Rope - Bushido

Rope - Bushido

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1. Copyright

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The designers will attempt to answer any questions regarding the game.
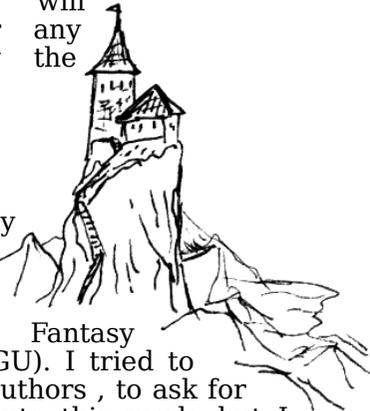
2. Credits

This game is loosely based on the rules for Bushido, by Bob Charrette and Paul Hume published Fantasy Games Unlimited (FGU). I tried to contact the original authors , to ask for permission to distribute this work, but I have not received any word. So if you happen to know either author or know how to contact them, please either let them know of this work, or forward their contact information to me!

2.1. Support

I'll be happy to answer any questions that you may have. Just send me an email to wolf@bergenheim.net and I'll be sure to answer you.

2.2. Graphics

All images Copyright © 2004 Mikko Metsälä and Wolf Bergenheim

2.3. Play testers

2.4. Review

3. Introduction

This is the Bushido genre book for Rope. You will also need the Rope core Rulebook to play. This is designed to be a replacement for the original Bushido rules.

3.1. Obtaining Rope

The newest version of Rope and can always be downloaded via the web at:
http://wolf.bergenheim.net/rpg/rope alternatively you can send an email to wolf@bergenheim.net and ask to receive the newest copy.

3.2. What is Bushido?

Bushido translates to "the way of the warrior", it is an oriental genre book for the Rope system.

4. The Character

This section adds new skills, abilities and professions which are current in the bushido setting.

4.1. Stats

No new stats are added.

4.2. Abilities

This section describes new abilities which are applicable for the oriental characters.

4.2.1. Will based abilities

4.2.1.1. Ki

"Ki" is a term almost impossible to render into English: Power, Inner Force, Spirit or Spirit Power, all have been used and are partially accurate. It may be described as a reserve of power, theoretically attainable by anyone, permitting the human system to function on a temporarily heightened level of activity.

Each profession has their own Ki powers. They are listed after each profession entry.

Ki = Will / 5 + Lvl

4.2.1.1.1. Using Ki

It takes one full DT to prepare the use of a focused Ki power. At the beginning of the DT that the Ki power would activate a WIL ST needs to be made with a difficulty listed for the Ki power. For a focused power each full DT spent preparing prior to the attempt will give a +1 bonus per DT up to WIL/10. Reactive Ki powers do not require preparation, they activate automatically.

4.2.1.1.2. Learning Ki Powers

Learning a Ki Power is a WIL task with a TT of 1 week and TV equal to the Ki value of the power x 5. TD is 0.

4.2.1.1.3. General Ki powers

General Ki powers are powers that are available to all characters regardless of profession. All characters are assumed to know them when they start play. All have a difficulty of 5.

4.2.1.1.3.1. Ki-shouten

By focusing his ki the character can improve his chance of success in an attempt (skill or ST). Add the EN+1 of the focus roll as a bonus to the attempt. This is a focused power.

4.2.1.1.3.2. I-jiko

With this reactive Ki power the character can ignore wounds and hits taken. Once the effect wears off he takes the full effects of the wounds. A disabled location can be kept active for 1 DT per Ki point spent. A disabled head cannot be healed in this manner. If the character is knocked out he can remain conscious for one DT/Ki point spent. Once his Ki is spent he will go unconscious. If the character takes more lethal damage than his THP, and goes into a chock, he can remain active for one DT per 2 points of Ki spent. A disabled location can be healed by expending one Ki point per point of damage taken *permanently* to heal the head to below the LHP threshold. The ki points spent in this manner are lost permanently. This is the only way to save oneself from a disabled head.

