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BLOODED
BLOSSOM



What You Need to Play

One of the participants will be the Game Master (GM); everyone else (ideally two to three people) will create and portray a Player Character.

In order to play you will need this GAME SHEET, the SCENARIO SHEET, a CHARACTER SHEET for each player, some pencils, erasers, scrap paper, and some six-sided dice (called d6; one die for each participant will be more than enough).

You will also need a quiet place and about three hours of game time!

If this is your first time playing BLOOD RED BLOSSOMS, make sure everyone reads the *Setting* section on the right.

Players and Game Master

PLAYER'S ROLE

- Follow the rules of the game.
- Make sure everyone feels welcome at your table. Provide your fellow players with plenty of occasions for their characters to shine. Give the Game Master plenty of occasions to make things interesting.
- Portray a Red Hat, a wandering pilgrim who has sworn to protect the people of Japan from threats both mundane and supernatural.
- Ask lots of questions, and build upon the answers.
- You are among the co-authors of an ongoing story. If you want a specific theme or element to be part of the narrative, do not be afraid to bring it into play. In BLOOD RED BLOSSOMS, everyone at the table is equally responsible for the quality of the game experience.

GAME MASTER'S ROLE

- Follow the rules of the game.
- Make sure everyone feels welcome at your table.
- Be ready to improvise. Don't come to the table with a pre-planned story, and don't force the players' hand towards a specific outcome. Play to find out what happens.
- Keep the players on their toes, challenge their characters' beliefs, and strike where they are weak. Portray the darkest facets of Japanese folklore: blood, gore, eeriness and horror. Don't be afraid of killing characters; they can always take a scar and survive!
- Ask lots of questions, and build upon the answers.
- Things should never be black or white. Create situations where the Red Hat's code is an obstacle. Force your players to choose between justice and obedience.
- Keep "historical accuracy talk" to a minimum. The complex environment of *Sengoku Jidai* works best as a background for the events of BLOOD RED BLOSSOMS, which should take place in rural areas and away from great cities and battlefields.



The Setting

BLOOD RED BLOSSOMS is set in Japan during the *Sengoku Jidai* (Age of Warring States), an era of ceaseless conflict between feudal lords throughout the whole country. Despite eventually leading to the unification of Japan, the chaos and suffering caused by this power struggle are twisting and corrupting the supernatural beings inhabiting the land: demons are growing stronger, and even neutral or once-helpful spirits have become fickle and vicious. Unquiet ghosts stalk the blood-soaked battlefields at night, and demonfires lead travelers astray. Foxes and crow demons haunt the woods.

In this game you will play the role of a RED HAT, a pilgrim who has abandoned their previous life and sworn –perhaps by choice, but likely to escape an even darker fate– to wander the rural areas of Japan and protect its people from dangers both mundane and supernatural. Never stopping for long, you carry nothing but clothes, tools and weapons; you help whoever is in need, no duty too humble, no task too dangerous. Your order was founded in honor of the first RED HAT, a woman by the name of Himiko who gave up her life to defeat an ancient demon lord, *Ōshirogumo* (the Great White Spider).

Will you follow in her footsteps? Only time will tell.

BLOOD RED BLOSSOMS is a game designed by Emanuele Galletto. It was originally released on www.patreon.com/roosterema

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Special thanks to Andy Kitkowski, Elena Barbagli and Mika Masuko for their priceless help with Japanese names!

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Blood Red Blossoms



Game Sheet



Structure of a Game Session

INTRODUCTION

A session of BLOOD RED BLOSSOMS begins with Player Characters (PCs) reaching a location chosen by the Game Master (GM), such as a mountain, shrine, or village. That's where today's scenario will take place!

Players whose characters have been absent during the previous session(s) should spend some time telling the rest of the group about their travels.

