

### Honour

Your samurai has made some mistakes, the kinds of mistakes that other people get killed for making. Your samurai is trying very hard to atone for the past by living a life of honour. Your samurai is also trying to hide the past by pretending to be as honourable as possible. It's a combination of guilt and fear.

There are six types of honour:

Jin (compassion): "You go out of your way to help others in need".

Chugo (duty & loyalty): "You do not balk at your responsibilities".

Makato (complete sincerity): "You face every challenge with the utmost commitment. You are single minded and transparent".

Gi (honesty & justice): "You are honest in all things and strive to see the rule of the Emperor's law throughout the land".

Rei (polite courtesy): "You are always respectful in your dealings with others, even with those who would seem to deserve it least".

Yu (Heroic courage): "You fear nothing within or without the Empire".

Just how honourable your samurai is trying to be depends on how wicked they have been in the past. When you create your samurai character you'll be asked to devise a number of secrets about the bad things they have done. Each secret gives your samurai one point of honour. Your character starts off with either two, three or four secrets so your character will have a starting honour score of two, three, or four.

Your samurai has good reason to behave honourably and will be reluctant to depart from the code. Every time you want your samurai to breach the rules of honour, or ignore an obvious opportunity to do something honourable, your GM may force you to make an honour roll.

For an honour roll, roll a single d6 and compare it to your samurai's honour score on your character sheet. If you scored lower than your character's honour then your samurai chooses the honourable course of behaviour dictated by your GM. If you roll higher than your samurai's honour then you are free to ignore the code and have your samurai do whatever suits you.

Every time your GM asks you to make an honour roll they will award you one Will Coin regardless of the outcome of your roll. You see, every time your samurai feels the code constraining and ruling them it chafes away at something inside. Determination, resentment, and ambition start to swell, the same qualities that got your samurai into so much trouble before!

Note that the GM cannot ask you to make an honour roll if you declare that what your samurai is doing is a hint at their secret.

### **Will Coins**

These are coins to track how wilful your samurai is becoming. Every time the GM insists you make an honour roll you gain one Will Coin regardless of the result of the roll.

As your samurai's determination and ambition increase they become capable of feats that are unimaginable to other people. You can spend a Will Coin at any time to have your samurai perform one of the feats available to them. These feats are the result of years of training and require extraordinary boldness, they can only be performed by spending Will Coins. This is the only use for Will Coins in Ronin Story, remember that the only way to gain Will Coins is from the GM forcing you to make an honour roll because your samurai isn't following the code.

### Secrets

What is it that your samurai did? Why do they drift aimlessly back and forth across the Empire like a wave upon the sands? You decide what wicked things your samurai has done. As you create a character you'll be asked to devise two, three, or four secrets for your samurai. That's two, three or four completely different, unrelated, very wicked acts. Take a note of your secrets (in case you forget them) but don't tell anyone else what they are!

During a game of Ronin Story you can have your character do things that are a hint as to what one of your character's secrets is. You may announce to the other players when your samurai's actions are a hint. Each other player may then take one guess as to what that secret is. Go round the table clockwise starting with the player on your left. If someone guesses correctly then your samurai's secret becomes known. Your samurai loses a point of honour. Now that their secret is out the world expects a lot less from them. However your samurai's glory score permanently goes up by one and you receive one Glory Coin. The terrible rumours about your samurai is increasing their fame throughout the nation.

The player who correctly guessed your samurai's secret gets to increase their own samurai's honour by one. Finding out about another's sin has increased their own sense of self-righteousness and also reminded them of the horrific misdeeds they thought they had put behind them. As well as receiving the increase in honour, the player gets to devise a new secret for their samurai's past.

The trick then is to guess other people's secrets as quickly as possible so as to earn additional secrets for your own samurai. You also want other players to guess your secrets as quickly as possible so that you can turn your secrets into additional glory.

Note that the GM can never insist that you take an honour roll when you declare that what the samurai is doing is a hint at their secret.

### Glory

Glory is the fame, prestige, respect, and even notoriety, that your samurai enjoys. When all the Empire is shouting your name, nothing can hold you back! There is a glory score on your character sheet that shows how much glory you start each adventure with. During the adventure you'll use Glory Coins to track how you're using your samurai's fame.

Whenever the players roll dice in a contest in Ronin Story, it's because a problem has developed between two people. You can use your samurai's glory to intimidate, impress, or beguile your opponent. For every Glory Coin you spend (just hand them over to the GM) you get a bonus dice to add to your roll.

You can also use your Glory Coins to influence honour rolls. Famous people don't have to obey the rules! For every Glory Coin you spend you can increase the result of your dice roll by one. You can wait to spend the coins till after you've rolled the dice and seen the result.

