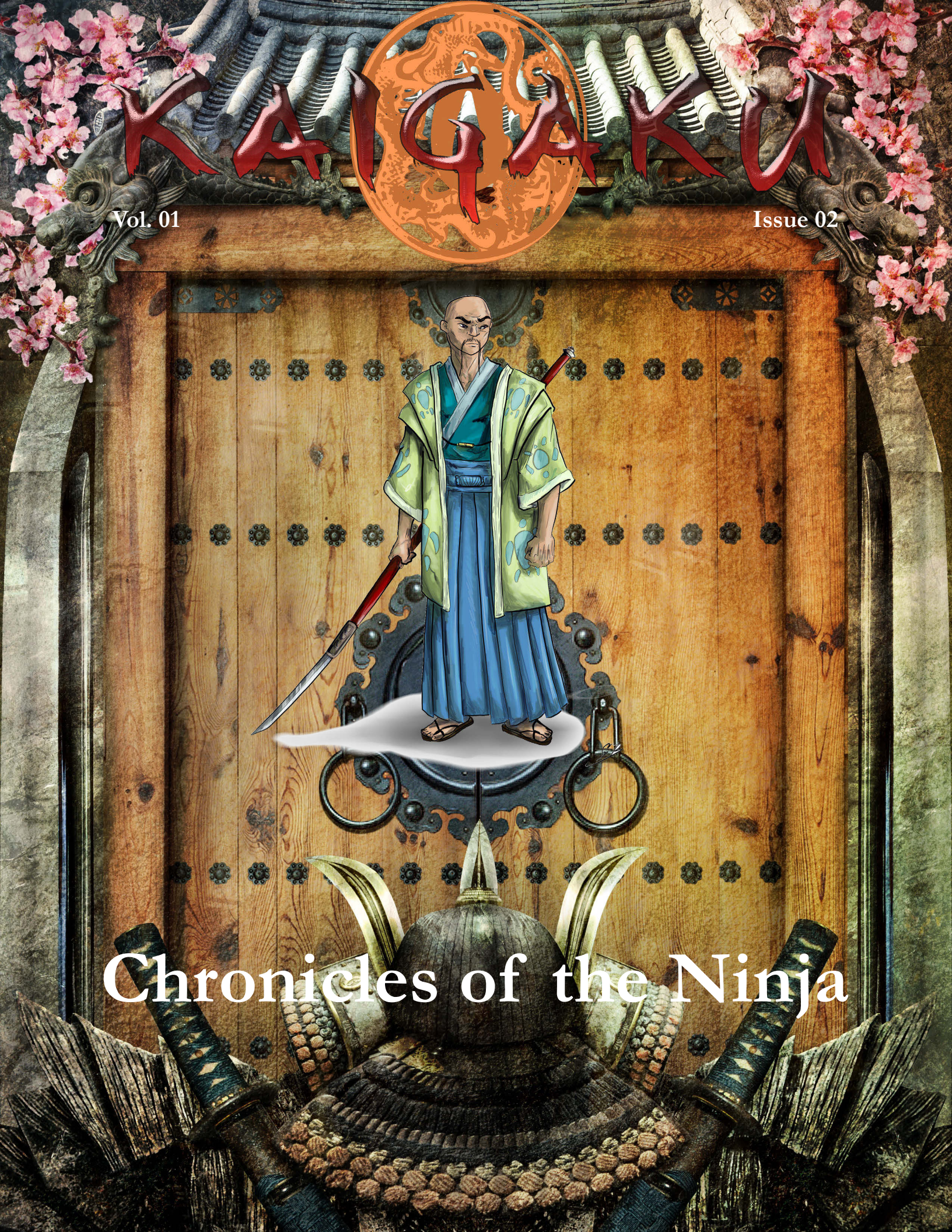
