

NAME

LOOK




Human: Jack, Jin, Mitzurugi, Mugen, Geomon, Koma, Matsu

Elf: Armas, Elror, Alatas, Nerwe, Celothel

Tiefling: Bera, Aphar, Mara, Aku

Hard Eyes, Wise Eyes, One Eye
Shaved Hair, Wild Hair, Ponytail,
Smooth, Scared Skin, Tattooed Skin
Muscular Build, Agile Build, Aged Build

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
<input type="checkbox"/> WEAK -1	<input type="checkbox"/> SHAKY -1	<input type="checkbox"/> SICK -1	<input type="checkbox"/> STUNNED -1	<input type="checkbox"/> CONFUSED -1	<input type="checkbox"/> SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE		ARMOR		HP	
				CURRENT MAX	YOUR MAX HP IS 10+CONSTITUTION

Drive

- JUSTICE**
To defend those who can not defend themselves.
- COURAGE**
To find a foe worthy of my skill.
- BENEVOLENCE**
To avoid and stop violence at all costs.
- RESPECT**
To treat everyone as equals and engage in the culture of the land.
- HONESTY**
To never tell a lie.
- HONOR**
To never use deceitful tactics.
- LOYALTY**
To never give up a task or betray anyone.

STARTING MOVES

Daimyo

You are sworn to a Master. Describe your Master:

Bushido

The Samurai's Code of Honor is more important than life itself. Death would be an improvement to a dishonored Samurai. Were you to go against the code would bring dishonor upon yourself and your Master. All Seven Virtues of Bushido are important to you, but one comes most naturally to you:

- Justice - You are treated as if you have lawful authority
- Courage - You can force a foe to a one on one duel and set agreeable victory conditions.
- Benevolence - People are less likely to resort to violence against you.
- Respect - People greater than you (physically, socially, spiritually) will treat you as an equal.
- Honesty - People are more forthcoming with information.
- Honor - You can use your Honor as leverage to Parley but you can lose your honor on a miss.
- Loyalty - You will receive greater rewards for successive tasks you complete for the same person or group.

If you break one of the seven virtues you will become Dishonored. Your chosen virtue no longer fills your spirit, there is only regret there. You have two options open to regain your Honor: Your Master will give you a task to complete equal to your dishonor or you can perform Seppuku.

Upon My Honor(CHA)

When you **claim to defend a Settlement on your Honor** roll +Cha on a 10+ you hold 3. On a 7-9 Hold 2. *On a miss still Hold 1 in addition to what ever the GM says. As long as you working in the best interest of the Settlement you can spend the hold 1 for 1 to:

- Deal your max damage to a foe
- Ask the GM what is the best possible way to help this Settlement
- Completely negate any damage you would take from one attack
- Request Aid from your Master but it may take time to receive it
- Prepare a Battlefield to give you a tactical advantage

Art of War

Choose one

- Armored: Ignore the clumsy tag on armor you wear
- Naked Samurai: gain +1 armor when you wear no armor, wear no shield, and carry less than your load.
- Mounted Archery: you gain +1 ongoing to Fire a Volley while on horseback or equivalent.

Lifetime of Training

When you take damage you also take 1 Sturdy. You may spend Sturdy to take +1 forward to armor and to ignore the *Forceful* tag on enemy weapons.

Order

ORDER OF THE WOLF
You take after The Pack. Get +1 ongoing to Recruit while you are acting in defense of a Settlement.

ORDER OF THE DEER
You have a deep connection to nature. The Forest is considered a Settlement for the Upon My Honor move.

ORDER OF THE HAWK
You place Wisdom above all else. You may roll +WIS instead of CHA on Upon My Honor.

BONDS

Fill in the names of your companions in at least one:

- I will teach _____ the ways of Bushido.
- _____ is a great warrior that I wish to duel someday.
- _____ is fighting for a worthy cause.
- My Master would like to have _____ under his employ.