Glory is a very important resource. The way to earn it is through getting other players to guess your samurai's secrets, and through having your samurai perform spectacular feats. Every time your samurai performs a feat your GM will offer you the choice of one, two, or three Glory Coins. You're not obliged to take any but if you do there is a different type of trouble associated with each of the amounts. Glory has its drawbacks you see, your head begins to swell, people become jealous (and dangerous), and even fate seems to be especially cruel. You endure tragedies that normal samurai never have to face.

### Skills

You can use your character's skills for two different purposes in Ronin Story. The first is that you can use them for dice bonuses in situations where the skill is relevant. The second is that you can use the skill to get the attention of, and also a reaction from, any other character in the game.

Whenever you are rolling dice to make something happen for your character, check to see if any of your character's skills seem relevant to the situation. If so, then you can take a bonus dice for each skill that your group agrees to be relevant. Make sure you narrate how your character uses their training in that situation: if you can't work the skill into the story then you don't get the bonus dice.

*Anthony is trying to convince his local Daimyo not to go to war.*

*Anthony: My plan is to send a letter respectfully laying out my arguments. I've got calligraphy as a skill, can I take a bonus dice for that?*

*GM: Sure but describe the scene for us.*

*Anthony: Alright, so I'm kneeling at the writing desk wondering what to do. We'll say the screen doors are open and I see a crane hunting for fish in a pond. I'll make sure that each stroke of the pen is as gracious as the crane's movements. Just like my master taught me.*

*GM: Sweet, here's your bonus dice.*

You may use a skill to have your character get the attention of another character in your game. Just tick the skill you want to use in this way, and tell your group which character in the game you are trying to get the attention of. Now you can narrate your character using the skill to do something **that cannot be ignored** by the character in question. You can narrate anything you like that is relevant to your character's skill. Take care to narrate how your character uses their training to accomplish this deed. If your narration doesn't focus on your character using their skill then you don't get to use this ability.

If the character you are targeting is controlled by the GM, then they'll need to think hard about how this character responds. The character may not ignore your deed, may not pretend it never happened, and may not wait for a more suitable time to do something. The GM must have the character respond immediately and narrate for you what the character does even if your own character is not present to witness it.

You can use all your skills in this way, but each skill can only be used once per session like this. Remember to tick every skill you use like this so that you don't mistakenly try to use it twice.

*Anthony wants his character Kensho to attract the attention of the local Daimyo.*

*Anthony: Ok, I'm ticking my iaijutsu skill. I want to do something the big D can't ignore. I walk into the main street and call out the captain of the guard for a duel!*

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*GM: Uhhh, ok he comes out, eyes you up, and accepts. Then what?*

*Anthony: My sword spins out my sheath and I cut the man in half! Actually in half – he's in two pieces now.*

*GM: Geez, ok the two pieces collapse onto the dirt and the crowd gasps in amazement. Now give me a second to figure out how the Daimyo will respond when he hears of this...*

*Beryl wants her character Miya to attract the attention of a temple abbot.*

*Beryl: Alright, Miya is going to write a one page religious treaty, get it copied out a hundred times, and go round the town nailing it to people's door posts.*

*GM: What skill are you using for this?*

*Beryl: Oh I forgot, I'll tick off my theology skill.*

*GM: OK the Abbot is disturbed by this, he doesn't want anyone creating unrest or inciting riots in the name of religion. He assigns one of his priests, named Toku, to spy on you for the time being and find out more about you.*

*Cheryl wants her character Kuro to get the Emperor's attention.*

*Cheryl: The Emperor's niece has a palace here right? I'll use kenjutsu, I'll run through the palace killing every single person who tries to stop me!*

*GM: What?!*

*Cheryl: When I get to the niece's chambers I'll bow before her and say "Tell your Uncle I haven't forgotten him!" Then I'll run out again.*

*GM: You're nuts you know that?*

*Cheryl: Yeah but it gets the Emperor's attention right?*

*GM: Boy does it ever. As soon as he finds out he summons his best general Hideyoshi to him and orders him not to rest until you're captured. Preferably alive.*

### Feats

Your character's feats are the wonderful results of many lessons in the art of combat. By spending a Will Coin you can make your character perform any feat that they know. You can do this at any time, interrupting the GM if necessary. Just push forward a Will Coin so that the GM knows you want to act.

Performing fantastic samurai feats is a quick way for your character to earn glory. The whole nation will be amazed at your character's deeds. After you perform a feat your GM will offer you Glory Coins. You may take one, two, or three Glory Coins from the GM, but doing so allows the GM to introduce new problems into your character's life. These problems are listed underneath the feat descriptions. You can see how many Glory Coins come with each problems.