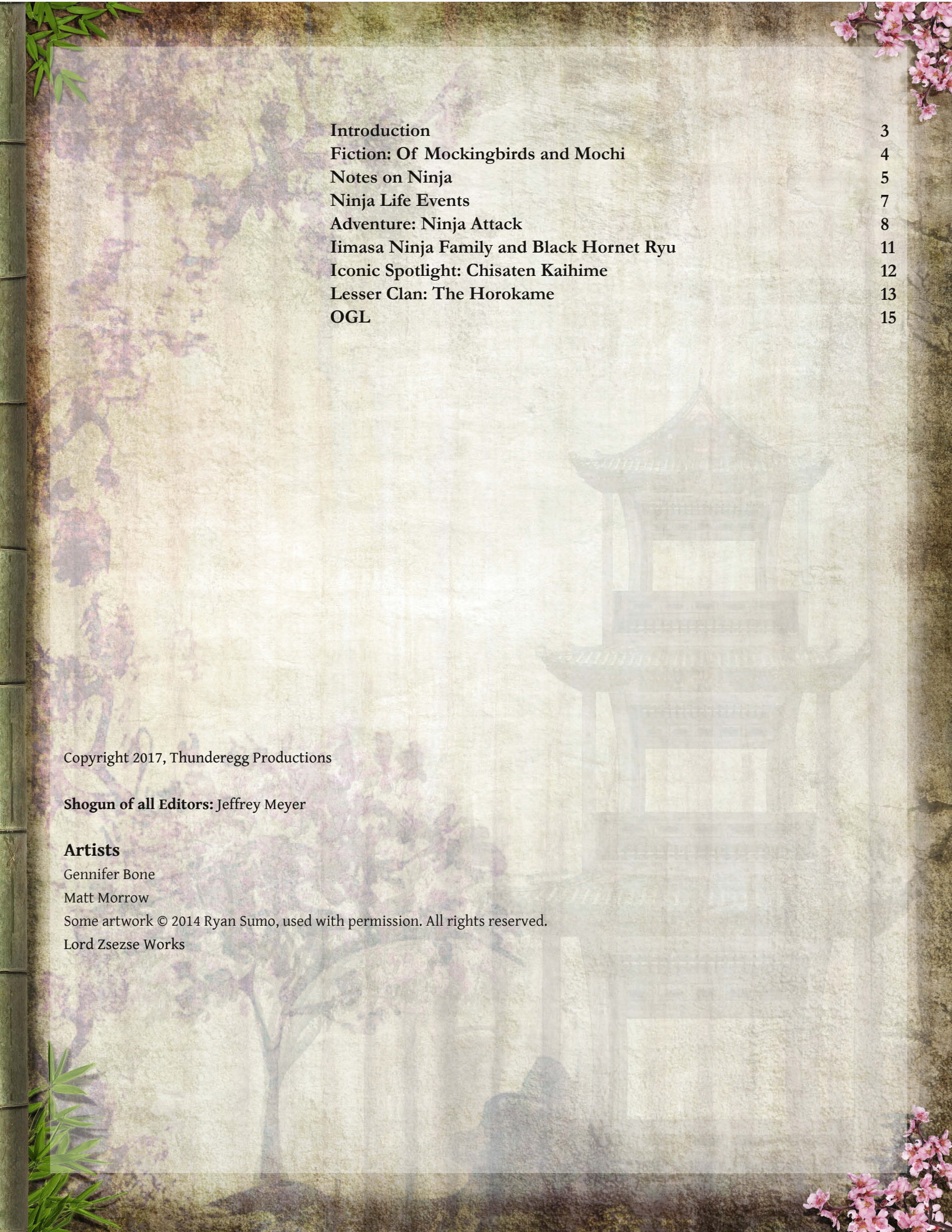