Once everyone is ready, the GM introduces the location of the current scenario. Then, each player will contribute one ASPECT of that location (a place, a character, a creature, a rumor...) and explain where they learned about it (perhaps from another Red Hat, by reading a book, or by traveling through this area in the past). If the ASPECT is tied to one of the character's SKILLS, even better!

The GM must weave these elements into the current scenario: the GM cannot ignore or erase ASPECTS but they may (and should) distort, subvert or connect those ASPECTS in unexpected ways.

SCENARIO

This is the meat of the session. A scenario is a self-contained situation in which the Red Hats are put to the test. Think of it like a 20-minute episode from an animated series: ideally, a scenario should be completed within a single session, allowing for episodic play with a variable cast of Player Characters. For more information on how the GM should prepare for a scenario, see the GAME MASTER SHEET.

CONCLUSION

Once GM and players agree the scenario has been completed (usually meaning the Red Hats have explored the situation and likely brought some sort of change, for better or worse), the session ends.

- Each PC fills one petal on their age's JOURNEY blossom. This also applies to any PCs in your game that were not part of the scenario (time passes for everyone, regardless of their presence in today's story!) and might cause some PCs to grow older (see CHARACTER SHEET).
- PCs might also replace one of their TRAITS with a new one, as described in the *character growth* section of the CHARACTER SHEET.
- For each PC, the player controlling them must declare whether they upheld the Red Hat's code during today's session, or acted against it. If they upheld the code, reduce REBELLION by one (minimum zero). If they acted against the code, increase REBELLION by one. If this causes REBELLION to reach a value of five, the character permanently leaves the Red Hats and the player describes their epilogue.
- For each PC, the GM must declare whether they upheld the Red Hat's code during today's session, or whether they acted against it. This functions the same way as described above.

Rolling Dice

There are two types of dice rolls: ACTION ROLLS and FORTUNE ROLLS.

ACTION ROLLS

The GM may call for an ACTION ROLL whenever a Player Character attempts to perform a risky operation or avoid some kind of danger. If there is no threat or urgency, the action normally succeeds. ACTION ROLLS represent both the characters and their opposition acting against each other; if the roll fails, then the situation gets worse and bad things happen to all Player Characters involved in the roll.

- The player describes their character's intent for the action and the way they approach the situation. Some SKILLS might allow a PC to attempt actions that would prove impossible to other characters (such as binding spirits or using magic). The GM has final say on what a PC can attempt, but creative use of SKILLS is encouraged!
- Any Player Characters present on the scene may choose to help, provided they are able to do so and describe their approach.
- The GM will tell the players what their effect on the situation will be, provided they succeed on the ACTION ROLL.

Example effects: You disarm the brigand. You reach the gate before it closes. You see through the illusion. You persuade the elder.

- The GM will also tell the players what the negative consequences of a failure will be for each PC taking part in the ACTION ROLL.
- The player rolls one die, plus an additional die for each helping PC.
- The GM describes the outcome, based on the highest die rolled:

On a 1-3: The character fails and the GM applies any negative consequences they had established. Generally, a roll cannot be retried until a later time or when the situation has been drastically altered.

On a 4-5: The character succeeds, but the GM introduces a twist or complication, or reduces the character's effect on the situation.

Example complications: You break in, but you alert the sentinels. You avoid the demon's acid breath, but it eats away at your sword.

On a 6: The character succeeds and fully achieves their goal.

FORTUNE ROLLS

Whenever the GM is unsure about the outcome of a situation that the PCs are not involved in, or when they want to randomly determine a certain aspect of the scenario, they can make a FORTUNE ROLL.

- A FORTUNE ROLL simply involves rolling a single die and using its result to judge the situation:
 - **On a 1-3:** Barely decent outcome.
 - **On a 4-5:** Average outcome, what is needed and nothing more.
 - **On a 6:** Good outcome, the best one could hope for.

Blossoms

If you need a way to represent an increasing danger or a particularly complex goal that requires great effort to accomplish, draw a blossom with an appropriate number of petals (four to six is a good range).