Taking one Glory Coin with a problem usually means that your samurai starts to develop some unattractive character traits, or finds themselves with some urgent needs. All the glory is getting to their head and draining their wallet! These traits and needs are meant to be a laughable inconvenience on your samurai's adventures. You must roleplay your samurai displaying these traits or pursuing these needs to their own detriment. Consider it a way of poking fun at your glorious samurai. Your samurai will not be permitted to sleep until they have displayed these traits or pursued these needs.

Taking two Glory Coins with a problem usually means that other people have noticed your samurai's feats and become rather jealous. They'll become enemies of your samurai, going out of their way to make your samurai fail. These enemies will cross paths with you before your samurai next goes to sleep. It's the GM's job to create these opponents and introduce them at an inconvenient moment in your samurai's adventure.

Taking three Glory Coins with a problem usually means all this glory means that fate has noticed your samurai's success and decided balance the victory with some irony or tragedy. Before your samurai sleeps again the GM will introduce the ironic or tragic circumstances to your samurai's adventures.

### Relationships

Relationships are very important to your samurai. Your samurai will draw strength, inspiration, and encouragement from other people. These people will become your samurai's reason to fight.

For Ronin Story I've identified five different types of relationships. I've grouped them with the five rings.

Fire: Your lovers and your closest friends.

Air: Your lords, commanders, and masters. Also your servants, aids, and troops.

Water: Your tutors and teachers. Also your pupils and students.

Earth: Your family.

Void: Those who share your religious beliefs.

Every time you have your samurai form a relationship with a person your relevant ring increases by one. You can then add that relationship to your character sheet. Your relationships are limited by this rule: **you cannot form a relationship if by doing so the new value of the relevant ring would equal any of your other rings.** Your samurai likes life to be simple with everything, and everyone, in its place.

When you want to form a relationship, tell your GM and you can roleplay out the situation. You may have to roll some dice if a Contest seems necessary. You can end a relationship at any time. Again you'll probably want to roleplay out the situation with your GM. When you end a relationship the value of the relevant ring is reduced by one. If someone you have a relationship with dies then the relationship automatically ends and your ring is reduced by one.

You can only have someone as a relationship once, you can't be using someone as both a fire relationship and a void relationship for example.



### Contests

Contests start when a problem arises between your samurai and one of the GM's characters. When you start a contest you first declare what you want to happen regarding this problem. The GM will then announce what the opposing character wants to happen. You must choose a ring to use in the contest, you get to roll a number of dice equal to the value of that ring. Use the chart below to decide which ring is appropriate.

**Fire:** Your opponent is one of your lovers or your closest friends. Or you're in this contest *because of* one of your lovers and your closest friends.

**Air:** Your opponent is one of your lords, commanders, or masters. Or one of your servants, aids, or troops. Or you're in this contest *because of* one of your lords, commanders, or masters. Or one of your servants, aids, or troops.

**Water:** Your opponent is one of your tutors or teachers. Or one of your pupils or students. Or you're in this contest *because of* one of your tutors or teachers. Or one of your pupils or students.

**Earth:** Your opponent is one of your family. Or you're in this contest *because of* one of your family.

**Void:** Your opponent is someone who shares your religious beliefs. Or you're in this conflict *because of* someone who shares your religious beliefs.

Which ring is it? Choose the appropriate ring and take your dice.

### Skills

If one of your samurai's skills could help the situation then you may narrate how your samurai employs it and take a bonus dice to roll with your others. You may only use one skill per contest.

### Glory Coins

You can spend your Glory Coins to buy extra bonus dice. You may spend as many as you wish before you roll all your dice.

### Feats

Many samurai feats affect what happens in a context or change the number of dice you can roll. Check if you have any feats relevant to this contest and decide whether you want to spend Will Coins to have your samurai perform them.

When you are ready to roll all your dice ask the GM how many points you need to score. The GM will check the value for the opposing character's ring (the same ring that your own samurai is using for this conflict), that will be the number of points you need to score.

Roll all your dice. You score one point for every dice that rolled an even number. Dice that rolled odd numbers don't count for anything. Did you score enough? If not then the GM's character gets to try and turn things around. The GM rolls dice

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against your character now. The GM needs to score more points than the value of your ring.

If one side scores higher than the opponent's ring then the other side receives a "blow".

A character that receives one blow is "hindered" for the remainder of this contest and this scene.

A hindered character that receives a blow is "defeated" for the remainder of this contest and this scene.