Vol. 01

Issue 02

Chronicles of the Ninja





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Lord Zsezse Works



Hi!

Thanks for checking out issue 2 of the Kaigaku Chronicle. This issue is all about those shadowy shinobi, the ninja. There's a lot of background information here, plus a new Life Events Table, a new Lesser Clan, two new Ryu, a solo game and much more! The information here is useful for virtually any Black Hack game and most other OSR titles.



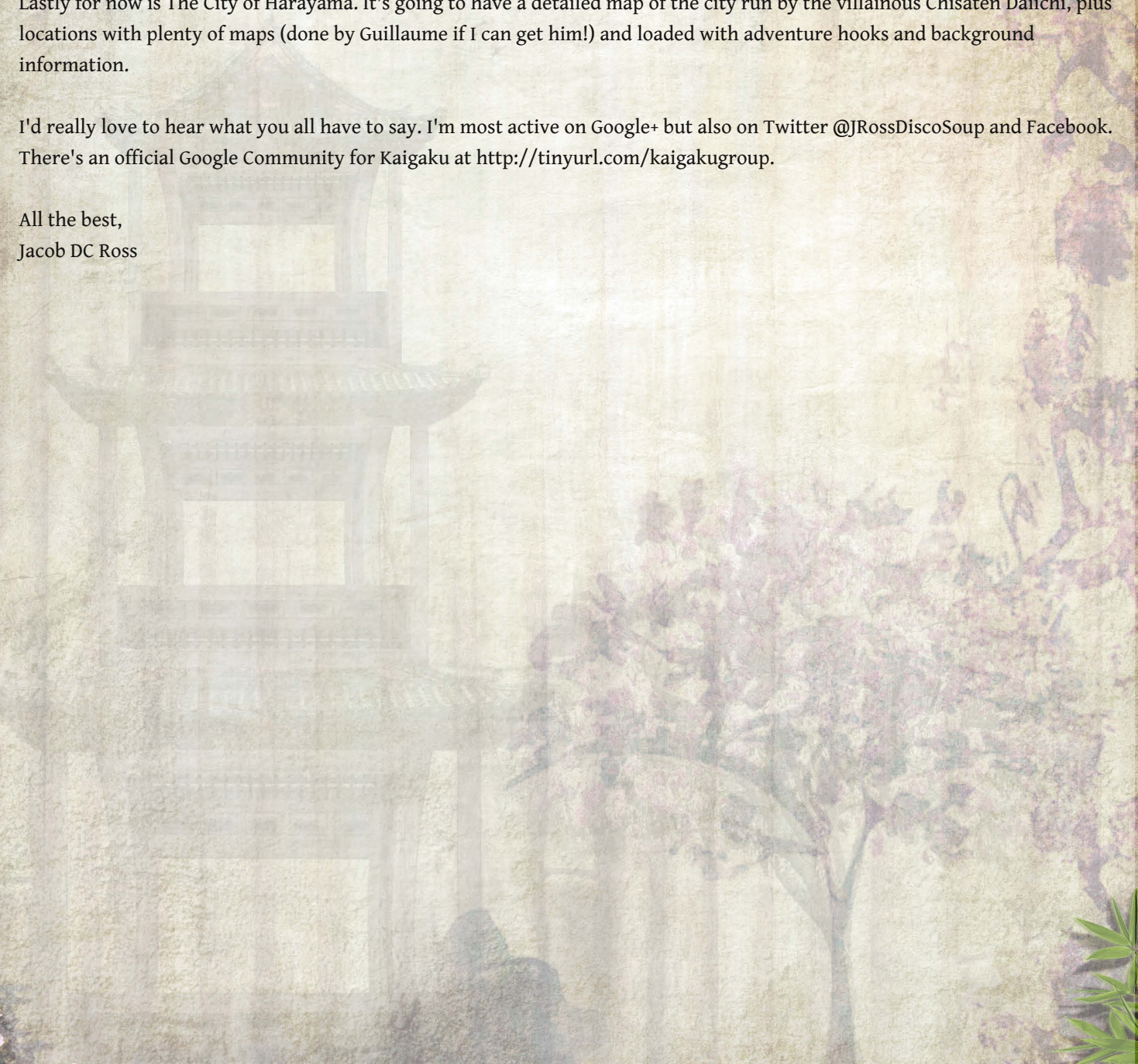
As an update for the game line, work continues on The Ruined Kingdom. I can't wait to get it out and into your hands!

Once that's done I have several ideas for where to take Kaigaku next. One of them is another campaign, set entirely within Kaigaku this time, about seeing who ascends to the position of shogun. Another is a series of books called "Clan Vs.", which each highlight a pair of the clans and their struggles with each other. Those books are where each clan get their official fourth Ryu, which covers their class that didn't get a ryu in the core book.

Lastly for now is The City of Harayama. It's going to have a detailed map of the city run by the villainous Chisaten Daiichi, plus locations with plenty of maps (done by Guillaume if I can get him!) and loaded with adventure hooks and background information.

I'd really love to hear what you all have to say. I'm most active on Google+ but also on Twitter @JRossDiscoSoup and Facebook. There's an official Google Community for Kaigaku at <http://tinyurl.com/kaigakugroup>.

All the best,
Jacob DC Ross



Of Mockingbirds and Mochi

The room seemed to stretch out before Sachiko. One false step, she knew, would make the special nails of the floorboards chirp like a nightingale, alerting the guards hidden behind the shoji screens that an intruder was nearby. They'd rush her from all sides and bring down the young shinobi before she could accomplish her mission. She silently counted the steps to the base of the pedestal on which sat the priceless Phoenix Urn, steeled herself and leapt.

The high-pitched squeak of the board rubbing together instantly betrayed Sachiko. She grimaced as she saw the "guards" stream out of their hiding places. Each of the sentries, in reality her fellow students, held a shinai, a wooden training sword, aloft and began swinging as soon as they were in reach. She put up what resistance she could, but soon fell under the flurry of blows from the split-bamboo weapons. The Phoenix Urn would remain in its place, unclaimed by yet another novice.

"You didn't do so bad, Sachiko" her fellow student, Tomie, tried to console her as she rubbed salve where one of Tomie's shinai had caught exposed skin and left a nasty bruise, "Nobody's ever gotten the urn before."

That was a small comfort to the young student. It stung less to know that Kanbei, Goji and all the other legends of Soaring Crow Academy within Kageyama had failed to take the school's prized possession from its resting spot in the fifth floor gallery. Sachiko's boundless ambition wouldn't let her quit, though.

"I'm going to try again, right now," she declared with an icy determination.

"You can try again whenever you like, that's the whole point of the exercise," Tomie replied, "but why don't you rest up a bit? I've got a fresh pack of mochi we can eat. You'll feel better in the morning."

A motivated and talented student, Sachiko was still a youngster, and the allure of the sticky treat was too much to resist. In a moment the two friends were outside, chewing on candy while they watched the villagers at the base of the mountain go about their daily lives, building, planting crops and sawing trees.

"Where do you think you'll end up, Tomie?" Graduation was a week away, and the students would soon get their first assignments.

"I imagine that they'll give me a cover as a gardener in some enemy noble's castle. Or an ally's castle, actually. They'll probably make you a star assassin. You'll get a beautiful alias like Moonlight or Stormcloud."