When a roll, event or complication would push the situation towards the blossom's goal or danger, fill one petal (two for especially fast progress): once all petals have been filled, the goal is achieved or the danger becomes real!



Examples: Spreading Poison (once complete, you are killed); Suspicion (once complete, people in the village will no longer trust you); Exorcism (once complete, you will bind the demon).

Fate

FATE represents a precious resource for the Player Characters, not to mention their greatest asset when facing powerful supernatural threats which would take them out with a single failed roll.

The different ways in which FATE can be earned and spent are presented on the Character Sheet: what's important to note, however, is that all of them grant players the ability to take the story in their own hands (keep in mind that effects and negative consequences are still established by the GM as usual, however). Needless to say, particularly unusual choices should still be negotiated between all participants!

A special option is the one allowing PCs to spend FATE to introduce a new element within the current scenario. There are no limitations on this, but players and GM should work together on how the new element fits within the situation.

Death, Being Taken Out, and Scars

Sometimes a PC's choices and actions will lead to them being taken out of the current scene (in which case they'll regain consciousness later on) or be permanently slain. Red Hats are only human, after all, and often forced to confront immensely powerful opponents.

When a PC is about to die or be taken out of action, the player controlling the character may instead have them suffer a permanent SCAR of the GM's choice: if they do, they can keep going and still contribute to the scene. A PC can only suffer three SCARS over the course of their career; from then on, their life will be on the line.

Exactly what a character's SCAR looks like is the GM's decision, usually informed by what caused it: an *irrational* PC might simply be paranoid, or they might actually experience dreadful, nightmarish visions; a PC *curled* by a snow demon might become sickly and frail.

SCARS permanently cripple a character and allow the GM to make their life harder: introducing dangers and complications, reducing the effects of ACTION ROLLS and escalating the negative consequences. However, Player Characters can also use SCARS against themselves to earn FATE by automatically failing ACTION ROLLS.

Scenario Generator

If you are in a hurry and need some scenario ideas, pick from these!

LOCATIONS (PICK ONE)

The mountain village of Inubashi (Dog's Bridge); The water temple of Umi-no-Kagami (Mirror of the Ocean); The fishing hamlets of the Jakugan (Sparrow's Coast); The mines of Tetsujima (Iron Island); The snowy pass at Shimotaki (Frozen Falls); A small travel inn within the depths of the Akaimori (Red Woods); The ricefields at Takagawa (High Rivers); The hot springs at Sarui (Home of the Monkeys).

MUNDANE DANGERS AND TRAGEDIES (PICK ONE OR MORE)

All the local men (young and adult) have been conscripted.

A rivalry between villages has led to the death of innocents.

Bandits have been raiding nearby villages.

Police is searching for a spy; their methods are cruel and disrespectful.

Someone has killed the local priest/priestess.

Illness has spread among the locals, and there is no doctor available.

Torrential rain has made travel on the roads impossible.

Many of the locals, especially the elders, have taken their own life.

The harvest is meager: there won't be enough rice to pay taxes and still manage to feed the populace.

SUPERNATURAL THREATS (PICK ONE OR MORE)

Natural spirits are behaving strangely.

A horrid thing hides within the silver mines nearby.

A snow spirit (yuki-onna) attacks travelers, freezing them to death with her winter breath.

A flock of crow demons (tengu) is barring the only path leading to a nearby village.

A giant demon is kidnapping children from the village.

Ghosts and undead from a recent battle infest the valley.

People wander into the bamboo woods, never to return.

TWISTS (PICK ONE OR MORE)

The supernatural threat is protecting the locals from a greater danger.

The people have brought this tragedy upon themselves.

The demon was bound into service by a human.

The antagonist's logic and demands are not that unreasonable.

A Red Hat is responsible for what has been happening.

The demon or spirit is clumsily attempting to help the locals.

A single person's greed and selfishness are to blame for this.

Some or all of the locals actually worship the demon.

