

Name :

Jaipong: Agus, Ajip, Euis, Gunawan, Idjah, Juhliandi, Kurnia, Maratang, Mulyati, Natarina, Ridwan, Satria, Sonson, Sudrajat, Suwarni, Taufik, Tri, Yunan.

Legong: Alit, Ayu, Bagus, Belawa, Beratha, Kardiana, Mura, Niang, Nyoman, Ocen, Oka, Pedjeng, Sobrat, Soki, Sulastri, Susila, Tilem, Tjokot, Togog.

Look

Fancy Hair, Stylish Cap, or Wild Hair.
Fiery Eyes, or Joyous Eyes, or Knowing Eyes.
Finery, Poor Clothes, or Travelling Clothes.
Fit Body, Thin Body, or Well-Fed Body.

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  Armour  HP  YOUR MAX HP IS 6+CONSTITUTION

Alignment

Kebatinan

Avoid a conflict or defuse a tense situation.

Muslim

Perform your art to aid someone else.

Revolutionary

Spur others to significant and unplanned decisive action.

Starting Moves

Arcane Art

When you dance a magical dance, choose an ally and one benefit they receive:

- +1d4 forward to damage.
- Heal 1d8 damage.
- The next time they receive aid, they get +2 instead of +1.
- Their mind is shaken clear of one enchantment

Then roll+CHA. On a 10+, the ally gets the selected effect. On a 7-9, your dance still works, but you draw unwanted attention or your magic reverberates to other targets affecting them as well, GM's choice.

Charming and Open

When you speak frankly with someone, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list (which you must answer truthfully).

- Whom do you serve?
- What do you wish I would do?
- How can I get you to ___?
- What are you really feeling right now?
- What do you most desire?

A Port in the Storm

When you return to a civilized settlement you've visited before, tell the GM when you were last here. They'll tell you how it's changed since then.

Theatrical Training

Choose an area of expertise:

- A Bestiary of Creatures Unusual.
- The Dead and Undead.
- Gods and Their Servants.
- Grand Histories of the Known World.
- Legends of Heroes Past.
- The Planar Spheres.
- Spells and Magicks.

When you first encounter an important creature, location, or item (your call) covered by your theatrical training you can ask the GM any one question about it; the GM will answer truthfully. The GM may then ask you what tale, song, or legend you heard that information in.

Style

Jaipong

When you enter an important location (your call) you can ask the GM for one fact from the history of that location.

Legong

When you first enter a civilized settlement someone who respects the custom of hospitality to minstrels will take you in as their guest.

Bonds

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

- _____ does not trust me, and for good reason.
- _____ is often the butt of my jokes.
- _____ trusted me with a secret.
- I am writing an opera about the adventures of _____.
- I danced the stories of _____ long before I ever met them in person.
- This is not my first adventure with _____.



Level
XP

Gear

Your Load is 9+STR.

You have dungeon rations (5 uses, 1 weight).

Choose one instrument, all are 0 weight for you:

- The bamboo flute with which you courted your first love.
- A fine set of gamelan drums, a gift from a noble.
- A gong, never before struck.
- A songbook in a forgotten tongue.
- A stolen kendang drum.
- Your father's spike fiddle, repaired.

Choose your clothing:

- Leather armour (1 armour, 1 weight).
- Ostentatious clothes (0 weight).

Choose your armament:

- Dancing sword (close, precise, 2 weight).
- Worn bow (near, 2 weight), bundle of arrows (3 ammo, 1 weight), and short sword (close, 1 weight).

Advanced Moves

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

Bamboozle

When you parley with someone, on a 7+ you also take +1 forward with them.

Dance of Destruction

When you grant bonus damage with arcane art, you grant an extra +1d4 damage.

Dance of War

When you shout with great force while dancing, choose a target and roll+CON. On a 10+, the target takes 1d10 damage and is deafened for a few minutes. On a 7-9, you still damage your target, but it's out of control: the GM will choose an additional target nearby.

Dancer's Parry

When you hack and slash, you take +1 armour forward.

Healing Dance

When you heal with arcane art, you heal +1d8 damage.

It Goes To Eleven

When you break out a crazy dance routine, choose a target who can hear you and roll+CHA. On a 10+, the target attacks their nearest ally in range. On a 7-9, they attack their nearest ally, but you also draw their attention and ire.

Karma

When you successfully aid someone you take +1 forward as well.

Multiclass Dabbler

Get one move from another class. Treat your level as one lower for choosing the move.

Multiclass Initiate

Get one move from another class. Treat your level as one lower for choosing the move.

Reflection of Heaven

Your arcane art is strong, allowing you to choose two effects instead of one.

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

Con

Replaces: Bamboozle

When you parley with someone, on a 7+ you also take +1 forward with them and get to ask their player one question which they must answer truthfully.

Dance of Death

Replaces: Dance of Destruction

When you grant bonus damage with arcane art, you grant an extra +2d4 damage.

Dancer's Block

Replaces: Dancer's Parry

When you hack and slash, you take +2 armour forward.

Devious

When you use charming and open, you may also ask "How are you vulnerable to me?" Your subject may not ask this question of you.

An Ear For Magic

When you hear an enemy cast a spell, the GM will tell you the name of the spell and its effects. Take +1 forward when acting on the answers.

Healing Chorus

Replaces: Healing Dance

When you heal with arcane art, you heal +2d8 damage.

Heaven's Gift

Replaces: Reflection of Heaven

When you use arcane art, you choose two effects. You also get to choose one of those effects to double.

Multiclass Master

Get one move from another class. Treat your level as one lower for choosing the move.

Reputation

When you first meet someone who's heard about you, roll+CHA. On a 10+, tell the GM two things they've heard about you. On a 7-9, tell the GM one thing they've heard, and the GM tells you one thing.

Unforgettable Face

When you meet someone you've met before (your call) after some time apart, you take +1 forward against them.

Name :

Khmer: Achariya, Chea, Kiri, Leng, Moeuk, Nimol, Oudom, Phireak, Rathanak, Samnang, Sinuon, Sok, Sotha, Sovanna, Sreynuon, Vanneth, Vitthara.

Sayam: Angkarn, Chalermchai, Chuan, Dussadee, Fua, Jamnin, Kukrit, Leu, Mittr, Mongkut, Pensri, Petcharat, Sangiam, Sarit, Srifa, Suthep, Thawan, Yaowapa.

Look

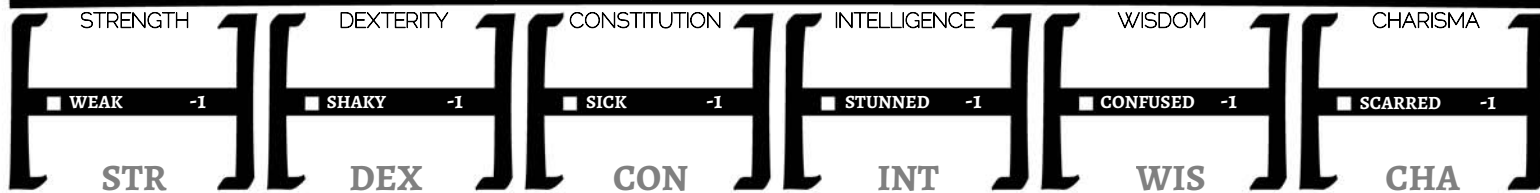
Animal Eyes, Sharp Eyes, or Wild Eyes.

Bald, Hooded Head, or Wild Hair.

Camouflage, Cape, or Travelling Clothes.

Lithe Body, Sharp Body, or Wild Body.

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



Alignment

Animist

Help an animal or spirit of the wild.

Buddhist

Free someone from literal or figurative bonds.

Hindu

Endanger yourself to combat an unnatural threat.

Culture

Khmer

When you undertake a perilous journey through wilderness, whatever job you take you succeed as if you rolled a 10+.

Sayam

When you make camp in a dungeon or city, you don't need to consume a ration.

Bonds

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

- _____ does not understand life in the wild, so I will teach them.
- _____ has no respect for nature, so I have no respect for them.
- _____ is a friend of nature, so I will be their friend as well.
- I have guided _____ before and they owe me for it.