A defeated character has lost their case and is entirely at the other side's mercy. The contest may end here if both sides agree. A defeated character can't make any more rolls in a contest.

A defeated character that receives a blow is "destroyed". Their ability to function in the area in question is permanently lost.

### **Combat**

Combat is a special type of contest. You are in combat when your goal for a contest is to inflict physical damage on another character.

A character that becomes hindered in combat is considered to have been wounded by a blow. A character remains wounded until they receive medical attention and a full nights sleep.

A character that is defeated in combat is considered to have been knocked down and entirely at the mercy of the opposing character. A character that has been defeated will remain so until they receive medical attention and a full nights sleep. A defeated character can't make any more rolls in this combat or for the remainder of the day.

A defeated character that receives another blow is "destroyed". They are killed and may no longer function in the game.

Weapon skills are the only skills that can be used in combat.

### Dueling

An iaijutsu duel is where two expert swordsmen face each other and seek to devastate the other with a stunningly fast strike.

Duels work differently from normal contests and from combat. When you duel you announce how many blows you wish to combine in your strike.

Remember – One blow will hinder an opponent, wounding them.

Two blows will defeat your opponent, wounding them and knocking them down so that they're at your mercy.

Three blows will destroy your opponent, your strike will critically wound them, knock them down, so that they die instantly.

Once you've declared how many blows you wish to combine in your strike, you roll your dice. If you fail to score enough points then your opponent is considered to have been automatically successful with their counter attack. They inflict the same number of blows on you that you tried to inflict on them, except they don't have to roll dice.

If you were successful then the GM's character takes the blows and (if the character is still alive) the GM announces how many blows they wish to inflict on your character. The GM rolls, if the roll fails then you automatically inflict those blows on your samurai's opponent and again the opponent gets to decide what to do now. If the GM fails to score enough points then no blows are landed and it's your turn to decide what to do now.

Iaijutsu is the only skill you can use in a Duel. You may spend Glory Coins to buy bonus dices and remember to also check if you have any relevant feats you can use.

### **The Circle of unending Glory**

The GM should bring a glass tumbler to the game. Every time the player fails a roll in a contest, combat, or duel, the GM should count the number of dice that didn't score points (all the dice that rolled odd numbers). The GM then adds this many coins to the glass of glory.

Every time the GM succeeds in a roll in a contest, combat or duel, the GM should count the number of dice that did score points (all the dice that rolled even numbers). The GM then adds this many coins to the glass of glory.

When players are trying to earn glory by hinting at their secrets, or performing great feats, they are limited by how much glory is in the glass of glory. The GM awards and offers them Glory Coins from the glass of glory. If there are no coins left, then there are no coins left.

Will Coins are also awarded from the glass of glory. If there are no coins left then the GM cannot award Will Coins even if while insisting that players make honour rolls.

### **Devising NPCs and a setting**

If you're the GM you should take five different pieces of paper, marking one of them as fire, another water, and so on for each of the rings.

You should create a list of about 15 different people in the setting with their names and the jobs they perform. Then you add these names to the five ring papers. The three most interesting people in the setting should be on all five ring papers. The next three most interesting should only be on four papers, and so on.

Now take your fire ring paper. There should be at least three people on it, probably many more. You need to decide which ones relate to each other as lovers and best friends. Draw a line connecting two names to show a relationship between them. Everybody on this paper should have at least one line (one relationship) connecting them to someone else.

Now do the same for each ring paper. Slowly you'll start to build up a picture of the relationships between the people in the setting. Each person starts with every ring value set at one, but their ring increases by one for each line that connects them to someone else. Now you can count up the ring values for all 15 people that are going to be central to your setting. You'll need to keep a record of these for when the players initiate contests with them.

### **Starting the story**

It's very easy to get a story going in Ronin Story because the players are obliged to have their samurai do the most honourable thing. The GM can plan out a series of encounters and lead the players through them. However as the glass of glory begins to fill players will be able to defy the code of honour and start doing their own thing. As the adventure continues each of the players will find their own course for their samurai to follow, their own opponents in the setting, and in doing so create story. Real story, not the GM's story, it's the players' story in the GM's world.

### **Character creation**

Make up either two, three or four secrets for your samurai. You can take one school feat for each secret that your character has. You can't take a school feat if you don't already have the ones that proceed it in order. A player's starting glory is four if they have two secrets, three for three secrets, and four for two secrets.

### **Acknowledgements**

"Zero at the Bone" by Ron Edwards was an inspiration for the secrets.

The inspiration for the honour rolls and a forced code of conduct comes from "Robots and Rapiers" by Ralph Mazza was an inspiration for the honour rolls.