"I don't know," the other girl confided, "I'm trying my best, but I don't think I've impressed any of our sensei. They keep telling me to be more aware of my surroundings, and to look at problems from other angles. I-"

Sachiko trailed off as she focused on the scene below. She stood without a word, bowed to her friend and hurried away as quickly as she could without aggravating her aching ribs. Tomie just shrugged and plopped another piece of mochi into her mouth, "More for me, then."

The next morning Tomie was heading towards her daily shift within the gallery's guard station when she heard a commotion ahead. She rushed as quickly as was polite and made it to the room in time to see Shizuka grinning madly as she stepped out of the gallery surrounded by a half dozen other students, the Phoenix Urn in her hand.

"Sachiko! How did you manage," she asked in disbelief.

"I got an idea watching the workers while we ate yesterday. I went into the village and got some tools and more mochi. Then I sneaked into the room below the gallery, cut holes into the ceiling and used the mochi to gum up the nightingale floor so the nails wouldn't squeak. Talk about looking and problems from another perspective, huh?"

Sachiko's shameless smile was too much. "You don't think that Master Kuniyoshi is going to have your head for this?"

"Do you think he'd mind if I accomplished a real mission using those methods? Nah, I think the only ones who are gonna be mad are the poor souls who have to fix the floor."

"Looks like I've got my shift in the guard station free, then," Tomie smiled again, "do you still have any mochi left?"

Notes on Ninja

Ninja, also known as shinobi, are usually perceived as black-clad assassins who hide in the shadows, appearing only briefly enough to strike their victims before disappearing into the night. The Japanese ninja tradition is rich and varied, and may in fact stem from multiple convergent or parallel sources.

In Kaigaku ninja are basically an extreme specialization of ascetics. Some of them actually use the Kiseki stones to enhance their base physical or mental abilities, while others just rigidly train and discipline themselves with grueling training regimens.

There are many legends about the origins of the shinobi, and most of them are true. Some ninja began as peasants, upset over their mistreatment at the hands of the samurai caste. They cloaked themselves in what scraps they could scrounge up and used the tools of their trade, sickles, planting sticks and threshers as the weapons that evolved into kama, sai and nunchaku. These ninja eventually became mercenary vassals who profited greatly from the samurai they initially opposed.

Another tradition of ninja began as samurai. Despite lip service to a warrior's code of honor, most samurai understand the need for special forces that go beyond charging into masses of men with swords. These samurai took the fight to their enemies' homes, burning castles, sabotaging war machines and causing misery through less-than-honorable means.

Shinobi simply aren't a polite topic of conversation in Kaigaku. Most of the people mention them when something unexplained happens, but beyond that they give them no more consideration than any other aspect of life.

Ninja Appearance

Most ninja didn't actually wear the black suits. That started because of kabuki tradition, where stagehands wore something similar in order to be "invisible" to the audience while they helped perform special effects. Black is used in kabuki, but a dark blue is actually more organic looking and does not stand out to the eye when hiding in shadows in the same way that pure black does.

The first time ninja were presented as wearing all black comes from various plays, where a stagehand would actually be revealed to be a ninja character, who would leap from darkness to kill their target. It didn't take long for an actual ninja to infiltrate a playhouse, hide in plain sight and then kill a noble in the audience. Since that time playhouses now seat members of high society in the middle of the crowd, surrounding them and keeping them away from windows and the stage area.

A shinobi changes their shozoku uniform based on their environment. Dark blue for urban work, white for snowy conditions, green for the forest, light blue for water and so on. Most uniforms are reversible so they can switch colors whenever they need.

Ninja Life

Ninja training begins at a very young age. Barely out of the toddler stage, sensei take advantage of children's natural limberness and resilience to teach them the fundamentals of falling, tumbling, climbing, leaping and more before they're old enough to become afraid of heights and danger. This early training also helps older shinobi to keep from losing their flexibility during puberty.

After learning how to fall and move, they learn to hide. An average ninja can hold her breath for around two minutes at a time, though masters can go for even longer. They train their body to avoid all reflexive movement, such as spasms from pain, blinking, gagging and others.

The third pillar of training is observation. A ninja learns how to read lips, listen without seeming to be paying attention. Reading from a great distance, upside down and backwards, using smell to discern the presence of poison in food and all sort of other covert tasks. It's not uncommon for many shinobi to end their training at this point. Once they can move swiftly and silently, gather information and leave without being detected, they're suited for most ninja missions.

Advanced training includes combat using swords, daggers, throwing stars, caltrops, small explosives, firearms, bows, chopsticks and all manner of improvised weapons. They also learn hand to hand techniques suitable for lethal and non-lethal applications.

Truly masterful ninja who gain the trust of their superiors can learn even more secret knowledge, from botany for making medicine, narcotics and poison to engineering for sabotage purposes or general knowledge required to pass as a specific person, a ninja can spend more time in study than a court official.