4.2.1.1.3.3. I-kouyou

This focused ki power can temporarily increase the stats by one point per EN of the focus roll. Any number of stats can be improved, but the sum of improvement cannot be more than the EN of the focus roll. This power costs one point of Ki per DT to keep active.

4.2.1.2. Total Magic Points (TMP)

The amount of power that a character can expend during a day and a night. The type of dice used to gain magic points is determined by the **static** will.

TMP = WIL + TMP rolls

WIL	TMP dice	WIL	TMP dice
1	1D2	**11 - 14**	1D6
2 - 4	1D3	**15 - 24**	1D8
5 - 7	1D4	**25 - 29**	1D10
8 - 10	1D5	**30 +**	1D12

Table 1 Magic Points Table

4.2.2. Other Abilities

4.2.2.1. On

On is personal status and prestige. On is very important to the people in Nippon. Without On the world would turn into chaos. Initial On is determined by the caste one is born into. There is a caste of people who do not concern themselves with On, and are generally shunned by everybody else. These are the, unclean, Eta.

4.3. Skills

This section introduces new skills applicable to the oriental setting.

4.3.1. Skill Descriptions

This chapter describes the individual skill in detail. Skills are split into sub-categories for easier reference. Some core skills are re-named to match the theme and also re-classed into more suitable categories.

4.3.1.1. Bugei

The Bugei are the formal skills in the arts of combat and warfare. Some of these skills are unique to the people of Nippon, while others are universal skills of warriors. All Bugei exist in two forms the *omote* and *okuden*. The omote, or outer teachings cover the normal (basic) technique. The okuden or secret teachings are special (often secret) techniques applied to an okuden. Many schools jealously guard their teaching scrolls for their okuden.

This section describes first the omote and as a subsection each omote also contains some sample okuden. Initial skill ranks for okuden are equal to the omote rank – 10. Note that the rank in an okuden can never be better than that of the corresponding omote.

4.3.1.1.1. Atemi-waza

The skill of unarmed striking (*atemi*) techniques. Many different local variants exist, but in essence it is the same skill - the skill of using the hands and feet to strike a foe. The attacker can choose weather to use his hand and the other hand to do a second strike, or foot to deliver the attack. Arms have short range, and legs have medium range. The damage is the same. Using atemi-waza a person can also parry attacks, even by foes with weapons. If used in combination with a leap (or heroic leap) the damage dice is reduced one step.

Initial Skill Rank: STR & DFT / WIL

4.3.1.1.1.1. Chimeiteki-waza

Lethal Technique. This okuden teaches how to strike with lethal force.

4.3.1.1.1.2. Atemi-sakasa-waza

The reversed strike technique. With this okuden the combatant can strike in any direction without penalty.

4.3.1.1.1.3. Koppo-jutsu

This okuden teaches strikes which aim at breaking bones. A successful strike delivers normal subdual damage + DAM. On a successful strike the damage delivered / 30 is the chance to disable the location which was hit (give as many points of lethal damage as that location has).

4.3.1.1.1.4. Oshimakuru-waza

With this okuden the combatant pushes his opponent with several fast and firm pushes. The EN of the attack is the chance in 30 that a bash special effect occurs. If a special effect occurs then the target is driven back 1D3m, and must make a DFT ST or fall down.

4.3.1.1.1.5. Douten-waza

This okuden aims at stunning an opponent. Only 1D3, S damage is done, and the EN is the chance in 30 of delivering a special effect. If a special effect results the target must make a HLH ST or be stunned for 1 DT / EN. A successful HLH ST results in the target being dazed.

4.3.1.1.1.6. Shinkeijutsu

This okuden aims at striking critical nerve centers, causing extra pain. For each successful strike an additional general 1D8, S damage is delivered.

4.3.1.1.1.7. Nokerujutsu

This okuden teaches how to strike the arms of the opponent to make him drop his weapon. This allows a remove weapon disarm attack.