Demons or spirits wish to lend Player Characters their help, despite them being Red Hats.

Preparing a Scenario

How should you proceed when designing a scenario for BLOOD RED BLOSSOMS?

First of all, you should keep in mind that the ASPECTS introduced by your players can and will heavily influence the game session; for this reason, it is better to design a scenario as a group of loosely tied elements that can be modified, rearranged or even completely removed: your job as GM is to “go with the flow” and build upon the combination of what you had in mind with what your players bring to the table.

Running a scenario certainly requires some improvisational skills, but don't be afraid and take your time. What's more important, feed your imagination by reading, watching or playing some of the following:

- The movie KWAIDAN, by Masaki Kobayashi
- The movie KURONEKO, by Kaneto Shindō
- The anime/manga series MUSHISHI, by Yuki Urushibara
- The HELLBOY comics (especially short stories), by Mike Mignola
- The videogame NIOH, by Team Ninja
- The videogame KUON, by From Software

Additionally, here are some “tricks” that always prove useful:

- Choose an evocative name for the scenario's location, and come up with one or two interesting features of the area. Make sure the players have something to work with when creating ASPECTS!

Also, there's no need for you to make use of Japanese names for locations - you can use the corresponding English translation.

The village of Inubashi (Dog's Bridge), nestled between snow-covered peaks dotted by ancient and ominous pine trees.

The ancient water temple of Umi-no-Kagami (Mirror of the Ocean), rising from ivory sands and overlooking a quiet fishing village.

- Focus the scenario around a natural element, season or weather condition: earth, fire, water, air, spring, winter, fall, summer, wind, cold, heat, snow, or rain. Keep this in mind when describing the environment and introducing supernatural beings.

Fire spirits have forsaken the area: lantern lights grow dimmer and dimmer with every passing night; dry wood refuses to burn.

Sudden, unforgiving rainstorms have been plaguing the countryside; some swear to have sighted a monstrous form leaping through clouds.

- Put Player Characters in front of hard choices: true evil is often human and not demonic in nature.

A powerful fox sorceress is enacting her vengeance against a group of farmers who captured and ate her children, despite them being aware that the cubs were not mere animals.

A singing demon is granting merciful death to those who have lost everything due to the ceaseless conflict between feudal lords.



Blood Red Blossoms



Scenario Sheet



Running a Scenario

There are several elements and procedures you should keep in mind while running BLOOD RED BLOSSOMS.

- When establishing the possible effect and negative consequences of an action roll, you should consider several factors: the PC's SKILLS, TRAITS, SCARS and equipment, the opposition's power level, and any situational advantages or disadvantages. Explaining to your players how fictional elements translate into mechanical results is often a great idea.

You're asking the locals to let go of their resentment towards their Lord. They're tired and angry, but you are a Priest and people tend to listen to your words. If you succeed, they'll heed your advice; if you fail, they will react bitterly - but not violently.

Fighting an Oni is a task clearly beyond human ability, and you're facing her alone. Things would be WAY different if you had a skill such as Demonlayer, but right now we're looking at a flesh wound at best. On the other hand, failure means being crushed by her iron mace.

- If Player Characters confront an especially powerful or capable opposition, force them to roll and react to it *before* they can plan their approach.

As you charge towards the snow demon, you are enveloped by his freezing aura. Let's make an action roll: if you fail, I'll have to start a new threat blossom named "Frozen to Death". It's gonna hurt.

- When PCs fail, don't be afraid to outright kill or incapacitate them if the situation calls for it. They can always take a SCAR and keep going! *I'm gonna be honest with you: if you fail your roll against the Crow King, he'll simply rip your head off. You'll be dead, and trust me it won't look pretty.*

- Make large use of blossoms. Use them to represent incoming threats, chases, rising unrest, complex rituals, spreading sicknesses, and more!

- Encourage players to use TRAITS and SCARS against themselves to earn fate. "Lose today's battle to win tomorrow's war" is a core element of BLOOD RED BLOSSOMS' design.