"Legends of the Five Rings" by John Wick was an inspiration for the feats.

"Prime Time Adventures" by Matt Wilson was an inspiration for the circle of glory rules.

### **Takeda Bushi School**

Skills: Kenjutsu, spear, hammer, wrestling, scouting, battle, iaijutsu.

#### **Level one feat: As strong as the earth**

You have learned the secret of the earth's indomitable attitude. You may take a number of bonus dice equal to your earth ring the next time you roll dice during combat.

One Glory Coin: No one can get a conversation out of you.

Two Glory Coins: A wrestler is out to prove himself against you.

Three Glory Coins: You can't find any family members no matter how hard you look.

#### **Level two feat: Pound the earth**

The earth feels no pain. After receiving a blow in combat or a duel, roll dice equal to your earth ring. If you roll better than the GM's score then you can cancel the blow.

One Glory Coin: My aren't you a braggart?

Two Glory Coins: There's a duelist thinks she can take you.

Three Glory Coins: Earthquake tremors! The whole area is up in panic.

#### **Level three feat: Dig deep**

Great resources are found by breaking the earth's surface and digging deep. Cause a blow to yourself to double the amount of dice you can roll in combat for the remainder of this scene.

One Glory Coin: You're so miserable, do you never have good news?

Two Glory Coins: There's a doctor mad at you for your self-abuse in combat.

Three Glory Coins: Your family purposefully try to avoid you.

#### **Level four feat: Split the earth in two**

You have learned how to make two attacks in a row. After your next combat roll you can immediately make another roll.

One Glory Coin: You're so clumsy! Nothing is safe around you.

Two Glory Coins: There's a carpenter or builder after you. What did you do to offend them?

Three Glory Coins: Earthquake! Buildings and houses are being destroyed.

#### **Level five feat: The earth never dies**

You will never give up. Change your status from destroyed to defeated during combat.

One Glory Coin: Goodness you're so thick headed and stubborn.

Two Glory Coins: I know a bushi who says he can kill you.

Three Glory Coins: Earthquake! Someone in your family was killed in it.

### **Takeda Strategist School**

Skills: Kenjutsu, battle, oratory, calligraphy, wrestling, iaijutsu, scouting

#### **Level one feat: Wisdom of the earth**

When you're using your Battle skill in a contest, you may take a number of bonus dice equal to your earth ring for your next dice roll.

One Glory Coin: You think you're so clever.

Two Glory Coins: There's a teacher of strategy out to prove you wrong.

Three Glory Coins: You can't find any family members no matter how hard you look.

#### **Level two feat: Walls of earth**

The earth can deflect any weapon or strategy. After receiving a blow in combat or a contest where you are using your battle skill, roll dice equal to your earth ring. If you roll better than the GM's score then you can cancel the blow.

One Glory Coin: So cold, don't you ever show emotion?

Two Glory Coins: There's a bushi thinks he can take you.

Three Glory Coins: Earthquake tremors! The whole area is up in panic.

#### **Level three feat: Tread the earth**

If you have just failed a roll in a contest where you are using your battle skill, you may immediately reroll your dice in an attempt to get a better result.

One Glory Coin: Why are so cautious, you need to liven up! You're boring us!

Two Glory Coins: There's a bushi thinks he can take you.

Three Glory Coins: Earthquake tremors! The whole area is up in panic.

#### **Level four feat: Two mountains**

You have learned how to make two attacks in a row. After your next combat roll you can immediately make another roll.

One Glory Coin: You're such an oaf! Don't you have a brain?

Two Glory Coins: There's a carpenter or builder after you. What did you do to offend them?

Three Glory Coins: Earthquake! Buildings and houses are being destroyed.

#### **Level five feat: Tomb of earth**

Destroy an opponent that you successfully just rolled against in a contest where you are using your battle skill.

One Glory Coin: Clumsy! You're breaking everything!

Two Glory Coins: You're too good at this. There's a general looking to test you.

Three Glory Coins: Earthquake! Someone in your family was killed in it.



### **Nobunaga Bushi School**

Skills: Battle, kenjutsu, spear, theology, scouting, knife, medicine, iaijutsu.

#### **Level one feat: Burning flame**

You may take a number of bonus dice equal to your fire ring the next time you roll dice during combat.

One Glory Coin: You're so hot headed! Calm down!

Two Glory Coins: An athlete is out to prove himself against you.

Three Glory Coins: You can't find your lovers or friends no matter how hard you look.