Some ninja are inducted into loose confederations and some are raised from birth in clan structures that are tighter even than samurai families. Depending on a samurai clan's moral and other outlooks, they may deny having ninja while still maintaining a hidden force, openly flaunt their use, actually oppose all ninja or have any other stance.

Ninja Characters

In the Kaigaku RPG many ninja ryu define a narrow subset of abilities, such as acrobatics or disguises, and allow their practitioners to become masters of that aspect of the art of the shinobi. This tends to class ninja into different mission specialties, such as infiltration, assault or espionage.

If you want to create an all-ninja PC team, one way to do it is to allow the players to all play members of a single clan or faction but to give them access to any ninja ryu in the game, repurposing the ryu to match the chosen faction. This allows the players to each fulfill a different role in the various missions.

For instance you might have a ninja party in service to the Toguchi clan, who have a mission to destroy an enemy clan. Their plan is to have one member infiltrate the enemy stronghold disguised as a retainer and then lie in wait until needed. A second and third member each assault the castle under the cover of darkness while the fourth stays back and snipes anyone who tries to attack the second and third. Once the assaulters enter the castle and the sniper deals with anyone else trying to follow them in while the first ninja uses their altered appearance to gain access to the armory and steal the clan's treasured katana to bring back to their master.

In the above example the first ninja is a member of the Silver Tanuki ryu, the second and third are Soaring Crow and Savage Tiger and the fourth is Spitting Cobra. Each

ryu is normally part of a different clan, but to make things work for an all-ninja party they've renamed their ryu to something more appropriate.

If there's just one or two ninja in the party the group can decide on what they want to do. They can maintain that the ninja in the party have a public face as bushi, courtiers or ascetics and have the other players honor that arrangement, even if it's clear to the PCs that they're working with shinobi.

A ninja in an adventuring group is likely to be the party's scout, moving ahead in dangerous territory and reporting back. They can also hang back in combat, attacking at range while the bushi charge in. The old standby for ninja is to have a problem that the party can't solve, or a secret they can't discover to get solved by a sticky note from the DM to the ninja PC and a brief private session in the next room.

Things to Know

- *Most ninja are not assassins, but merely spies.
- *The most common guises for ninja are gardeners, cooks and anyone else who might labor at a lord's castle.
- *Some ninja are from the samurai caste, while some are peasants or outcasts.
- *There are several ninja hidden in this page.

Ninja Life Events

Roll here at character creation, before selecting skills and Contacts, to determine your character's background.

How did you come to this life? Roll 1d6.

- 1 Born into an eta village and taken by recruiters.
- 2 Merchant parents, from whom you ran away.
- 3 Child of a ronin duelist.
- 4 Born into a prominent ninja family.
- 5 As a samurai child of a major or lesser clan.
- 6 Roll again and take that result if it's different, or this result if you roll it again. You are the scion of two ninja families, born of a forbidden union. There is a blood edict against you.

What are you best known for? Roll 1d8.

- 1 Your impeccable fashion sense. Gain a Superior kimono with the Beauty trait.
- 2 A small-time gang who inform to you. Gain an extra Level 1 Contact.
- 3 Your cover career. You own a small share in craft or trade business.
- 4 Your side pursuits. You have a trained hunting falcon (HD 3).
- 5 Your knowledge of tactics Gain a -2 bonus to leading troops.
- 6 Your reputation. Patrons pay more for your services.
- 7 Your underworld connections. Gain access to criminal hangouts.
- 8 Your ruthlessness. Do an extra +2 damage in melee combat.

Whom can you count on for support? Roll 1d8.

- 1 Your sensei. They see great promise in you.
- 2 A farmer with a hidden basement in his home.
- 3 A contractor who lets you work on construction projects.
- 4 A magistrate who's on the take.
- 5 A wild and reckless gambler who's as likely to need help as to give it.
- 6 A solitary mountain ascetic.
- 7 A naive young bushi who's never had to draw their sword in anger.
- 8 A henjin (changed being) rat ninja who dispenses advice.

Who is your rival? Roll 1d4.

- 1 A former classmate under the same sensei.
- 2 A patron whose job you failed.
- 3 A ninja from a rival clan or family.
- 4 A gaijin explorer with guns and cannons.



Adventure: Ninja Attack!

Perhaps the most iconic type of story about ninja involves a nighttime raid where one or more shinobi infiltrates an enemy castle at night. Ninja Attack! is an adventure that you can run for your party, or which you can play solo. This is so that GMs can have fun playing, too.

The Setup

Your masters have been ordered to assault the stronghold of their patron's most hated enemy. For political reasons this cannot be done in the open. You must complete this challenge. If you fail your clan hunts you down like the dog that you are.

The Target

Choose or randomly determine which of the enemies your masters are sending you after.

Preparation

Roll Charisma to convince your quartermaster to issue you some equipment. You get two rolls on the Equipment table if you succeed, plus one for each Intensification made to the roll. You still get one piece if you fail.