Hunt and Track

When you follow a trail of clues left behind by passing creatures, roll+WIS. On a 7+, you follow the creature's trail until there's a significant change in its direction or mode of travel. On a 10+, you also choose 1:

- Determine what caused the trail to end.
- Gain a useful bit of information about your quarry, the GM will tell you what.

Starting Moves

Called Shot

When you attack a defenceless or surprised enemy at range, you can choose to deal your damage or name your target and roll+DEX.

- Arms 10+:** As 7-9, plus your damage. **7-9:** They drop anything they're holding.
- Head 10+:** As 7-9, plus your damage. **7-9:** They do nothing but stand and drool for a few moments.
- Legs 10+:** As 7-9, plus your damage. **7-9:** They're hobbled and slow moving.

Command

When you work with your elephant on something it's trained in...

...and you attack the same target, add its ferocity to your damage.

...and you discern realities, add its cunning to your roll.

...and you parley, add its cunning to your roll.

...and you take damage, add its armour to your armour.

...and you track, add its cunning to your roll.

...and someone interferes with you, add its instinct to their roll.

Elephant Companion

You have a supernatural connection with a loyal elephant. You can't talk to it per se but it always acts as you wish it to. Name your elephant.

Choose a base:

- Ferocity +1, Cunning +2, 1 Armour, Instinct +1
- Ferocity +2, Cunning +1, 1 Armour, Instinct +1
- Ferocity +2, Cunning +2, 0 Armour, Instinct +1
- Ferocity +3, Cunning +1, 1 Armour, Instinct +2

Choose as many strengths as its ferocity:

Adaptable, burly, calm, camouflage, fast, ferocious, huge, intimidating, keen senses, quick reflexes, stealthy, tireless.

Your elephant is trained to fight humanoids. Choose as many additional trainings as its cunning:

Fight monsters, guard, hunt, labour, perform, search, scout, travel.

Choose as many weaknesses as its instinct:

Broken, flighty, forgetful, frightening, lame, savage, slow, stubborn.

Gear

Your Load is 11+STR.

You have dungeon rations (5 uses, 1 weight), leather armour (1 armour, 1 weight), and a bundle of arrows (3 ammo, 1 weight).

Choose your armament:

- Crossbow (near, far, 1 weight) and spear (reach, 1 weight).
- Hunter's bow (near, far, 1 weight) and short sword (close, 1 weight).

Choose one:

- Adventuring gear (1 weight) and bundle of arrows (3 ammo, 1 weight).
- Adventuring gear (1 weight) and dungeon rations (1 weight).

Advanced Moves

You may take this move only if it is your first advancement:

Chinese Diaspora

Somewhere in your lineage lies mixed blood and it begins to show its presence. You gain the Khmer starting move if you took the Sayam one at character creation or vice versa.

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

Blot Out the Sun

When you volley, you may spend extra ammo before rolling. For each point of ammo spent you may choose an extra target. Roll once and apply damage to all targets.

Camouflage

When you keep still in natural surroundings, enemies never spot you until you make a movement.

Familiar Prey

When you spout lore about a monster, you use WIS instead of INT.

Fearless Saddle

Choose another training for your elephant.

Keeping on the Low Road

When you undertake a perilous journey, you can take two roles. You make a separate roll for each.

My Best Friend

When you allow your elephant to take a blow that was meant for you, the damage is negated and your elephant's ferocity becomes 0. If its ferocity is already 0 you can't use this ability. When you have a few hours of rest with your elephant, its ferocity returns to normal.

The Sage of Elephant Mountain

Dedicate yourself to a deity (name a new one or choose one that's already been established). You gain the meditate and cast a spell sage moves. When you select this move, treat yourself as a sage of level 1 for using spells. Every time you gain a level thereafter, increase your effective sage level by 1.

Till the Day is Done

When you set the watch for the night, everyone takes +1 to take watch.

Wild Empathy

You can speak with and understand animals.

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

Always Open

Replaces: *Till the Day is Done*

When you set the watch for the night, everyone takes +1 to take watch. After a night in camp when you set the watch everyone takes +1 forward.

Hunter's Prey

Replaces: *Familiar Prey*

When you spout lore about a monster, you use WIS instead of INT. On a 12+, in addition to the normal effects, you get to ask the GM any one question about the subject.

Krishna's Leg

When you know your target's weakest point, your arrows have 2 piercing.

Observant

When you hunt and track, on a hit you may also ask one question about the creature you are tracking from the discern realities list for free.

Roll on, Roll On

Replaces: *Keeping on the Low Road*

When you undertake a perilous journey, you can take two roles. Roll twice and use the better result for both roles.

Special Trick

Choose a move from another class. So long as you are working with your elephant you have access to that move.

Unnatural Elephant

Your elephant has become monstrous! Describe it. Give it +2 ferocity and +1 instinct, plus a new training.

Wild Speech

Replaces: *Wild Empathy*

You can speak with and understand any non-magical, non-planar creature.

Name :

Bingyan, Bozhi, Feiqing, Fengdan, Gongzhu, Gucheng, Heizhenzhu, Heshang, Jiu, Kasili, Liuxiang, Manlou, Rongrong, Shiquan, Shuangying, Sikong, Temür, Tiehua, Wei, Wuhua, Wuji, Xiaofeng, Yinji, Yutong, Zhang.

Look

Built Body, Lithe Body, or Ravaged Body.
Calloused Skin, Scarred Skin, or Tanned Skin.
Dead Eyes, Eager Eyes, or Hard Eyes.
Pigtail, Shorn Hair, or Wild Hair.

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  d10  Armour  HP  YOUR MAX HP IS 10+CONSTITUTION

Alignment

- Compassionate**
Defend those weaker than you.
- Heartless**
Kill a defenceless or surrendered enemy.
- Rebellious**
Defeat a worthy opponent.

Starting Moves

Break Boards, Lift Gates

When you use a combination of pure strength and mental focus to destroy an inanimate obstacle, roll+STR. On a 10+, choose 3. On a 7-9, choose 2:

- It doesn't make an inordinate amount of noise.
- It doesn't take a very long time.
- Nothing of value is damaged.
- You can fix the thing again without a lot of effort.

Schools Mastered

- Drunken Monkey**
When you share a drink with someone, you may parley with them using CON instead of CHA.
- None**
You are still a child. When you defy danger and use your small size to your advantage, take +1.
- Shaolin**
Once per battle you may reroll a single damage roll (yours or someone else's).
- Sōhei**
Choose one weapon—you can always treat weapons of that type as if they had the precise tag.

Defensive Techniques

You get +1 armour as long as you are able to move.

Signature Style

This is your fighting style. There are many like it, but this one is yours. Your fighting style is your best friend. It is your life. You master it as you master your life. Your style, without you, is nothing. Without your style, you are nothing. You must be true to your fighting style!

Choose the range that best fits your style:

- Close
- Hand
- Reach

Choose three enhancements:

- +1 damage.
- +1 damage, but -1 load.
- +1 load.
- +2 piercing.
- Add the forceful and messy tags to your melee attacks.
- Add the precise tag to your melee attacks.
- Choose an additional range.
- You are always alert to the presence of one type of creature, your choice.

Bonds

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

- _____ is soft, but I will make them hard like me.
- _____ owes me their life, whether they admit it or not.
- I have sworn to protect _____.
- I worry about the ability of _____ to survive in the dungeon.



THE MONK

Level
XP

Gear

Your Load is 10+STR.

You have dungeon rations (5 uses, 1 weight).

Choose your defences:

- Lamellar (1 armor, 1 weight) and adventuring gear (1 weight).
- The robes of your monastery (0 weight).

Choose two:

- 2 Healing potions (0 weight).
- 22 coins.
- Antitoxin (0 weight), dungeon rations (1 weight), and poultices and herbs (1 weight).
- Shield (+1 armour, 2 weight).

Advanced Moves

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

Ancient Masters

When you consult the ghosts of your masters, they will give you an insight relating to the current situation, and might ask you some questions in return, roll+CHA. On a 10+, the GM will give you good detail. On a 7-9, the GM will give you an impression.

Fearsome Master

Choose a second school to master. You may not choose “none.”

Hurt

Requires: Defensive Techniques

When you take damage, you may ignore it, but you lose your defensive techniques bonus until the end of the battle. Once you use your defensive technique, you may not use this move during the same battle again.