#### **Level two feat: Flickering flame**

After your opponent has successfully rolled against you in combat you may roll a number of dice equal to your fire ring. If you exceed your opponent's score then the opponent's successful hit becomes a miss instead.

One Glory Coin: Stand still! You're hyperactive!

Two Glory Coins: There's a bushi who thinks she can catch you with his sword.

Three Glory Coins: Smoke from the volcano! The whole area is up in panic.

#### **Level three feat: Heat**

Roll an extra bonus dice with every roll you make in combat for the remainder of this scene.

One Glory Coin: I can tell you're burning with resentment over something.

Two Glory Coins: Such violence isn't right! There's a priest out to stop you.

Three Glory Coins: Your lovers and friends purposefully try to avoid you.

#### **Level four feat: Cut a flame in two**

You have learned how to make two attacks in a row. After your next combat roll you can immediately make another roll.

One Glory Coin: You're so violent! Stop taking your anger out on the furniture!

Two Glory Coins: There's a shepherd from the hills after you. What did you do to offend them?

Three Glory Coins: Volcano! Buildings and houses are being destroyed.

#### **Level five feat: Fireball**

When you destroy one opponent you instantly land a blow on another nearby opponent automatically.

One Glory Coin: You're walking around looking for a fight.

Two Glory Coins: I know a bushi who says he can kill you.

Three Glory Coins: Volcano! One of your lovers or friends was killed in it.

### **Nobunaga Duelist School**

Skills: Kenjutsu, iaijutsu, theology, scouting, knife, medicine, spear.

#### **Level one feat: The invincible flame**

During a duel you may take a number of bonus dice equal to your fire ring for your next dice roll.

One Glory Coin: So spiteful in your conversation.

Two Glory Coins: There's a weapon maker that says you're doing it all wrong.

Three Glory Coins: You can't find any lovers or friends no matter how hard you look.

#### **Level two feat: Flickering flame**

After your opponent has successfully rolled against you in a duel you may roll a number of dice equal to your fire ring. If you exceed your opponent's score then the opponent's successful hit becomes a miss instead.

One Glory Coin: Stand still! You're hyperactive!

Two Glory Coins: There's a sensei who says your method is no good.

Three Glory Coins: Smoke from the volcano! The whole area is up in panic

#### **Level three feat: Burn**

Roll an extra bonus dice with every roll you make in a duel for the remainder of this day.

One Glory Coin: You're all smoke and no flame. You're such a braggart!

Two Glory Coins: A public menace! The magistrate is looking for an excuse...

Three Glory Coins: Your lovers and friends purposefully try to avoid you.

#### **Level four feat: Two cinders**

You have learned how to make two attacks in a row. After your next combat roll you can immediately make another roll.

One Glory Coin: You're so violent! Stop taking your anger out on the furniture!

Two Glory Coins: There's a hermit down from the hills after you. What did you do to offend them?

Three Glory Coins: Volcano! Buildings and houses are being destroyed.

#### **Level five feat: Internal combustion**

During a duel if you have successfully just hit an opponent, that opponent is destroyed regardless of how many blows you landed.

One Glory Coin: You're always trying to bully people.

Two Glory Coins: I know a duelist who says she will kill you.

Three Glory Coins: Volcano! One of your lovers or friends was killed in it.

### Hideyoshi Bushi School

Skills: Kenjustu, spear, painting, origami, poetry, iaijutsu, battle.

#### Level one feat: Force of water

You may take a number of bonus dice equal to your water ring the next time you roll dice during combat.

One Glory Coin: You're such a drip! Stop complaining!

Two Glory Coins: A horse breeder is out to cause you trouble.

Three Glory Coins: You can't find your mentors or pupils no matter how hard you look.

#### Level two feat: Undercurrents

After your opponent has successfully hit you with a blow in combat or a duel you may immediately inflict a blow on your opponent if you can roll higher than their score using a number of dice equal to your water ring.

One Glory Coin: Where are you going? You're always roaming about.

Two Glory Coins: There's a bushi who thinks he's tough enough for you.

Three Glory Coins: The rains are too heavy! The whole area is up in panic.

#### Level three feat: Waves of Glory

All your Glory Coins count for two bonus dice instead of one for the remainder of this contest, combat or duel.

One Glory Coin: You're far too proud for your own good.

Two Glory Coins: A young prince believes your legend to be all lies.

Three Glory Coins: Your mentors and pupils purposefully try to avoid you.

#### Level four feat: Tide in, tide out

You have learned how to make two attacks in a row. After your next combat roll you can immediately make another roll.

One Glory Coin: Nag, nag, nag! Leave me alone!

Two Glory Coins: There's a rice farmer from the fields after you. What have you done now?