4.3.1.1.2. Bajutsu

The skill of horsemanship. This skill allows the character to control his mount under difficult circumstances, like a battle or when the mount is trying to bolt, etc. All mounted fighting is averaged with Bajutsu (and may never exceed the non-averaged bugei).

Initial Skill Rank: DFT & WIL / CHA

4.3.1.1.2.1. Norinarasu-jutsu

This okuden teaches how to break in a horse. Breaking in a horse is a task worth 50 points and a task turn of 1 day. The task difficulty depends on how wild the horse is. 5 for docile, 10 for adjusted to humans and 15 for savage (totally wild).

4.3.1.1.2.2. Kamitsukujutsu

This okuden lets the rider control the bite attack of the mount. This attack can be done in addition to what ever the rider is normally doing. A bite does 1D3, L, but doing so will give the rider 1 distraction.

4.3.1.1.2.3. Ketobasujutsu

This okuden teaches how to direct the horses kick attack. While the horse is kicking a second strike can be performed at long range. A kick with the fore-quarters does 1D8, L, while a kick with the hind-quarters does 1D10, L.

4.3.1.1.3. Boukenrensajutsu

This skill covers fighting with both the nunchaku and sansetsukon (three-section staff). The sansetsukon is basically a two-handed nunchaku.

4.3.1.1.3.1. Boukenrensajutsu

This okuden allows the user to make grapple attacks with either a nunchaku or a sansetsukon.

4.3.1.1.3.2. Ni-nunchaku-jutsu

This okuden teaches how to use two nunchakus in combat. See ni-to-kenjutsu for two-weapon-combat rules.

4.3.1.1.3.3. Tsumazukusansetsukonjutsu

This okuden teaches how to do tripping attacks with the sansetsukon.

4.3.1.1.3.4. Nokerujutsu

Sword removal technique. This okuden allows the attacker to perform a remove weapon disarm attack instead of a normal attack.all directions

4.3.1.1.3.5. Sentsukon-hinekurujutsu

This okuden teaches a spinning or twirling movement that allows the attacker to strike in any direction without penalty.

4.3.1.1.3.6. Ni-nunchaku-hinekurujutsu

This okuden teaches a way to fight with two nunchakus that allows the attacker to strike in any direction without penalty.

The rank in this skill can never exceed that of ni-nunchaku-jutsu.

4.3.1.1.3.7. Nunchakusurojutsu

This okuden teaches how to hurl a nunchaku so that it spinns in the air and hitts the foe with one of the ends.

Range in m	Attack mod.	Damage mod.
STR / 2	+0	-
STR	-2	-
STR x 2	-4	-1 Step

Table 2: Onosurojutsu table

4.3.1.1.4. Bōjutsu

The use of the staff in combat. This is much used by monks and pilgrims, who may be bound by their vows to shun more lethal weapons, and who are also seldom without their pilgrims' staffs. A bō is at least as long as the wielder. Both hands are required. For characters of sufficient strength, bojutsu also governs the use of the fearsome tetsubō.

At long range a staff can be used to deliver a strike or a thrust. At medium range a staff can be used to deliver a strike and a second strike (at half BSS) with the other end of the staff, and at short range it can be used to deliver a normal strike.

Initial Skill Rank: STR & DFT / WIL

4.3.1.1.4.1. Nokerujutsu

Sword removal technique. This okuden allows the attacker to perform a remove weapon disarm attack.

4.3.1.1.4.2. Tokkanbōjutsu

This okuden is the art of the lightning strike, allowing the attacker to make an immediate second strike (at half BSS) if the primary attack misses.

4.3.1.1.4.3. Bōhinekurujutsu

This okuden allows the attacker to strike in any direction without penalty by twirling and keeping the staff in constant movement.

4.3.1.1.4.4. Bōnageojutsu

This okuden allows the combatant to perform a throw attack with the staff to throw his opponent.