- If players short-circuit your scenario and quickly gather information about any supernatural threats, don't be nervous! This is not a game about prolonged investigations: what we really care about is how the PCs confront threats and change the situation.

- *Take your time.* This is probably the most important piece of advice I can give you: when you're feeling stumped, when players do something unexpected and you're not sure how to react, don't be in a hurry. Take a deep breath, sip from your glass, say "Hmm. Let me think about this" and try to come up with an interesting development. But know that it's perfectly reasonable to keep things simple: no need for each scenario villain to have a complex, convoluted plan; heck, you might even have a scenario in which there is no villain!

The Flow of Information

During a session of BLOOD RED BLOSSOMS, players will likely ask a lot of questions (*Can I see any footprints in the mud? What do I know about monkey spirits? Is there a weak point I can reach?*).

- If the answer is evident or common knowledge, the GM should simply tell the player. The same is true for when a Player Character has a relevant SKILL, such as a *Priest* examining religious scrolls.
- If the PC cannot possibly know the answer, the situation will require further investigation and/or questioning.
- If the GM is unsure, they can make a FORTUNE ROLL to determine the quality of the information.

Gear and Equipment

If you ever need to know whether a character is carrying a specific item:

- Red Hats always carry basic travel supplies (such as rope, firestones, food, a bowl with wooden cutlery and simple sewing tools), plus whatever items are necessary for their SKILLS.
- The GM may rule that some items are simply too rare for the PCs to be carrying them.
- If the GM is unsure, they can make a FORTUNE ROLL to determine the quality of the item.

Player Character VS Player Character

While Blood Red Blossoms is largely a game about teamwork (and in fact, the very math of the game strongly encourages PCs to help each other) it is still possible Player Characters will come to disagreements. Preferably, these situations should be resolved through negotiation between players; if this is not possible, simply have each character make a roll: whoever rolls higher gets what they wanted. Take your time to establish goals and consequences *before* you roll; but once the dice hit the table, stick to the result and go on with the session.

Do remember, however, that this method is for solving conflicts between *characters*; if there is a disagreement between *players*, it has to be solved through normal human interaction - it has nothing to do with the rules of the game.

Player-created Aspects

When running a scenario, you should focus on making the most out of any ASPECTS your players have created at the beginning of the session. If these take the whole situation into a completely unexpected direction, perhaps even leading you to scrap a previously designed threat and situation in favor of a different one that better fits those narrative elements, that's a good thing. That's how you play this game. Always be a fan of your players' ideas!

Running a Blood Red Blossoms Campaign

Despite each session being an isolated and self-contained episode, BLOOD RED BLOSSOMS can also be played as a campaign. The game is precisely designed to allow players (and their characters) to come and go between sessions, without jeopardizing the overall story or hindering character progression.

If you and your group are planning a campaign, pay attention to the following:

- Years might pass between one session and the following, which means there won't be much continuity between scenarios: they can be connected, but it's more of a "oh... if only I had realized this at the time" situation, rather than a "let's go back to the previous location, it will only take a day or two" situation.

If you want to tackle a particularly lengthy scenario, perhaps involving several connected location, it is better to break it up into multiple sessions: however, the CONCLUSION step will only take place once the scenario ends. If you do this, know that you are stretching the game outside its intended design.

- Since a full campaign can take a character from youth to old age, it will span several decades. It's a good idea to start the campaign at the beginning of the *Sengoku Jidai*, around year 1530. If you want, feel free to weave major historical events into the game. This will require some research, but it can definitely enhance the experience - plus, you get to explore a very interesting historical period!

- Player Characters will probably die and/or leave the Red Hats because of their REBELLION filling up; it is extremely unlikely for a PC to experience every single session of a campaign and still be there to witness its ending. A Red Hat that manages to survive that long without leaving the order is sure to have a thousand stories to tell!