SAMURAI v1.3

LEVEL
XP

GEAR

Your load is 10+STR. You start with something (1 Dungeon Ration, 5 uses, 1 weight). Choose your defenses:

Choose your weapon:

Katana (1 weight, close, 2 handed, *Precise*) and Wakizashi (1 weight, hand, 1 handed *Precise*)

Yumi (near, far, 1 weight) and Wakizashi (1 weight, hand, 1 handed, *Precise*)

Choose one:

Chainmail (+1 armor, 1 weight)

Hakama(rob)es and Adventuring gear (1 weight)

Scale Mail (+2 armor, 2 weight, clumsy)

Choose One:

Dungeon Rations (1 weight)

Bundle of Arrows (3 ammo, 1 weight)

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

BE LIKE WATER

Your fighting style is flowing and formless. Add your DEX to your Damage.

WIND GUIDED

You know how to use the wind to your advantage. You may spend 1 ammo to turn a 6 to a 7-9 when you Fire a Volley, but when you do you take -1 forward to your next Fire a Volley.

BATTLE TACTICIAN

When you scan the battlefield and Discern Realities you may add this question to the list of questions you are allowed to ask the GM: "What battle tactic will the enemy most likely employ."

BLADE OF MY FATHER

You gain access to the Signature Weapon move belonging to the Fighter.

BLADE LOCK

When you and a foe lock blades in a battle of strength roll +Str. On a 10+ choose 2. On a 7-9 Choose 1:

- Your foe is disarmed or crippled
- Your foe is knocked to the ground
- Your foe stumbles forward exposing his back to you

REVERENT

You are a prime example of what a follower of Bushido should be. Choose another Virtue.

WARRIOR'S INSTINCTS

When you prepare for a battle you start with 1 Sturdy. Also, you may spend Sturdy on allies within *Hand* range.

BACKDRAFT

When you roll a miss on a Hack and Slash you still manage to deal 1d4 damage.

UNEXPECTED DEFENSE

When you use an unexpected item to defend your self such as your bow, quiver, or the scabbard of your weapon take 1 Sturdy.

RETRIEVE YOUR WEAPON

When you allow a disarmed opponent to pick up their fallen weapon you get +1 to ongoing against this foe

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

LET SLIP

(Requires Blade Lock): You may choose to use Dex instead of Str when you lock blades with an opponent. Also add this option to the list: "You deal your damage."

DIVIDING CURRENTS

(Requires Be Like Water): When you roll 10+ on Hack and Slash you may choose to disarm or cripple your opponent instead of dealing an additional 1d6 damage, but you expose yourself to the enemy. *Iaijutsu* affects this move.

IAIJUTSU

On a 10+ Hack and Slash you may deal the additional 1d6 damage(or use Dividing Currents) without exposing yourself to the enemy as long as you return your weapon to its scabbard after the strike.

RONIN

You are now masterless. Explain why. You no longer lose your chosen Virtues when you break The Bushido Code. Instead, you gain Outstanding Warrants with the Settlement that was most affected by your breaking of The Bushido Code.

ANCESTRAL WEAPON

(Requires Blade Of My Father): You gain access to the Blacksmith and Heirloom moves belonging to the Fighter.

PARAGON OF VIRTUE

(Requires Reverent): You Embody everything that Bushido is. Choose 2 more Virtues. Also, take +1 ongoing to Upon My Honor.

HIDDEN WOUND

When you announce that you have been hiding a wound during a single fight declare the foe who caused the wound, then set your Hit Points to 1 and take +2 ongoing for the rest of the fight.

RAZOR ZEPHYR

(Requires Wind Guided) Your arrows fly with the force of a tempest. On a 10+ Fire a Volley you deal an additional 1d4 damage and gain the forceful tag.

FIERCE RESOLVE

You may spend 1 Sturdy to heal yourself for 1d4. Also, add this option to the list on Upon My Honor: "Turn 6 to a 7-9 on a Last Breath Roll"

Optional

Death Move (You start with this move at Level 1)

AN HONORABLE DEATH/ SEPPUKU

When you die with your Honor intact, or you are Dishonored but end your own life in Seppuku, name a reason or cause that you have lived for. You will die knowing that your sacrifice will not go unnoticed. People from around the world will have heard of your noble end and take up your cause in their name.