: _____
 Other: _____

Equipment

Ninpo:

Acrobatics _____
 Deception _____
 Escape _____
 Infiltration _____
 Sabotage _____