- When a newly created PC joins the group, it can be fun for "veteran" PCs to take them under their wings, which makes for interesting apprentice/mentor dynamics, perhaps even in spite of the fact that the apprentice Red Hat is actually *older* than some of their mentors!

- Remember that the game can handle a maximum of three PCs: if you have a larger number of players, you will have to come up with some kind of rotation. Or you could have them split into two groups.

- There's no need for a single Game Master to run the entire campaign. Because of the episodic nature of the game, it's perfectly functional to run a given scenario and play a PC in the following one.

It's also an excellent way to "recharge your Game Master batteries", since running this game can be challenging and often requires a fair bit of improvisation.

- At the end of each session, do not forget to fill petals in the JOURNEY BLOSSOMS of *each Player Character participating in the campaign*, not only those who took part in that day's scenario. Time passes for everyone involved!

Character Questions

Keep these questions in mind and use them to add depth and personality to your character. You don't have to answer all of them during character creation, however: it can be interesting to add new details and reveal your character's background through play.

- Where do you come from? What was your family like?
- Why did you join the Red Hats? Was it to escape your previous life?
- Have you encountered the supernatural before?
- Do you believe this land will one day know peace?
- What is your greatest hope for the future? What is your drive?
- What is your greatest regret? If you could go back, what would you change?

Names

FEMALE	MALE	NEUTRAL
Aiko	Daichi	Aoi
Akemi	Goro	Haru
Akiko	Hachiro	Haruka
Ayako	Hayate	Hibiki
Chiyo	Hideki	Hikaru
Emi	Ichiro	Hinata
Hanako	Isamu	Kaede
Honoka	Itsuki	Kohaku
Izumi	Jiro	Kyo
Kaori	Kenji	Makoto
Keiko	Kiyoshi	Michi
Kiku	Kouta	Minato
Kiyoko	Masaru	Rin
Manami	Nori	Shiori
Megumi	Riku	Sora
Nanako	Ryo	Tsubasa
Ran	Shiro	Yasu
Riko	Taichi	Yoshi
Sachiko	Takuya	Yuki
Suzume	Youta	Yuu

Character Creation

CHOOSE STARTING AGE

Your character may begin the game as young, adult, or old. If you choose to be an adult, fill all petals in the Young Age JOURNEY blossom; if you choose to be old, fill all petals in the Young Age and Adult Age JOURNEY blossoms.

WRITE TRAITS

Your character always has three TRAITS: depending on their age some of these might already be determined. Fill in the remaining TRAITS until you have a total of three. In play, you can use TRAITS both in your favor (to automatically succeed) or against yourself (to automatically fail but earn some FATE by doing so); the best TRAITS are those that can be used both ways. Use TRAITS to shape a character into an actual person. Here are some good examples of TRAITS:

Aggressive, Aristocrat, Careful, Chatty, Cold-blooded, Commoner, Hard to Miss, Inquisitive, Intimidating, Kind, Perfectionist, Professional Liar, Short, Skeptical, Stubborn, Thrill-seeking, Unremarkable

WRITE SKILLS

Your character's SKILLS represent fields of knowledge or expertise in which they are trained. Depending on your age you might have one, two or three SKILLS available: fill each space with a SKILL of your choice that might be useful to a Red Hat. SKILLS always work in your favor, allowing you to perform otherwise impossible tasks or to succeed on rolls by spending FATE. Here are some good examples of SKILLS:

Alchemist, Demonslayer, Engineer, Exorcist, Fisher, Healer, Hunter, Monk, Musician, Oracle, Painter, Performer, Poet, Priest, Sage, Scout, Shaman, Sorcerer, Spy, Strategist, Swordmaster, Thief, Warrior

Discuss the effects and applications of your SKILLS with the group.

DESCRIBE LOOK

Describe what your character looks like; Red Hats usually wear comfortable clothes and carry basic travel supplies, a melee weapon of their choice, plus any gear, weapon or tools needed for their SKILLS. They also wear their trademark crimson hat (or parasol).