1d8 Target

- 1 **Atsumichi Noh:** This lady's swift guards cause you to roll for Initiative with Disadvantage.
- 2 **Chisaten Sanzo:** This influential lord has a small army drawn from many clans, as well as all sorts of other resources at his disposal. Roll twice more on this table, taking both results (reroll this result if it comes up again).
- 3 **Kakujima Hana:** Her expansive castle is expertly fortified. Roll 1d4 on each floor except the top. On a 1 add 1d3 encounters to that floor.
- 4 **Kondo Shige:** He has a kiseki alarm network that forces you to Intensify once on each roll to avoid traps.
- 5 **Morimoto Shizuka:** Her deviously designed traps do +1d4 damage.
- 6 **Shirai Jin:** His ascetic minions all heal 1d4 HP per turn.
- 7 **Toguchi Naomi:** Her trained ninja Hidden Guards have +1d3 HD.
- 8 **Watanabe Jinzo:** His fortified minions all have an extra HD of HP, which doesn't add any damage or AP.

1d6 Equipment

- 1 **Antidote:** Usage die 1d6. Nullifies poisons.
- 2 **Padded Shoes:** Gives you +1 to the stat used to avoid alerting guards
- 3 **Blowgun:** Usage die 1d6. Gives you one chance to knock out a guard before rolling to avoid alerting them.
- 4 **Medicine Pouch:** Usage die 1d6. Heals you 1d4 HP.
- 5 **Smoke Bomb:** Usage die 1d4. Roll Dexterity to evade a combat encounter. This sounds the alert for the next floor, which means you roll Initiative with Disadvantage.
- 6 **Climbing Claws:** Gain Advantage to avoid any non-enemy traps.

The Castle

To begin your mission you have to complete several stages. First you must infiltrate the castle grounds, then enter the tower itself and ascend to the top floor. Your objective, as well as the boss, are up there.

Outside the castle you must elude troops and avoid traps. If you're discovered you then face an assault from the sentries. If you make it inside successfully then you generally only avoid traps and alarms. Note that tripping an alarm on one floor won't bring every guard in the castle against you. This is because it's not uncommon for ninja to use distractions, and if all of the guards converged on one location they'd leave everywhere else vulnerable. Tripping an alarm means that the guards on your floor attack you and that from the point of failure on you roll with Disadvantage for initiative.

You can choose to just have a single Castle Grounds encounter, or for a greater challenge have one-third of your character level encounters, rounded up.

For a shorter game have three floors on the castle, while a mid-length game would have five. You can go as high as you like. One variant of play is Challenge Mode, where you start out with a character at Level 1 and level up upon reaching the end of every level, winning at Level 10. In Hardcore Mode you level up after every third floor. Beat level 30 and you win!

Treat traps as one-shot enemies without HP but with an HD rating for the purpose of comparing to your level for penalties to rolls and damage done.

You may use your ryu in any way that makes sense to you. If you're a silver Tanuki with a soldier guise, for instance, then you can use that if you like. In that case you would then be able to use Charisma to bluff your way past guards. You might choose to use the Soaring Crow ryu to leap past traps or even reduce the number of Castle Grounds encounters you have to face. I'm not telling you how to have your fun, only giving you ideas.

1d6 Castle Grounds

- Spike Trap:** Wisdom roll to spot, Dexterity to avoid if not spotted. Falling into it means you have to make a Constitution roll to avoid limping (Disadvantage on all Dexterity and Strength rolls for HD rounds).
- Guard Dog:** Roll Charisma to keep it from barking and summoning: 1d6 1-3: Rookie Guard; 4-5: Average Guard; 6: Competent Guard.
- Net Trap:** Roll Wisdom to spot. Dexterity to avoid being caught if not spotted. When trapped roll Strength every turn to get out. If you fail to get out roll 1d10 each turn and on 1-2 summon 1d6: 1-3: Rookie Guard; 4-5: Average Guard; 6: Competent Guard.
- Rookie Guard:** HD is equal to your level -1, to a minimum of 1 HD.
- Average Guard:** HD equal to your level.
- Competent Guard:** HD equal to your level +1d3.

1d8 Inside the Castle

- Nightingale Floor:** Roll Intelligence to notice the creaking floorboards, and Dexterity to avoid. Stepping on the wrong spot activates the Hidden Guard (Result 2).
- Hidden Guard:** Springs from a wall, with HD equal to your level +1d3. Roll Initiative with Disadvantage if they come from a trap result.
- Floor Hole:** Roll Wisdom to spot, and Strength to avoid falling through if you miss it. Move to the previous floor and roll again on this table. If you're on the first floor you end up in a basement with 1d3 encounters.
- Dart Launcher:** Shoots a poison dart. Roll Dexterity to avoid. If hit take HD damage until your roll Constitution. This damage reduces by one each time you fail the Constitution roll.
- Whirling Blades:** Roll Dexterity to avoid X blades, where X is equal to the trap's HD. No need to roll for subsequent blades if you fail. Reduce the damage done by 1 per blade you've already avoided.
- Ready Guard:** Face 1d6 enemies with your level in total HD. You can roll Dexterity to sneak past each one. If you fail to sneak but manage to defeat an enemy on the first round of combat, or otherwise silence them then they raise no alarm. If they do raise the alarm you face all remaining guards at once.
- Cache:** Roll once on the Equipment Table.
- All Quiet:** Too quiet. Your next enemy, from this floor or another, has additional HD equal to the number of times you've rolled this result.