Improved Style

Choose one extra enhancement for your signature style.

Interrogator

When you parley using threats of impending violence as leverage, you may use STR instead of CHA.

Iron Hide

You gain +1 armour.

Merciless

When you deal damage, deal +1d4 damage.

Multiclass Dabbler

Get one move from another class. Treat your level as one lower for choosing the move.

Multiclass Initiate

Get one move from another class. Treat your level as one lower for choosing the move.

Seeing Red

When you discern realities during combat, you take +1.

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

Bloodthirsty

Replaces: Merciless

When you deal damage, deal +1d8 damage.

Evil Eye

Requires: Seeing Red

When you enter combat, roll+CHA. On a 10+, hold 2. On a 7-9, hold 1. Spend your hold to make eye contact with an NPC present, who freezes or flinches and can't act until you break it off. On a miss, your enemies immediately identify you as their biggest threat.

Eye for Weaponry

When you look over an enemy's weaponry, ask the GM how much damage they do.

Hurt and Angry

Replaces: Hurt

When you take damage, you may ignore it and take +1 forward against whatever caused it, but you lose your defensive techniques bonus until the end of the battle. Once you lose your defensive technique, you may not use this move during the same battle again.

Steel Hide

Replaces: Iron Hide

You gain +2 armour.

Superior Warrior

When you hack and slash, on a 12+ you deal your damage, avoid their attack, and impress, dismay, or frighten your enemy.

Through Death's Eyes

When you go into battle, roll+WIS. On a 10+, name someone who will live and someone who will die. On a 7-9, name someone who will live or someone who will die. Name NPCs, not player characters. The GM will make your vision come true, if it's even remotely possible. On a miss, you see your own death and consequently take -1 ongoing throughout the battle.

Triple Threat

Requires: Fearsome Master

Choose a third school to master. You may not choose “none.”

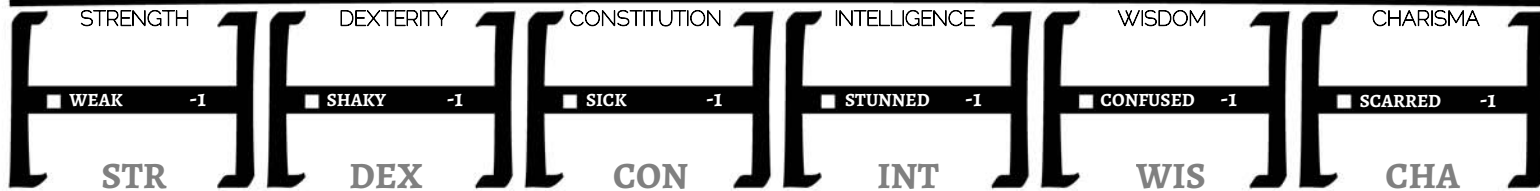
Name :

Anayama, Benisato, Chiyome, Fūma, Gara, Goemon, Hachisuka, Hanzō, Hatano, Isa, Jinpachi, Jūbei, Kagerō, Kamanosuke, Katsuki, Nagato, Nezu, Reizō, Rokuro, Sandayū, Sasuke, Shijima, Shimaemon, Sugitani, Tenzō, Unno, Zenjubō.

Look

Criminal Eyes, Ninja Eyes, or Shifty Eyes.
Cropped Hair, Hooded Head, or Messy Hair.
Common Clothes, Ninja Clothes, or Fancy Clothes.
Knobby Body, Large Body, or Lithe Body.

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



Alignment

Infiltrator

Avoid detection or infiltrate a location.

Opportunist

Leap into danger without a plan.

Undercover

Shift danger or blame from yourself to someone else.

Starting Moves

Backstab

When you attack a surprised or defenceless enemy with a melee weapon, you can choose to deal your damage or roll+DEX. On a 10+, choose two. On a 7-9, choose one:

- Reduce their armour by 1 until they repair it.
- You create an advantage, +1 forward to you or an ally acting on it.
- You deal your damage+1d6.
- You don't get into melee with them.

Clan

Iga

When you attack with a ranged weapon, deal +2 damage.

Kōga

When you spout lore or discern realities about criminal activities, take +1.

Flexible Morals

When someone tries to detect your alignment, you can tell them any alignment you like.

Poisoner

You've mastered the care and use of a poison. Choose a poison from the list below; that poison is no longer dangerous for you to use. You also start with three uses of the poison you choose. Whenever you have time to gather materials and a safe place to brew you can make three uses of the poison you choose for free. Note that some poisons are applied, meaning you have to carefully apply it to the target or something they eat or drink. Touch poisons just need to touch the target, they can even be used on the blade of a weapon.

- Dragon's Tears** (touch): Anyone dealing damage to the target rolls twice and takes the better result.
- Foxroot** (applied): The target treats the next creature they see as a trusted ally, until proved otherwise.
- Heaven's Breath** (applied): The target falls into a light sleep.
- Shōgun's Bane** (touch): The target deals -1d4 damage ongoing until cured.

Bonds

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

- _____ and I have a con running.
- _____ has my back when things go wrong.
- _____ knows incriminating details about me.
- I stole something from _____.

Trap Expert

When you spend a moment to survey a dangerous area, roll+DEX. On a 10+, hold 3. On a 7-9, hold 1. Spend your hold as you walk through the area to ask these questions:

- Is there a trap here and if so, what activates it?
- What does the trap do when activated?
- What else is hidden here?

Tricks of the Trade

When you pick locks or pockets or disable traps, roll+DEX. On a 10+, you do it, no problem. On a 7-9, you still do it, but the GM will offer you two options between suspicion, danger, or cost.



Level
XP

Gear

Your load is 9+STR.

You start with dungeon rations (5 uses, 1 weight), leather armour (1 armour, 1 weight), 3 uses of your chosen poison, and 10 coins.

Choose your arms:

- Katana (close, precise, 1 weight).
- Knife (hand, 1 weight) and sickle (close, 1 weight).

Choose a ranged weapon:

- 3 shuriken (thrown, near, 0 weight).
- Ragged Bow (near, 2 weight) and bundle of arrows (3 ammo, 1 weight).

Choose one:

- Adventuring gear (1 weight).
- Healing potion (0 weight).

Advanced Moves

When you gain a level from 2–5, choose from these moves:

Brewer

When you have time to gather materials and a safe place to brew, you can create three doses of any one poison you've used before.

Cautious

When you use trap expert, you always get +1 hold, even on a miss.

Cheap Shot

When using a precise or hand weapon, your backstab deals an extra +1d6 damage.

Connections

When you put out word to your ninja clan that you want or need something, roll+CHA. On a 10+, someone has it, just for you. On a 7–9, you'll have to settle for something close or it comes with strings attached, your call.

Envenom

You can apply even complex poisons with a pinprick. When you apply a poison that's not dangerous for you to use to your weapon, it's touch instead of applied.

Poison Master

After you've used a poison once, it's no longer dangerous for you to use.

Shoot First

You're never caught by surprise. When an enemy would get the drop on you, you get to act first instead.

Underdog

When you're outnumbered, you have +1 armour.

Wealth and Taste

When you make a show of flashing around your most valuable possession, choose someone present. They will do anything they can to obtain your item or one like it.

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

Dirty Fighter

Replaces: Cheap Shot

When using a precise or hand weapon, your backstab deals an extra +1d8 damage. All your other attacks deal +1d4 damage.

Disguise

When you have time and materials, you can create a disguise that will fool anyone into thinking you're another creature of about the same size and shape. Your actions can give you away but your appearance won't.

Escape Route

When you're in too deep and need a way out, name your escape route and roll+DEX. On a 10+, you're gone. On a 7–9, you can stay or go, but if you go it costs you: leave something behind or take something with you, the GM will tell you what.

Evasion

When you defy danger, on a 12+, you transcend the danger. You not only do what you set out to, but the GM will offer you a better outcome, true beauty, or a moment of grace.

Extremely Cautious

Replaces: Cautious

When you use trap expert, you always get +1 hold, even on a miss. On a 12+, you get 3 hold and the next time you come near a trap the GM will immediately tell you what it does, what triggers it, who set it, and how you can use it to your advantage.

Heist

When you take time to make a plan to steal something, name the thing you want to steal and ask the GM these questions. When acting on the answers you and your allies take +1 forward.