CHOOSE A NAME

Red Hats leave their former name behind when they join the pilgrim's life, and are usually called "(name) of the Red Hats". Choose your name from the list on the left.



Blood Red Blossoms



Character Sheet



Rules Summary

ACTION ROLLS

Whenever your character attempts to perform a risky action or avoid some kind of danger, the GM may tell you to make an ACTION ROLL:

- You describe your intent for the action and the way you approach the situation. Your SKILLS might allow you to attempt actions that would otherwise prove impossible (such as binding spirits or using magic).
- Any other Player Characters present on the scene may choose to help you, provided they are able to do so and describe their approach.
- The GM will tell you which kind of effect you are going to have on the situation in case you succeed, given the circumstances.
- The GM will also tell you whatever negative consequences there will be in case of a failure, for you and for every other Player Character that is helping you.
- You roll one die, plus one additional die for each helping character.
- The GM describes the outcome, based on the highest die you rolled:
 - On a 1-3: You fail and the GM applies the negative consequences.
 - On a 4-5: You succeed, but the GM introduces a twist or complication, possibly even reducing the effect of your success.
 - On a 6: You succeed and fully achieve your goal.

FATE

Use some coins, dice or beads to keep track of your FATE.

- You start each scenario with FATE equal to your maximum.
- You may spend one FATE to introduce a new element of your choice (such as an item, character or location) in the current scenario.
- Before an ACTION ROLL, you may choose to fail in a way that fits one of your SCARS or TRAITS. If you do so, you describe what happens (the GM will still apply the negative consequences) and regain one FATE.
- Before an ACTION ROLL, you may spend one FATE to succeed in a way that fits one of your SKILLS or TRAITS. If you do so, you describe what happens (and apply any effects established by the GM).
- Once per ACTION ROLL, a PC taking part in the action may spend one FATE to reroll one or more dice. You must keep the new results.

CHARACTER GROWTH

- At the end of each session you may erase a TRAIT and replace it with a new TRAIT of your choice. Describe what prompted these changes to the rest of your group.
- When you grow older, copy all SKILLS and TRAITS into your new age on this sheet (you might also gain new SKILLS and TRAITS). Growing into adulthood removes the *Just a Child* TRAIT, while reaching old age forces you to replace one of your current TRAITS with *Elder*.

Name

Look

Young Age

JOURNEY



As a young Red Hat, your maximum FATE is 3.

TRAITS	SKILLS
<i>Just a Child</i>	
	<i>Requires Adult Age</i>
	<i>Requires Old Age</i>

Adult Age

JOURNEY



As an adult Red Hat, your maximum FATE is 2.

TRAITS	SKILLS
	<i>Requires Old Age</i>

Old Age

JOURNEY



As an old Red Hat, your maximum FATE is 1.

TRAITS	SKILLS
<i>Elder</i>	

Fill a petal on your age's JOURNEY blossom at the end of each scenario. Once you fill all of them (3 for Young and Old, 10 for Adult), your character grows older (see column on the left). If you are Old and grow older, you die or retire (your choice). Describe your character's epilogue.

Scars

If you are about to be slain or taken out of action, you can instead suffer a new permanent SCAR of the Game Master's choice and keep going. You can do so up to three times over your character's career.

CURSED FEARFUL IRRATIONAL MAIMED

The Game Master can use SCARS to introduce additional complications and dangers during scenarios; however, you will be able to use SCARS to gain FATE (see column on the left).

Rebellion against the Code



If your REBELLION reaches a value of 5, you leave the Red Hats. Describe your character's epilogue to the rest of your group.

THE RED HAT'S CODE

- You shall carry no wealth, and demand nothing of the people.
- You shall never refuse to help the people of our land.
- You shall not remain in a place where you are not needed.
- You shall never raise your arm against the people of our land.
- You shall never spare a demon's life.

Game Notes

Use this space to keep track of important information and/or draw your character's portrait!