Three Glory Coins: Flood! Buildings and houses are being destroyed.

#### Level five feat: Swept away

Cancel and rewind an action or roll the GM has just made and immediately start a combat.

One Glory Coin: You're walking around looking for a fight.

Two Glory Coins: I know a duelist who says she can kill you.

Three Glory Coins: Flood! One of your pupils or mentors was killed in it.

### Hideyoshi Bushi School

Skills: Tactician, kenjutsu, battle, oratory, calligraphy, scouting, spear, iaijutsu.

#### Level one feat: Crash of waves

You may take a number of bonus dice equal to your water ring the next time you roll dice during contest in which you are using your battle skill.

One Glory Coin: So persistent – about the wrong things!

Two Glory Coins: A land lord is out to cause you trouble.

Three Glory Coins: You can't find your mentors or pupils no matter how hard you look.

#### Level two feat: Tidal change

After your opponent has successfully hit you with a blow in combat or a contest where you are using your battle skill, you may immediately inflict a blow on your opponent if you can exceed their score using a number of dice equal to your water ring.

One Glory Coin: Where are you going? You're always roaming about.

Two Glory Coins: There's a sensei who knows your strategy is flawed.

Three Glory Coins: The rains are too heavy! The whole area is up in panic.

#### Level three feat: Crash of Glory

All your Glory Coins count for two bonus dice instead of one for the remainder of this combat or contest where you are using your battle skill.

One Glory Coin: You're far too proud for your own good.

Two Glory Coins: A young princess believes your legend to be all lies.

Three Glory Coins: Your mentors and pupils purposefully try to avoid you.

#### Level four feat: Repeated waves

You have learned how to make two attacks in a row. After your next combat roll you can immediately make another roll.

One Glory Coin: Nag, nag, nag! Leave me alone!

Two Glory Coins: There's a barley farmer from the fields after you. What have you done now?

Three Glory Coins: Flood! Buildings and houses are being destroyed.

#### Level five feat: Swept away

Reroll a roll you just failed in combat or a contest where you are using your battle skill.

One Glory Coin: You're walking around looking for a fight.

Two Glory Coins: I know a general who considers you a threat.

Three Glory Coins: Flood! One of your pupils or mentors was killed in it.

### **Oda Bushi School**

Skills: Kenjustu, spear, law, oratory, knife, disguise, iaijutsu.

#### **Level one feat: Gust of air**

You may take a number of bonus dice equal to your air ring the next time you roll dice during combat.

One Glory Coin: You're so haughty! Why do you think you're better than us?

Two Glory Coins: A scribe is out to cause you trouble.

Three Glory Coins: You can't find your lord or followers no matter how hard you look.

#### **Level two feat: Caught by the wind**

After your opponent has successfully hit you with a blow in combat you may turn it into a miss if you can exceed their score using a number of dice equal to your air ring.

One Glory Coin: You're full of hot air! Always boasting!

Two Glory Coins: There's a bushi who thinks he's tough enough for you.

Three Glory Coins: The wind is picking up. It's so fast! The whole area is up in panic.

#### **Level three feat: Fury of the wind**

If your opponent has just missed you in combat, you automatically hit without having to roll your dice.

One Glory Coin: Why can't you shut up?

Two Glory Coins: A trader is out to get you.

Three Glory Coins: Your lord and followers purposefully try to avoid you.

#### **Level four feat: Blow by blow**

You have learned how to make two attacks in a row. After your next combat roll you can immediately make another roll.

One Glory Coin: Why are you always giving people advice they don't want to hear?

Two Glory Coins: There's a cattle breeder looking for you.

Three Glory Coins: Hurricane! Buildings and houses are being destroyed.

#### **Level five feat: Swept away**

If you have just received a blow in a contest, your opponent receives that blow instead of you.

One Glory Coin: You look like trouble.

Two Glory Coins: I know a magistrate who wants to take you off the streets.

Three Glory Coins: Hurricane! One of your pupils or mentors was killed in it.

### **Oda Duelist School**

Skills: Kenjutsu, iaijutsu, law, calligraphy, painting, poetry, origami.

#### **Level one feat: Howling air**

You may take a number of bonus dice equal to your air ring the next time you roll dice during a duel.

One Glory Coin: You're so haughty! Why do you think you're better than us?

Two Glory Coins: A scribe is out to cause you trouble.

Three Glory Coins: You can't find your lord or followers no matter how hard you look.

#### **Level two feat: Whistling wind**

After your opponent has successfully hit you in a duel you may turn it into a miss if you can exceed their score using a number of dice equal to your air ring.