- What's its most powerful defence?
- Who else wants it?
- Who will come after it?
- Who will notice it's missing?

Master Brewer

Replaces: Brewer

When you have you have time to gather materials and a safe place to brew, you can create three doses of any poison you've used before. Alternately you can describe the effects of a poison you'd like to create. The GM will tell you that you can create it, but with one or more caveats:

- It will only work under specific circumstances.
- It'll have obvious side effects.
- It'll take a while to take effect.
- The best you can manage is a weaker version.

Serious Underdog

Replaces: Underdog

You have +1 armour. When you're outnumbered, you have +2 armour instead.

Strong Arm, True Aim

You can throw any melee weapon, using it to volley. A thrown melee weapon is gone; you can never choose to reduce ammo on a 7–9.

Name :

Danjurō, Hirai, Imai, Inoue, Izumo, Keiya, Kyōko, Monzaemon, Nijo, Oniji, Sachiko, Sawamura, Seimei, Sumeragi, Tadayuki, Taizen, Tetsuji, Yasunori.

Look

Crazy Eyes, Haunted Eyes, or Sharp Eyes.
Creepy Body, Pudgy Body, or Thin Body.
Pointed Hat, Styled Hair, or Wild Hair.
Strange Robes, Stylish Robes, or Strange Robes.

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

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

Damage  d4 Armour  HP  YOUR MAX HP IS 4+CONSTITUTION

Alignment

- Jashi**
Use magic to cause terror and fear.
- Koshintō**
Discover something about a magical mystery.
- Shrine Shintō**
Avoid a conflict or defuse a tense situation.

Starting Moves

Cast a Spell

When you release a spell you've prepared, roll+INT. On a 10+, the spell is successfully cast and you do not forget the spell—you may cast it again later. On a 7-9, the spell is cast, but choose one:

- After it is cast, the spell is forgotten. You cannot cast the spell again until you prepare spells.
- The spell disturbs the fabric of reality as it is cast—take -1 ongoing to cast a spell until the next time you Prepare Spells.
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

Prepare Spells

When you spend uninterrupted time (an hour or so) in quiet contemplation of your spellbook, you:

- Lose any spells you already have prepared
- Prepare new spells of your choice from your spellbook whose total levels don't exceed your own level+1.
- Prepare your cantrips which never count against your limit.

Ritual

When you draw on a place of power to create a magical effect, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will give you one to four of the following conditions:

- The best you can do is a lesser version, unreliable and limited.
- It will require a lot of money.
- It's going to take days/weeks/months.
- First you must _____.
- You and your allies will risk danger from _____.
- You'll have to ruin _____ to do it.
- You'll need help from _____.

Spell Defence

You may end any ongoing spell immediately and use the energy of its dissipation to deflect an oncoming attack. The spell ends and you subtract its level from the damage done to you.

Race

- Kami**
Magic is as natural as breath to you. Detect Magic is a cantrip for you.
- Nihon-jin**
Choose one sage spell. You can cast it as if it was an onmyōji spell.

Bonds

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

- _____ is keeping an important secret from me.
- _____ is woefully misinformed about the world. I will teach them all that I can.
- _____ will play an important role in the events to come. I have foreseen it!

Spellbook

You have mastered several spells and inscribed them in your spellbook. You start out with three first level spells in your spellbook as well as the cantrips. Whenever you gain a level, you add a new spell of your level or lower to your spellbook. Your spellbook is 1 weight.



THE ONMYOJI

Level
XP

Gear

Your Load is 7+STR.

You have a spellbook (1 weight) and dungeon rations (5 uses, 1 weight).

Choose one:

- 3 antitoxins (0 weight).
- Healing potion (0 weight).

Choose two:

- Bag of books (5 uses, 2 weight) and 3 healing potions.
- Leather armour (1 armour, 1 weight).
- Dagger (Hand, 1 weight).
- Staff (Close, two-handed, 1 weight).

Advanced Moves

When you gain a level from 2-5, choose from these moves. You also add a new spell to your spellbook at each level.

Arcane Ward

As long as you have at least one prepared spell of first level or higher, you have +2 armour.

Counterspell

When you attempt to counter an arcane spell that will otherwise affect you, stake one of your prepared spells on the defence and roll+INT. On a 10+, the spell is countered and has no effect on you. On a 7-9, the spell is countered and you forget the spell you staked. Your counterspell protects only you; if the countered spell has other targets they get its effects.

Enchanter

When you have time and safety with a magic item, you may ask the GM what it does, the GM will answer you truthfully.

Expanded Spellbook

Add a new spell from the spell list of any class to your spellbook.

Fount of Knowledge

When you spout lore about something no one else has any clue about, take +1.

Know-It-All

When another player's character comes to you for advice and you tell them what you think is best, they get +1 forward when following your advice and you mark experience if they do.

Prodigy

Choose a spell. You prepare that spell as if it were one level lower.

Quick Study

When you see the effects of an arcane spell, ask the GM the name of the spell and its effects. You take +1 when acting on the answers.

Reasonable

When you use strict deduction to analyze your surroundings, you can discern realities with INT instead of WIS.

Spirited Magic

When you cast a spell, on a 10+ you have the option of choosing from the 7-9 list. If you do, you may choose one of these as well:

- The spell's effects are maximized.
- The spell's targets are doubled.

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

Arcane Armour

Replaces: Arcane Ward

As long as you have at least one prepared spell of first level or higher, you have +4 armour.

Enchanter's Soul

Requires: Enchanter

When you have time and safety with a magic item in a place of power, you can empower that item so that the next time you use it its effects are amplified, the GM will tell you exactly how.

Greater Spirit Magic

Replaces: Spirited Magic

When you cast a spell, on a 10-11 you have the option of choosing from the 7-9 list. If you do, you may choose one of these effects as well. On a 12+, you get to choose one of these effects for free:

- The spell's effects are doubled.
- The spell's targets are doubled.

Highly Reasonable

Requires: Reasonable

When you discern realities, on a 12+ you get to ask the GM any three questions, not limited by the list.

Master

Requires: Prodigy

Choose one spell in addition to the one you picked for prodigy. You prepare that spell as if it were one level lower.

Mystical Puppet Strings

When you use magic to control a person's actions, they have no memory of what you had them do and bear you no ill will.

Possession

When you have time with a willing or helpless subject, you can possess them. You perceive what they perceive and can discern realities about someone tethered to you or their surroundings. Someone willingly tethered to you can communicate with you as if you were there.

Protective Counter

Requires: Counterspell

When an ally within sight of you is affected by an arcane spell, you can counter it as if it affected you. If the spell affects multiple allies you must counter for each ally separately.

Self-Powered

When you have time, arcane materials, and a safe space, you can create your own place of power. Describe to the GM what kind of power it is and how you're binding it to this place, the GM will tell you one kind of creature that will have an interest in your workings.

Spell Augmentation

When you deal damage to a creature, you can shunt a spell's energy into them—end one of your ongoing spells and add the spell's level to the damage dealt.

Cantrips

You prepare all of your cantrips every time you prepare spells without having to select them or count them toward your allotment of spells.

☐ **Light** CANTRIP

An item you touch glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the colour of the flame. The spell lasts as long as it is in your presence.

☐ **Prestidigitation** CANTRIP

If you touch an item as part of the casting you can make cosmetic changes to it: clean it, soil it, cool it, warm it, flavour it, or change its colour. If you cast the spell without touching an item you can instead create minor illusions no bigger than yourself. Prestidigitation illusions are crude and clearly illusions.

☐ **Unseen Servant** CANTRIP

You conjure a simple invisible construct that can do nothing but carry items. It has Load 3 and carries anything you hand to it. It cannot pick up items on its own and can only carry those you give to it. Items carried by an unseen servant appear to float in the air a few paces behind you. An unseen servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried.

First Level Spells

☐ **Alarm** LEVEL 1

Walk a wide circle as you cast this spell. Until you prepare spells again your magic will alert you if a creature crosses that circle. Even if you are asleep, the spell will shake you from your slumber.

☐ **Charm Person** LEVEL 1 ENCHANTMENT, ONGOING

The person (not beast or monster) you touch while casting this spell counts you as a friend until they take damage or you prove otherwise.