Once you make it to the top floor you get to encounter the Boss. They have HD equal to your level +2.

1d4 Boss

- Haruko:** A one-armed ronin duelist. Accept her invitation to a duel or face her in a raging state where she does an extra 1d4 damage per attack.
- Kuroda:** A ninja master from a rival family. Roll Wisdom each turn you miss him with an attack to avoid him disappearing into the shadows. If he's invisible to you you roll with Disadvantage to attack and defend until after his next attack.
- Guruma:** A clockwork warrior. Every sixth turn it makes a total number of attacks equal to its HD.
- Kyoki:** An insane ascetic, though she doesn't suffer from the Madness of non-ascetics who use kiseki. Roll 1d6 with each attack, and on a 1 she shoots at you with a blast of concussive force. Fly back short range and fall to your feet unless you roll Constitution.

Iimasa Ninja Family

Shinobi are renowned for their fabled ability to split from one person into two or more. Usually this is nothing more than a trick set up well in advance. Ninja of similar build all wear the same costume, and while one becomes visible the rest remain hidden until summoned, usually by the lead team member tossing down a smoke bomb. The rest leap out of hiding and in the darkness seem to come from nowhere.

That's not the case with the Iimasa. These shadow warriors train with kiseki-imbued equipment that reflects light. While not ideal for stealth applications their equipment allows them to concentrate and project an insubstantial, but real-looking, duplicate of themselves. They use this distraction to keep from getting hit in combat and to make their numbers appear greater than they really are. A Black Hornet usually keeps their shiny armor parts covered unless they're in open combat.

The Iimasa family is a solitary clan of ninja. They have no status as samurai and spend their time training in their forest hideaway. This group prefers sabotage and assassination to espionage.



Black Hornets

This ryu teaches practitioners how to use light and shadow to their advantage. They trick their opponents with illusions and strike without mercy.

Type: Ninja

Weapon of Choice: Sai and Shuriken

Tier 1: Shadow Self

You can forgo an attack to project an illusory copy of yourself. Each time you're attacked you're attacked roll under the number of copies, including yourself, on 1d6 to avoid the blow entirely. You can have one illusion active at a time. An attack that misses you because it targets an illusion disperses that illusion. You may only have one illusion active at a time.

Tier 2: Set up the Strike

Your double can mislead your target, opening them up to greater damage. Disperse your double before attacking to have that attack do half again as much damage.

Tier 3: Double Shadows

You now create two illusory copies of yourself when you use your Tier 1 ability.

Tier 4: Smooth Moves

Disperse a double to reroll a fumble made on an attack or defense roll.

Tier 5: Solid Shadow

You now create three illusory copies of yourself when you use your Tier 1 ability. You may use them to make attacks with melee weapons, as if they were you. Attacking with a copy disperses it.

Chisaten Kaihime

Kaihime is the scion of her branch of the lesser Imperial Family. She is an orphan being raised by her uncle, the notorious Chisaten Daiichi, regent governor of Harayama. Kaihime is a precocious youth; she's already written a pillow book that was "accidentally" released to the court. Within the pages she's shown a remarkable political acumen and a sharp eye for seeing what's really going on.

At 16 years old she's still four years from being able to claim her position as governess. When she does she'll displace her uncle, who's ruled since Kaihime's mother was killed by ninja assassins. Kaihime believes that her uncle ordered her mother's murder and that he's planning on seeing that she meets the same fate before she's old enough to threaten his position.

Kaihime makes certain to display her intelligence, moderate temper and virtue openly in order to gain popular support for her own position. She knows that matters are going to come to a head, likely within the next couple of years. She's aware that if she acts too soon, or too openly, she'll come into power at the mercy of Daiichi's criminal cronies and courtly sycophants, and that if she fails to act in time her uncle will eventually get to her. Right now she needs people willing to act covertly against Daiichi's interests, eliminating his network one member at a time.



In Our Next Issue

Ronin! All sorts of ronin! From the grim protagonist of Yojimbo to the tragic loyal retainers of Lord Oishi, ronin are captivating and mysterious. While they may face some challenges in society, the setting of Kaigaku is a world that presents many rich opportunities for these wave men.

We'll also have a new lesser clan, the Mizuki, who act as deadly bodyguards at the court. Look for a scenario that plays off of one of the headings in the "GM Secrets" section of the premium version of the Kaigaku RPG. Can you change the force of destiny through vengeance?