One Glory Coin: You're full of hot air! Always boasting!

Two Glory Coins: There's a bushi who thinks he's tough enough for you.

Three Glory Coins: The wind is picking up. It's so fast! The whole area is up in panic.

#### **Level three feat: Eternal wind**

You may roll an extra bonus dice in every roll you make during duels for the remainder of the day.

One Glory Coin: Why can't you shut up?

Two Glory Coins: A trader is out to get you.

Three Glory Coins: Your lord and followers purposefully try to avoid you.

#### **Level four feat: Grasp the wind**

You have learned how to make two attacks in a row. After your next combat roll you can immediately make another roll.

One Glory Coin: Why are you always giving people advice they don't want to hear?

Two Glory Coins: There's a cattle breeder looking for you.

Three Glory Coins: Hurricane! Buildings and houses are being destroyed.

#### **Level five feat: Tornado**

While in a contest or combat, cancel and rewind the GM's last action or roll and immediately start a duel.

One Glory Coin: You look like trouble.

Two Glory Coins: I know a magistrate who wants to take you off the streets.

Three Glory Coins: Hurricane! One of your pupils or mentors was killed in it.

### **Yotomo Bushi School**

Skills: Kenjustu, theology, spear, poetry, wrestling, medicine, law.

#### **Level one feat: Power of void**

You may take a number of bonus dice equal to your void ring the next time you roll dice during combat.

One Glory Coin: You're so haughty! Why do you think you're better than us?

Two Glory Coins: A priest is out to cause you trouble.

Three Glory Coins: You can't find your brethren no matter how hard you look.

#### **Level two feat: Lost in the void**

After your opponent has successfully hit you with a blow in combat or a duel you may ignore it if you can exceed their score using a number of dice equal to your void ring.

One Glory Coin: You've always got your head in the clouds! So unpractical!

Two Glory Coins: There's a bushi who thinks he's tough enough for you.

Three Glory Coins: A plague is spreading! The whole area is up in panic.

#### **Level three feat: Void consumes all**

Roll an extra bonus dice with each roll for the remainder of this contest.

One Glory Coin: Why so silent?

Two Glory Coins: A monk is out to get you.

Three Glory Coins: Your brethren purposefully try to avoid you.

#### **Level four feat: Inside and out**

You have learned how to make two attacks in a row. After your next combat roll you can immediately make another roll.

One Glory Coin: So arrogant! You think you have the truth and no one else has it?

Two Glory Coins: There's a doctor looking for you.

Three Glory Coins: Plague! Buildings and houses have to be burned to stop it spreading.

#### **Level five feat: Eternal void**

Roll an extra bonus dice with each roll for the remainder of this combat or duel.

One Glory Coin: You look like trouble.

Two Glory Coins: I know a magistrate who wants to take you off the streets.

Three Glory Coins: Plauge! One of your brethren has lost their life to it.

### **Yotomo Emmisary School**

Skills: Diplomat, kenjutsu, oratory, calligraphy, theology, poetry, medicine, disguise.

#### **Level one feat: Peace of the void**

You may take a number of bonus dice equal to your void ring the next time you roll dice during a contest.

One Glory Coin: You're so haughty! Why do you think you're better than us?

Two Glory Coins: A priest is out to cause you trouble.

Three Glory Coins: You can't find your brethren no matter how hard you look.

#### **Level two feat: The void is growing**

After your opponent has successfully hit you with a blow in this contest you may make their hit a miss if you can exceed their score using a number of dice equal to your void ring.

One Glory Coin: You've always got your head in the clouds! So unpractical!

Two Glory Coins: There's a bushi who thinks he's tough enough for you.

Three Glory Coins: A plague is spreading! The whole area is up in panic.

#### **Level three feat: Void consumes all**

When your opponent has just missed you in a contest, your next roll automatically hits regardless of the score you roll.

One Glory Coin: Why so silent?

Two Glory Coins: A monk is out to get you.

Three Glory Coins: Your brethren purposefully try to avoid you.

#### **Level four feat: Two not one**

You have learned how to make two attacks in a row. After your next combat roll you can immediately make another roll.

One Glory Coin: So arrogant! You think you have the truth and no one else has it?

Two Glory Coins: There's a doctor looking for you.

Three Glory Coins: Plague! Buildings and houses have to be burned to stop it spreading.

#### **Level five feat: Eternal void**

Cancel and rewind an action or roll your GM has just made in a contest. Begin a new contest immediately.

One Glory Coin: You look like trouble.

Two Glory Coins: I know a magistrate who wants to take you off the streets.

Three Glory Coins: Plague! One of your brethren has lost their life to it.