☐ **Contact Spirits** LEVEL 1 SUMMONING

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

☐ **Detect Magic** LEVEL 1 DIVINATION

One of your senses is briefly attuned to magic. The GM will tell you what here is magical.

☐ **Invisibility** LEVEL 1 ILLUSION, ONGOING

Touch an ally: nobody can see them. They're invisible! The spell persists until the target attacks or you dismiss the effect. While the spell is ongoing you can't cast a spell.

☐ **Magic Missile** LEVEL 1 EVOCATION

Projectiles of pure magic spring from your fingers. Deal 2d4 damage to one target.

☐ **Telepathy** LEVEL 1 DIVINATION, ONGOING

You form a telepathic bond with a single person you touch, enabling you to converse with that person through your thoughts. You can only have one telepathic bond at a time.

Third Level Spells

☐ **Dispel Magic** LEVEL 3

Choose a spell or magic effect in your presence: this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened so long as you are nearby.

☐ **Fireball** LEVEL 3 EVOCATION

You evoke a mighty ball of flame that envelops your target and everyone nearby, inflicting 2d6 damage which ignores armour.

☐ **Mimic** LEVEL 3 ONGOING

You take the form of someone you touch while casting this spell. Your physical characteristics match theirs exactly but your behaviour may not. This change persists until you take damage or choose to return to your own form. While this spell is ongoing you lose access to all your wizard moves.

☐ **Mirror Image** LEVEL 3 ILLUSION, ONGOING

You create an illusory image of yourself. When you are attacked, roll a d6. On a 4, 5, or 6 the attack hits the illusion instead, the image then dissipates and the spell ends.

☐ **Sleep** LEVEL 3 ENCHANTMENT

1d4 enemies you can see of the GM's choice fall asleep. Only creatures capable of sleeping are affected. They awake as normal: loud noises, jolts, pain.

☐ **Visions Through Time** LEVEL 3 EVOCATION

Cast this spell and gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a grim portent to you—a bleak event that will come to pass without your intervention. They'll tell you something useful about how you can interfere with the grim portent's dark outcomes. Rare is the portent that claims "You'll live happily ever after." Sorry.

♀ ONLY YOU! SPELLS

Fifth Level Spells

□ **Change the Shape of It** LEVEL 5 ENCHANTMENT

Your touch reshapes a creature entirely, they stay in the form you craft until you cast a spell. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these:

- The creature's mind will be altered as well.
- The form has an unintended benefit or weakness.
- The form will be unstable and temporary.

□ **Contact Heaven/Hell** LEVEL 5 DIVINATION

You send a request to one of the many heavens or hell worlds. Specify who or what you'd like to contact by location, type of creature, name, or title. You open a two-way communication with that creature. Your communication can be cut off at any time by you or the creature you contacted.

□ **Imprison** LEVEL 5 EVOCATION, ONGOING

The target is held in a cage of magical force. Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your thoughts and you cannot leave sight of the cage.

□ **Summon Bakemono** LEVEL 5 SUMMONING, ONGOING

A bakemono appears and aids you as best it can. Treat it as your character, with only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage die, plus your choice of 1d6 of these traits:

- It does 1d8 damage.
- It has +2 HP for each level you have.
- It has +2 to one stat instead of +1.
- It has some useful adaptation.
- It's not reckless.

The GM will tell you the type of monster you get based on the traits you select. The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to cast a spell.

Seventh Level Spells

□ **Contingency** LEVEL 7 EVOCATION

Choose a spell you know, of 5th level or lower. Describe a trigger condition with words equal to your level or less. This spell is held until you choose to unleash it or the trigger condition is met, whichever happens first. You don't have to roll for the held spell, it just takes effect. If you cast Contingency again while you already have a held spell, the new held spell replaces the old one.

□ **Dominate** LEVEL 7 ENCHANTMENT, ONGOING

Your touch pushes your mind into someone else's. You gain 1d4 hold. Spend one hold to make the target take one of these actions:

- Give you something they hold.
- Speak a few words of your choice.
- Make a concerted attack on a target of your choice.
- Truthfully answer one question.

If you run out of hold the spell ends. If the target takes damage you lose 1 hold. While the spell is ongoing you cannot cast a spell.

□ **Shadow Walk** LEVEL 7 ILLUSION

The shadows you target with this spell become a portal for you and your allies. Name a location, describing it with a number of words up to your level. Stepping through the portal deposits you and any allies present when you cast the spell at the location you described. The portal may only be used once by each ally.

□ **True Seeing** LEVEL 7 DIVINATION, ONGOING

You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While this spell is ongoing you take -1 to cast a spell.

□ **Yama World** LEVEL 7 SUMMONING, ONGOING

A cloud of fog from the Yama World fills the immediate area. Whenever a creature in the area takes damage it takes an additional 1d6 damage from the fog, which ignores armour. This cloud of death persists so long as you can see the affected area, or until you dismiss it.

Ninth Level Spells

□ **Alert** LEVEL 9 DIVINATION

Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the location of the event as though you were there in person. You can only have one Alert active at a time.

□ **Antipathy** LEVEL 9 ENCHANTMENT, ONGOING

Choose a target and describe a type of creature or an alignment. Creatures of the specified type or alignment cannot come within sight of the target. If a creature of the specified type does find itself within sight of the target, it immediately flees. This effect continues until you leave the target's presence or you dismiss the spell. While the spell is ongoing you take -1 to cast a spell.

□ **Perfect Summons** LEVEL 9 SUMMONING

You teleport a creature to your presence. Name a creature or give a short description of a type of creature, it appears before you.

□ **Shelter** LEVEL 9 EVOCATION, ONGOING

You create a structure out of pure magical power. It can be as large as a castle or as small as a hut, but is impervious to all non-magical damage. The structure endures until you leave it or you end the spell.

□ **Soul Gem** LEVEL 9

You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.



ONLY YOU SPELLS

Name :

Dongbin, Fachang, Fushen, Guandi, Guijiu, Guo, Hong, Laoren, Lihong, Mazu, Nüwa, Pangu, Quan, Shoushen, Songzi, Tianxian, Tiegua, Tsaihe, Tsengtu, Wangmu, Xiang, Zhangguo, Zhongli, Zhuangzi, Zouyan.

Look

Bald, Beard, or Strange Hair.
Common Garb, finery, or Flowing Robes.
Flabby Body, Knobby Body, or Thin Body.
Kind Eyes, Sad Eyes, or Sharp Eyes.

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  Armour  HP  YOUR MAX HP IS 8+CONSTITUTION

Alignment

- Daoist**
Endanger yourself to heal another or achieve immortality.
- Christian**
Suffer harm to prove the superiority of your deity.
- Confucian**
Endanger yourself following the precepts of the sages.

Obsession

- Alchemy**
When you meditate you are also granted a special version of Words of the Unspeaking as a rote which only works on stone.
- Buddhism**
Your faith is diverse. Choose one onmyōji spell. You can cast and be granted that spell as if it was a sage spell.

Bonds

- Fill in the name of one of your companions in at least one:
- _____ has insulted my deity; I do not trust them.
 - _____ is a good and faithful person; I trust them.
 - _____ is in constant danger, I will keep them safe.
 - I am working on converting _____ to my faith.

Pure Blessing

When you hold a holy symbol aloft and call on your deity for protection, roll+WIS. On a 7+, so long as you continue to pray and brandish your holy symbol, no undead may come within reach of you. On a 10+, you also momentarily daze intelligent undead and cause mindless undead to flee. Aggression breaks the effects and they are able to act as normal. Intelligent undead may still find ways to harry you from afar. They're clever like that.

Starting Moves

Cast a Spell

When you unleash a spell granted to you by heaven, roll+WIS. On a 10+, the spell is successfully cast and heaven does not revoke the spell, so you may cast it again. On a 7-9, the spell is cast, but choose one:

- After you cast it, the spell is revoked by your heaven. You cannot cast the spell again until you meditate and have it granted to you.
- You draw unwelcome attention or put yourself in a spot.
- Your casting distances you from your deity—take -1 ongoing to cast a spell until the next time you commune.

Note that maintaining spells with ongoing effects will sometimes cause a penalty to your roll to cast a spell.

Deity

Heaven has assigned a deity to grant you spells. Give them a name.