As ronin are versatile warriors, their new ryu is going to actually going to be a "kit" for creating your own ryu, and it should be useful for samurai of the clans, too.

If you haven't checked them out there are already two other issues of the Chronicle. Issue 0 is called Henjinmura Village and it highlights a mysterious town full of shapeshifting creatures, plus options for playing them as PCs (it's also free).

Issue 1 is the Chronicle of the Geisha and it has background on the geisha in Kaigaku. There's also a new ryu, an adventuring location called the House of the Vermillion Butterfly (with beautiful map by the legendary Guillaume Tavernier), tips on creating mystery scenarios and a print-and-play card/board game inspired by the world's most famous murder mystery game but with a gameplay and theme twist.

Lastly, check out the Kaigaku RPG core books. We have a free one and a premium version that expands on the basic book. It's fast and easy to play but rich with PC choices, gameplay options and setting.

Many, many thanks for playing in this world. I hope you have as much fun in it as I do!

Horokame Clan

The Horokame are a clan of thinkers. The first Horokame was an ascetic who impressed the daimyo of the Watanabe, who happened to spot her along the road as he was making a journey to the imperial palace. She managed to stump his retainers with ingenious riddles until the group made it to the capital. The daimyo sponsored Horokame to the Emperor, who granted her a small patch of land and a productive village. The Horokame maintain close ties with the Watanabe.

Horokame Leadership

Horokame Takeshi

Takeshi ascended to the post of daimyo 50 years ago as a young man. He stays fit, mentally and physically, so that none would guess that he's the oldest member of the clan. While he faithfully discharges his duties his true passion is practicing with the naginata. Despite his proficiency he considers himself a mere student. While he won't pass on clan secrets to outsiders, he is always willing to train apprentices in the way of the spear.



Watchful Turtle

The Watchful Turtle are the Horokame's greatest asset. They often serve as the soft hand to the blunt fist of the Watanabe clan's belligerent Growling Bear. In court the Watanabe often attempt to get what they want by coercion, and when this fails the Horokame step in and offer to act as mediators. They do this for other clans, as well, but they secretly offer more favorable terms to the Watanabe.

Type: Ascetic

Weapon of Choice: Naginata

Tier 1: Hidden Power

You have Advantage any time you try to use your tier abilities without other people realizing that something is amiss. Make a Wisdom roll to hear a whispered conversation from anywhere in the same room or outdoor space within Nearby range. Each Intensification increases the range band by one.

Tier 2: To Guard My Secrets

When wielding a naginata you can use your Wisdom score to make attacks.

Tier 3: Extended Vision

When using your Tier 1 ability you also extend your vision so that you can see as if you were standing at any point with range by Intensifying once on the roll.

Tier 4: The Wise Excel Where Fools Fall

You can now use your Wisdom score to defend against attacks. Once per combat, after defending, you gain AP for the remainder of a battle equal to the amount by which your Wisdom roll succeeded.

Tier 5: Perception Unbound

Intensify another time when you use your Tier 1 ability to allow it to work through stone walls.

Relations with Others

Kaigaku

Atsumichi: Tradition breeds predictability, and predictability is a weakness.

Chisaten: We respect their place in society, even if they may not deserve it.

Kakujima: There's not a problem with them that you can't solve with money.

Kondo: So like us, which is why we stay at arm's length.

Morimoto: They don't value the same things as us, which means that we're never after the same targets.

Shirai: The only ones who suspect our true power. This can't stand.

Watanabe: Our original patrons. We fill in the gaps where they fall short.

Gaijin

Albar: They make a useful check against the Cordovans.

Cordova: Respectable sort of tactics, these missionary spies.

Kherin: They menace our Watanabe patrons, so we fight them whenever we can spare the men.

Uriwane: Those who don't make the most of what they have end up wanting.

Territory

Capital: Nashimura, a picturesque village noted for its pear orchards.

Trading Goods: Pears, paper and books.

Terrain: Plains and a well-managed forest.

Notable People

Horokame Chiaki

The head cleric for the Horokame is a middle-aged lady spends most of her time reading books. She's recently retired to this position after twenty years in the field, spending her early career shifting between work as a magistrate, foot soldier and officer. Chiaki built up a lifetime of contacts in both legal and military spheres, and now she uses her position as an official to make the most of her newfound influence. Chiaki is the person to turn to if you need to know anything about troop movements or organized crime in the region.

Horokame Muto

Muto is a large man who appears to be incredibly ungainly. He uses his appearance to cause his opponents to misjudge his physical and mental prowess. His favorite hobby is making bar bets with drunken samurai and merchants, then collecting money as he vaults over the rooftop of the nearest house using only his naginata as a pole. Muto's other favorite bet is an eating contest against any challenger. He's currently in possession of a huge sack of unused kiseki, and he'll gladly give them up to anyone who can beat him at consuming gyoza.

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