

Samurai Vampires

When Amatarasu, spirit of the sun, separated the world of light from darkness, and created the realm of Japan, its shadow was cast into the darkness of the world below. In a world of sunless night that never ends, empires of shadows rise across the fiefs and islands of Japan. The aristocrats of the shadow world, the samurai vampires, rule the lands. This is the early Sengoku period, in a parallel world of darkness and monsters.

Samurai Vampires	Shade Ninja	Ama Mystics
Regeneration 1	Enhanced stealth skill	Water breathing
Drain d-6	Shadow teleport	Ama future sight
2 vampire powers	1 ninja power	1 mystic gear
1 samurai gear	2 ninja gear	
Horse		Hero Pirate
	Wondering Daemon	1 Hero Power
Werewolf bandits	Extra health	2 gear any
Regeneration 3	Extra damage	2 Pirate gear
Feed 2D-6	1 daemon power	
1 werewolf power	Horse	
	2 bandit gear	
3 bandit gear		

For more advanced users, it is possible to mix and match monster types and jobs. An experienced player can take the racial features (the top stack) and merge them with the job features (the lower stack) as long as they never take job features from multiple jobs, or racial features. From multiple races.

Stats: all characters have the following stats:

Power: for strength, used against armor for melee attacks.

Speed: for movement (un-mounted) and used against armor for ranged attacks

Mind: for mystic attacks and defenses

Armor: for melee and ranged defenses

Body: X2 for health

Spirit: For power points

Everyone starts out with three in each of these categories. When they make their character, they distribute 8 more. Then they choose and record their features and powers.

Powers: Regeneration: you regain that much health each turn. Drain: when you hit with a melee attack without using the weapon, you deal this much extra damage and gain this much life. Feed: when you reduce a target to 0 health you regain this much health. Shadow Teleport: you can teleport half as far as you could move in shadows for 3 power points. Extra Health: you have triple Body health instead of double. Enhanced Stealth: you roll the best two of three d-6's for stealth. Extra Damage: you add one half body when you decide melee damage. Water Breathing: you can breathe under water. You can move your full speed instead of half in water. Ama future sight: the GM tells you a prophecy for 5 power points. **Vampire powers:** Fly: you ignore terrain and water when you move. Leap: you may move two more spaces when you end

in a melee attack (un-mounted). Mind control: you spend 4 power points per round to use the body of a bite victim. Bat Form: you spend 6 points to become a cloud of bats, you do half damage, ignore water and terrain, and have double armor, but your gear doesn't count any more. Hypnosis: you spend 5 points to do a mind attack, the victim can't act next turn. **Werewolf powers**: Hunger: the first time you attack in a fight you do double damage. Frenzy: very turn you feed, you take half damage until it's your turn again. Rend: if you hit a target twice in a row in melee without a weapon, you do double damage on the second attack. **Ninja powers**: ninja leap: you may move two more spaces which ignore terrain and water, if you don't attack when you land. Ninja Throw: you make an unarmed ranged attack on all enemies within 2 spaces of you. Ninja roll: once per fight you take half damage and move 2 spaces. **Hero powers**: destiny: you can reroll one roll per fight. Charisma: you can spend 5 points to make a mind attack on all enemies within 2 squares, all the ones you hit can't attack you next turn. Inspire: you use your turn to inspire, all your allies can reroll one roll before it's your turn again. **Daemon Powers**: Horror claws: roll the best two of three d-6's for unarmed attacks. Daemon senses: +2 to speed when deciding turn order, and +1 mind defense and armor. Terrible Power: +4 power points. Tenacious: you reroll ones on attacks. **Gear: Weapons**: Sword: +1 to armor and power in melee. [Bandit, pirate.] Axe: +2 power in melee. [Bandit, pirate.] Spear: you can make melee attacks one space away. [bandit] bow: you can make ranged attacks four squares away instead of two. [bandit] Dagger: +2 to attacks in melee. [Bandit, pirate, ninja] Pistol: +1 die with ranged attack. [pirate] blunderbuss: plus one die for ranged damage. [pirate] Naginata: you can make melee attacks one space away, +1 power. Ninjato: +1 die for attacks in melee. [ninja] Shurikens: +2 speed for attacks and damage. [ninja] smoke bombs: make a mind attack against all enemies within 2 spaces, you are hidden from all the ones you hit. [ninja] Diasho: +1 to armor and +2 power in melee. [Samurai], Daikyu: you can make ranged attacks 4 away instead of 2 and once you can add half power to decide damage. [samurai] **Horses**: Power 4 Speed 8 Mind 1 Armor 2 Body 6 Spirit 1. You can ride the horse. It can fight in melee.

Skills: stealth and perception: when a character wishes to use stealth, they roll 2 d-6's, and the opposing side may have the two nearest characters attempt a perception, two more d-6's. Whoever has the heights result is the victor. Stealth victors are unseen, and automatically roll a 6 on one d-6 for attacking unsuspecting foes. Stealth cannot be used mounted.

Combat: the whole point of the Sengoku period was the attempted conquest of provinces of Japan by warlords. This happened in the shadow realm as well, but it was cooler because of the monsters. Build a fighting group of players or non-player characters on one side: vampire daimios, bandit soldiers, pirate mercenaries, whatever is the most fun. The GM will build an opposing army, and the two will fight. Rolls are made with two D-6's. Battle starts when each group rolls a speed to decide the order in which the characters act. They move first, until all of moved. Then they attack, in the same order, until they have all attack, or use their powers. To the victor goes the province, and the power. When they hit, they deal d-6 damage plus the amount they surpassed the defense attribute by. Which of the factions will unify the nightmare dimio? Who will conquer the land without the rising sun?