Choose your deity's domain:

- | | |
|---|---|
| <input type="checkbox"/> Civilization. | <input type="checkbox"/> Knowledge and Hidden Things. |
| <input type="checkbox"/> The Downtrodden and Forgotten. | <input type="checkbox"/> Righteous Conquest. |
| <input type="checkbox"/> Healing and Restoration. | <input type="checkbox"/> What Lies Beneath. |

Choose one precept of your religion:

- It adheres to trial by combat, add Petition: Personal Victory.
- It has important sacrificial rites, add Petition: Offering.
- It is cultish and insular, add Petition: Gaining Secrets.
- It preaches the sanctity of suffering, add Petition: Suffering.

Divine Guidance

When you petition your deity according to the precept of your religion, you are granted some useful knowledge or boon related to your deity's domain. The GM will tell you what.

Meditate

When you spend uninterrupted time (an hour or so) in quiet communion with the universe, your deity:

- Revokes any spells previously granted to you.
- Grants you new spells of your choice whose total levels don't exceed your own level+1, and none of which is a higher level than your own level.
- Grants you all of your rotes, which never count against your limit.



Level
XP

Gear

Your Load is 10+STR.

You carry dungeon rations (5 uses, 1 weight) and some symbol of the divine, describe it (0 weight).

Choose your defences:

- Chainmail (1 armour, 1 weight).
- Shield (+1 armour, 2 weight).

Choose your armament:

- Hammer (close, 1 weight).
- Staff (close, two-handed, 1 weight) and bandages (0 weight).

Choose one:

- Adventuring gear (1 weight) and dungeon rations (5 uses, 1 weight).
- Healing potion (0 weight).

Advanced Moves

When you gain a level from 2–5, choose from these moves:

Chosen One

Choose one spell. You are granted that spell as if it was one level lower.

Devoted Healer

When you heal someone else of damage, add your level to the amount of damage healed.

Divine Intervention

When you meditate, you get 1 hold and lose any hold you already had. Spend that hold when you or an ally takes damage to call on your deity, they intervene and negate the damage.

Divine Protection

When you wear no armour or shield, you get 2 armour.

Empower

When you cast a spell, on a 10+ you have the option of choosing from the 7–9 list. If you do, you may choose one of these effects as well:

- The spell's effects are doubled.
- The spell's targets are doubled.

First Aid

Cure Light Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.

Hell Money

When you sacrifice something of value to your deity and pray for guidance, your deity tells you what it would have you do. If you do it, mark experience.

Invigorate

When you heal someone, they take +2 forward to their damage.

Penitent

When you take damage and embrace the pain, you may take +1d4 damage (ignoring armour). If you do, take +1 forward to cast a spell.

The Scales of Life and Death

When someone takes their last breath in your presence, they take +1 to the roll.

Serenity

You ignore the first -1 penalty from ongoing spells.

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

Anointed

Requires: Chosen One

Choose one spell in addition to the one you picked for chosen one. You are granted that spell as if it was one level lower.

Apotheosis

The first time you spend time meditating after taking this move, choose a feature associated with your deity (six arms, an all-seeing third eye, etc.). After meditating, you permanently gain that physical feature.

Divine Armour

Replaces: Divine Protection

When you wear no armour or shield, you get 3 armour.

Divine Invincibility

Replaces: Divine Intervention

When you meditate, you gain 2 hold and lose any hold you already had. Spend that hold when you or an ally takes damage to call on your deity, who intervenes and negates the damage.

Enlightened

Replaces: Serenity

You ignore the -1 penalty from two spells you maintain.

Greater Empower

Replaces: Empower

When you cast a spell, on a 10–11 you have the option of choosing from the 7–9 list. If you do, you may choose one of these effects as well. On a 12+, you get to choose one of these effects for free:

- The spell's effects are doubled.
- The spell's targets are doubled.

Greater First Aid

Requires: First Aid

Cure Moderate Wounds is a rote for you, and therefore doesn't count against your limit of granted spells.

Martyr

Replaces: Penitent

When you take damage and embrace the pain, you may take +1d4 damage (ignoring armour). If you do, take +1 forward to cast a spell and add your level to any damage done or healed by the spell.

Multiclass Dabbler

Get one move from another class. Treat your level as one lower for choosing the move.

Yama Lord

When you take time after a conflict to dedicate your victory to your deity and deal with the dead, take +1 forward.

Rotes

Every time you meditate, you gain access to all of your rotes without having to select them or count them toward your allotment of spells.

□ **Guidance** ROTE

The symbol of your deity appears before you and gestures towards the direction or course of action your deity would have you take then disappears. The message is through gesture only; your communication through this spell is severely limited.

□ **Light** ROTE

An item you touch glows with divine light, about as bright as a torch. It gives off no heat or sound and requires no fuel but is otherwise like a mundane torch. You have complete control of the colour of the flame. The spell lasts as long as it is in your presence.

□ **Sanctify** ROTE

Food or water you hold in your hands while you cast this spell is consecrated by your deity. In addition to now being holy or unholy, the affected substance is purified of any mundane spoilage.

First Level Spells

□ **Bless** LEVEL 1

Your deity smiles upon a combatant of your choice. They take +1 ongoing so long as battle continues and they stand and fight. While this spell is ongoing you take -1 to cast a spell.

□ **Cause Fear** LEVEL 1 ONGOING

Choose a target you can see and a nearby object. The target is afraid of the object so long as you maintain the spell. Their reaction is up to them: flee, panic, beg, fight. While this spell is ongoing you take -1 to cast a spell. You cannot target entities with less than animal intelligence (magical constructs, undead, automatons, and the like).

□ **Cure Light Wounds** LEVEL 1

At your touch wounds scab and bones cease to ache. Heal an ally you touch of 1d8 damage.

□ **Detect Alignment** LEVEL 1

When you cast this spell choose an alignment: Good, Evil, Lawful, or Chaotic. One of your senses is briefly able to detect that alignment. The GM will tell you what here is of that alignment.

□ **Magic Weapon** LEVEL 1 ONGOING

The weapon you hold while casting does +1d4 damage until you dismiss this spell. While this spell is ongoing you take -1 to cast a spell.

□ **Sanctuary** LEVEL 1

As you cast this spell, you walk the perimeter of an area, consecrating it to your deity. As long as you stay within that area you are alerted whenever someone acts with malice within the sanctuary (including entering with harmful intent). Anyone who receives healing within a sanctuary heals +1d4 HP.

□ **Speak with the Dead** LEVEL 1

A corpse converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

Third Level Spells

□ **Animate the Dead** LEVEL 3 ONGOING

You summon a hungry spirit to possess a recently-dead body and serve you. This creates a zombie that follows your orders to the best of its limited abilities. Treat the zombie as a character with only the basic moves. It has a +1 modifier for all stats and 1 HP, and your choice of 1d4 of these traits:

- It does not appear obviously dead, at least for a day or two.
- It has a functioning brain and can complete complex tasks.
- It's durable. It has +2 HP for each level you have.
- It's talented. Give one stat a +2 modifier.

The zombie lasts until it is destroyed or until you end the spell. While this spell is ongoing you take -1 to cast a spell.

□ **Cure Moderate Wounds** LEVEL 3

You staunch bleeding and set bones through magic. Heal an ally you touch of 2d8 damage.

□ **Darkness** LEVEL 3 ONGOING

Choose an area you can see: it's filled with supernatural darkness and shadow. While this spell is ongoing you take -1 to cast a spell.

□ **Hold Person** LEVEL 3

Choose a person you can see. Until you cast a spell or leave their presence they cannot act except to speak. This effect ends immediately if the target takes damage from any source.

□ **Resurrection** LEVEL 3

You can bring someone back to life, but the GM will give you one or more (possibly all) of these conditions to fulfill:

- It will require a lot of money.
- It's going to take days/weeks/months.
- You must get help from ____.
- You must sacrifice ____ to do it.

The GM may, depending on the circumstances, allow you to resurrect the corpse now, with the understanding that the conditions must be met before it's permanent, or require you to meet the conditions before the corpse is resurrected.



Fifth Level Spells

- Contagion** LEVEL 5 ONGOING
Choose a creature you can see. Until you end this spell, the target suffers from a disease of your choice. While this spell is ongoing you take -1 to cast a spell.
- Cure Critical Wounds** LEVEL 5
Heal an ally you touch of 3d8 damage.
- Divination** LEVEL 5
Name a person, place, or thing you want to learn about. Your deity grants you visions of the target, as clear as if you were there.
- Revelation** LEVEL 5
Your deity answers your prayers with a moment of perfect understanding. The GM will shed light on the current situation. When acting on the information, you take +1 forward.

- Trap Soul** LEVEL 5
You trap the soul of a dying creature within a gem, where it is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.
- True Seeing** LEVEL 5 ONGOING
Your vision is opened to the true nature of everything you lay your eyes on. You pierce illusions and see things that have been hidden. The GM will describe the area before you ignoring any illusions and falsehoods, magical or otherwise. While this spell is ongoing you take -1 to cast a spell.
- Words of the Unspeaking** LEVEL 5
With a touch you speak to the spirits within things. The non-living object you touch answers three questions you pose, as best it can.

Seventh Level Spells

- Control Weather** LEVEL 7
Pray for rain—or sun, wind, or snow. Within a day or so, your god will answer. The weather will change according to your will and last a handful of days.
- Five Fingers of Death** LEVEL 7
Choose a creature whose true name you know. This spell creates permanent runes on a target surface that will kill that creature, should they read them.
- Harm** LEVEL 7
Touch an enemy and strike them with divine wrath—deal 2d8 damage to them and 1d6 damage to yourself. This damage ignores armour.
- Heal** LEVEL 7
Touch an ally and you may heal their damage a number of points up to your maximum HP.

- Sever** LEVEL 7 ONGOING
Choose an appendage on the target such as an arm, tentacle, or wing. The appendage is magically severed from their body, causing no damage but considerable pain. Missing an appendage may, for example, keep a winged creature from flying, or a bull from goring you on its horns. While this spell is ongoing you take -1 to cast a spell.
- Word of Recall** LEVEL 7
Choose a word. The first time after casting this spell that you speak the chosen word, you and any allies touching you when you cast the spell are immediately returned to the exact spot where you cast the spell. You can only maintain a single location; casting Word of Recall again before speaking the word replaces the earlier spell.

Ninth Level Spells

- Consult Other Sage** LEVEL 9
When you cast this spell, ask Sage LaTorra a question. Whatever advice he gives you, take +1 ongoing to any rolls you make while following it.
- Consume Unlife** LEVEL 9
The mindless undead creature you touch is destroyed and you steal its death energy to heal yourself or the next ally you touch. The amount of damage healed is equal to the HP that the creature had remaining before you destroyed it.
- Divine Presence** LEVEL 9 ONGOING
Every creature must ask your leave to enter your presence, and you must give permission aloud for them to enter. Any creature without your leave takes an extra 1d10 damage whenever they take damage in your presence. While this spell is ongoing you take -1 to cast a spell.

- Plague** LEVEL 9 ONGOING
Name a city, town, encampment, or other place where people live. As long as this spell is active that place is beset by a plague appropriate to your deity's domains (drought, earthquakes, financial ruin, etc.) While this spell is ongoing you take -1 to cast a spell.
- Repair** LEVEL 9
Choose one event in the target's past. All effects of that event, including damage, poison, disease, and magical effects, are ended and repaired. HP and diseases are healed, poisons are neutralized, magical effects are ended.
- Storm of Vengeance** LEVEL 9
Your deity brings the unnatural weather of your choice to pass. Rain of blood or acid, clouds of souls, wind that can carry away buildings, or any other weather you can imagine: ask and it shall come.

Name :

Azai, Dōsan, Fujitaka, Hideyoshi, Higuchi, Ieyasu, Ishida, Izumo, Katsuei, Keiji, Kojirō, Magoichi, Masanori, Musashi, Nemoji, Nobushige, Oda, Oichi, Osen, Ranmaru, Saigō, Satokane, Shigeoki, Sōemon, Sōun, Toshiie.

Look

Bald, Helmet, or Topknot.
Banner or Clan Symbols.
Bulky Body, Fit Body, or Thin Body.
Fiery Eyes, Glowing Eye, or Kind Eyes.

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 d10 Armour HP YOUR MAX HP IS 10+CONSTITUTION

Alignment

- Buddhist**
Refrain from violence and theft.
- Shinsengumi**
Deny mercy to a criminal or unbeliever.
- Shintō**
Endanger yourself to protect someone weaker than you.

Starting Moves

- Armoured**
You ignore the clumsy tag on armour you wear.
- Medicine**
When you see to someone's wounds, roll+CHA. On a 10+, you heal 1d8 damage or remove one disease. On a 7-9, they are healed, but the damage or disease is transferred to you.

Race

- Nihon-jin**
When you pray for guidance, even for a moment, and ask, "What here is evil?" the GM will tell you, honestly.

- Mission**
When you dedicate yourself to a mission after accepting or interpreting your lord's orders, state what you set out to do:

- Defend _____ from the iniquities that beset them.
- Discover the truth of _____.
- Slay _____, a great blight on the land.

Then choose up to two boons:

- A freedom from hunger, thirst, and sleep.
- Invulnerability to _____ (e.g., edged weapons, fire, enchantment, etc.).
- A mark of your lord's authority.
- Senses that pierce lies.
- An unwavering sense of direction to _____.
- A voice that transcends language.

The GM will then tell you what vow or vows is required of you to maintain your blessing:

- Honour (forbidden: cowardly tactics and tricks).
- Hospitality (required: comfort to those in need, no matter who they are).
- Piety (required: observance of daily holy services).
- Temperance (forbidden: gluttony in food, drink, and pleasure of the flesh).
- Truth (forbidden: lies).
- Valour (forbidden: suffering an evil creature to live).

Bonds

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

- _____ has stood by me in battle and can be trusted completely.
- _____'s misguided behaviour endangers their very soul!
- _____ is a brave soul, I have much to learn from them.
- I respect the beliefs of _____ but hope they will someday see the true way.

Ruling Caste

When you give an NPC an order based on your authority, roll+CHA. On a 7+, they choose one:

- Attack you
- Back away cautiously, then flee
- Do what you say

On a 10+, you also take +1 forward against them. On a miss, they do as they please and you take -1 forward against them.



Level
XP

Gear

Your Load is 12+STR.

You start with dungeon rations (5 uses, 1 weight), samurai armour (clumsy, 3 armour, 3 weight), and a symbol of your lord, describe it (0 weight).

Choose your weapon:

- Katana (close, +1 damage, 1 weight) and wakizashi (hand, 1 weight).
- Naginata (reach, +1 damage, two-handed, 2 weight).

Choose one:

- Adventuring gear (1 weight).
- Dungeon rations (1 weight) and healing potion (0 weight).

Advanced Moves

When you gain a level from 2–5, choose from these moves:

Charge!

When you lead the charge into combat, those you lead take +1 forward.

Chinese Medicine

When you heal an ally, you heal +1d8 damage.

Daimyō's Protection

While on a mission, you get +1 armour.

Death Wish

When you take damage, you can grit your teeth and accept the blow. If you do you take no damage but instead suffer a debility of your choice. If you already have all six debilities you can't use this move.

Kami-no-Michi

Dedicate yourself to a deity (name a new one or choose one that's already been established). You gain the meditate and cast a spell sage moves. When you select this move, treat yourself as a sage of level 1 for using spells. Every time you gain a level thereafter, increase your effective sage level by 1.

Kiai

While on a mission, you deal +1d4 damage.

Oath of Vengeance

When you speak aloud your promise to defeat an enemy, you deal +2d4 damage against that enemy and -4 damage against anyone else. This effect lasts until the enemy is defeated. If you fail to defeat the enemy or give up the fight, you can admit your failure, but the effect continues until you find a way to redeem yourself.

Setup Strike

When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage.

Staunch Defender

When you defend, you always get +1 hold, even on a 6-.

Voice of the Samurai

Take +1 to order hirelings.

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

The Beast

Replaces: Kiai

While on a mission, you deal +1d8 damage.

Divine Authority

Replaces: Voice of the Samurai

Take +1 to order hirelings. When you roll a 12+, the hiring transcends their moment of fear and doubt and carries out your order with particular effectiveness or efficiency.

Ever Onward

Replaces: Charge!

When you lead the charge into combat, those you lead take +1 forward and +2 armour forward.

Impervious Defender

Replaces: Staunch Defender

When you defend, you always get +1 hold, even on a miss. When you get a 12+ to defend, instead of getting hold the nearest attacking creature is stymied giving you a clear advantage, the GM will describe it.

Indomitable

When you suffer a debility (even through Death Wish) take +1 forward against whatever caused it.

Perfect Samurai

When you undertake a mission, choose three boons instead of two.

Shōgun's Protection

Replaces: Daimyō's Protection

While on a mission, you get +2 armour.

Spirit Sight

Requires: Kami-no-Michi

When you see divine magic as it happens, you can ask the GM which deity granted the spell and its effects. Take +1 when acting on the answers.

Tandem Strike

Replaces: Setup Strike

When you hack and slash, choose an ally. Their next attack against your target does +1d4 damage and they take +1 forward against them.

Western Medicine

Replaces: Chinese Medicine

When you heal an ally, you heal +2d8 damage.

Name :

Bakeneko: Arai, Ise, Kasha, Kiraru, Kisabu, Maneki, Maru, Ryuzoji, Shigeru, Tama.
Kitsune: Daji, Hakuzo, Huayang, Jingoro, Koi, Kumiho, Kurama, Nasuno, Ninko, Paussu, Ran, Rao, Tamamo, Yako, Zenko, Zorua.
Tanuki: Bunbuku, Danzaburo, Li, Mamorizuru, Murasaki, Terajima.

Look

Haunting Eyes, Wild Eyes, or Wise Eyes.
Braided Hair, Furry Hood, or Messy Hair.
Ceremonial Garb, Practical Leathers, or Weathered Hides.

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  Armour  HP  YOUR MAX HP IS 6+CONSTITUTION

Alignment

- Guardian Spirit**
Eliminate an unnatural menace.
- Nurturing Spirit**
Help something or someone grow.
- Trickster Spirit**
Destroy a symbol of civilization.

Race

- Bakeneko**
As your people learned to bind animals to field and farm... you hunted mice. But you may always take the shape of any domesticated animal, in addition to your normal options.
- Kitsune**
You sing the healing songs of spring and brook. **When you make camp**, you and your allies heal +1d6.
- Tanuki**
In addition to any other attunements, the Great Forest is always considered your land.

Bonds

- Fill in the name of one of your companions in at least one:
- _____ has tasted my blood and I theirs, we are bound.
 - _____ smells more like prey than a hunter.
 - I have showed _____ a secret rite of the Land.
 - The spirits say a great danger follows _____.

Spirit Tongue

The grunts, barks, chirps, and calls of the creatures of the wild are as language to you. You can understand any animal native to your land or akin to one whose essence you have studied, as well as all people, wherever they live.

Starting Moves

Born of the Soil

You learned your magic in a place whose spirits are strong and ancient and they've marked you as one of their own. No matter where you go, they live within you and allow you to take their shape. Choose one of the following. It is the land to which you are attuned—when shapeshifting you may take the shape of any animal who might live in your Land (including people).

- The Depths of the Earth.
- The Frozen North.
- The Great Forests.
- The Islands of the East.
- The Mighty River.
- The Open Sea.
- The Stinking Mire.
- The Towering Mountains.
- The Vast Desert.
- The Whispering Plains.

Chose a tell—a physical attribute that marks you as born of the soil—that reflects the spirit of your land. It may be an animal feature like antlers or leopard's spots or something more general: hair like leaves or eyes of glittering crystal. Your tell remains no matter what shape you take.

By Nature Sustained

You don't need to eat or drink. If a move tells you to mark off a ration, ignore it.

Shapeshifter

When you call upon the spirits to change your shape, roll+WIS. **On a 10+**, hold 3. **On a 7-9**, hold 2. **On a miss**, hold 1 in addition to whatever the GM says. You may take on the physical form of any species whose essence you have studied or who lives in your land: you and your possessions meld into a perfect copy of the species' form. You have any innate abilities and weaknesses of the form: claws, wings, gills, breathing water instead of air. You still use your normal stats but some moves may be harder to trigger—a housecat will find it hard to do battle with an ogre. The GM will also tell you one or more moves associated with your new form. Spend 1 hold to make that move. Once you're out of hold, you return to your natural form. At any time, you may spend all your hold and revert to your natural form.

Studied Essence

When you spend time in contemplation of an animal spirit, you may add its species to those you can assume using shapeshifting.

Gear

Your Load is 6+STR.

You carry some token of your land, describe it.

Choose your armament:

- Club (close, 2 weight).
- Spear (close, thrown, near, 1 weight).
- Staff (close, two-handed, 1 weight).

Choose your defences:

- Hide armour (1 armour, 1 weight).
- Wooden shield (+1 armour, 1 weight).

Choose one:

- Adventuring gear (1 weight).
- Poultices and herbs (2 uses, 1 weight).

Advanced Moves

When you gain a level from 2–5, choose from these moves:

Awakened from Dreams

When you spend time in a place, making note of its resident spirits and calling on the spirits of the land, roll+WIS. You will be granted a vision of significance to you, your allies, and the spirits around you. On a 10+, the vision will be clear and helpful to you. On a 7–9, the vision is unclear, its meaning murky. On a miss, the vision is upsetting, frightening, or traumatizing. The GM will describe it. Take -1 forward.

Balance

When you deal damage, take 1 balance. When you touch someone and channel the spirits of life you may spend balance. For each balance spent, heal 1d4 HP.

Barkskin

So long as your feet touch the ground you have +1 armour.

Elemental Mastery

When you call on the primal spirits of fire, water, earth or air to perform a task for you roll+WIS. On a 10+, choose two. On a 7–9, choose one. On a miss, some catastrophe occurs as a result of your calling.

- The effect you desire comes to pass.
- You avoid paying nature's price.
- You retain control.

Eyes of the Cat

When you mark an animal (with mud, dirt, or blood) you can see through that animal's eyes as if they were your own, no matter what distance separates you. One animal can be marked like this at a time.

Formcrafter

When you shapeshift, choose a stat: you take +1 ongoing to rolls using that stat while shifted. The GM will choose a stat, too: you take -1 ongoing to rolls using that stat while shifted.

Hunter's Brother

Choose one move from the elephant rider class list.

Red of Tooth and Claw

When you are in an appropriate animal form (something dangerous) increase your damage to d8.

Thing-Talker

You see the spirits in the sand, the sea and the stone. You may now apply your spirit tongue, shapeshifting and studied essence to inanimate natural objects (plants and rocks) or creatures made thereof, as well as animals. Thing-talker forms can be exact copies or vaguely humanoid.

True Form Revealed

When you take damage while shapeshifted, you may choose to revert to your natural form to negate the damage.

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

Blood and Thunder

Replaces: Red of Tooth and Claw

When you are in an appropriate animal form (something dangerous) increase your damage to d10.

Dragon

When you shapeshift, you may create a merged form of up to three different shapes. You may be a bear with the wings of a falcon and the head of a bear, for example. Each feature will grant you a different move to make. Otherwise, your dragon form follows the shapeshifter rules.

Embracing No Form

When you shapeshift, roll 1d4 and add that total to your hold.

Formshaper

Requires: Formcrafter

You may increase your armour by 1 or deal an additional +1d4 damage while in an animal form. Choose which when you shapeshift.

Stalker's Sister

Choose one move from the elephant rider class list.

Strange Twin

You are able to study the essence of specific individuals to take their exact form, including men, elves, or the like. Suppressing your tell is possible: if you do, take -1 ongoing until you return to your own form.

Uniting the Lands

When you take this move, the next opportunity that you have safety and time to spend in an appropriate location, you may attune yourself to a new land. This effect occurs only once and the GM will tell you how long it will take and what cost you must pay. From then on, you are considered to be born of the soil in both lands.

Weather Weaver

If you are under open skies when the sun rises, the GM will ask you what the weather will be that day. Tell them whatever you like, it comes to pass.

World-Talker

Requires: Thing-Talker

You see the patterns that make up the fabric of the world. You may now apply your spirit tongue, shapeshifter and studied essence moves to pure elements—fire, water, air and earth.