4.3.1.1.4.5. Funsai-atemi-bojutsu

Increases the the chance to receive a bash special effect. If the weapon normally has a chance to deliver a bash special effect, the chance is doubled, otherwise there is a standard chance of delivering a bash special effect.

4.3.1.1.4.6. Bōsurojutsu

This okuden allows the staff to be hurled like a spear or hurl it so that it spins end-over-end. See the following table for ranges, damage- and attack modifiers.

Range in m	Attack mod.	Damage mod.
STR / 3	+0	-1 Step
STR / 2	-2	-1 Step
STR	-4	-2 Steps

Table 3: Bonegotebajutsu Table

4.3.1.1.4.7. Tsumazukubojutsu

This okuden allows one to make a tripping attack with the staff.

4.3.1.1.5. Hanbōjutsu

The use of the *hanbō* an 2-3 foot long walking stik. The basic skill of hanbōjutsu teaches strikes to the contours f the body. It is common that students also pick up ni-hanbō-jutsu, the use of two hanbōs in combat. Other common specializations are the use of the hanbō to perform disarm and grapple attacks.

Initial Skill Rank: STR & DFT / WIL

4.3.1.1.5.1. Nokerujutsu

Sword removal technique. This okuden allows the attacker to perform a remove weapon disarm attack instead of a normal attack.

4.3.1.1.5.2. Ni-hanbō-jutsu

This okuden teaches how to use two hanbō in combat. See Ni-to-kenjutsu for the two-weapon-combat rules.

4.3.1.1.5.3. Hanbōnageotosujutsu

This okuden allows the combatant to perform a throw with the take don option only, by using the hanbō as a lever to bring his opponent down. Note that the attacker will remain standing.

4.3.1.1.5.4. Hanbōsurojutsu

This okuden allows the hanbō to be hurled so that it spins end-over-end, and strikes the opponent. See the following table for ranges, damage- and attack modifiers.

Range in m	Attack mod.	Damage mod.
STR / 2	+0	-
STR	-2	-
STR x 2	-4	-1 Step

Table 4: Hanbōsurojtsu table

4.3.1.1.5.5. Hanbōtsukijutsu

This okuden teaches a very effective piercing technique allowing the attach to do a thrust attack delivering full damage.

4.3.1.1.5.6. Ni-Hanbōhinekurujutsu

This okuden for ni-to-hanbō-jutsu allows the attacker to strike in any direction without penalty.

4.3.1.1.6. Hayagakejutsu

A technique for increasing one's movement factor in strategic movement; forced march technique. A character may increase his current Speed by the Effect Number of a successful BCS roll in this Skill, for purposes of calculating his daily movement in the Strategic Timescale.

Initial Skill Rank: HLH & SPD

4.3.1.1.7. Hojojutsu

A technique for binding a foe so that he cannot escape. Also used defensively by the victim to impede the binding process and possibly to escape.

The Attacker must have rendered the Target helpless before attempted to tie him using hojojutsu. Common means of doing this include completed grappling attacks or completed entangling attacks.

If the Target is unconscious, the Attacker can tie him up simply by making a successful easy (0) hojojutsu skill check. A conscious Target is presumed to be struggling and thus it is resolved as opposed skills checks. The attacker uses his hojojutsu skill and the target uses his hojojutsu skill or DFT ST, whichever is greater. If the attacker wins then he has the advantage and should make an additional skill check with a difficulty equal to the EN of the victim. If it is successful then the victim is tied up. If the

defender has the advantage then he has to make a DFT ST or a hojojutsu skill check to see if he can get away. If neither is successful then the process continues the next DT.

Once tied up, a Target is allowed a Deftness ST check or a contortions skill check at DR equal to the binding EN once per hour to try and slip free.

Initial Skill Score: SPD & DFT

4.3.1.1.8. Iaijutsu

A technique for fast-drawing and striking at the foe in one movement. It permits the character to draw a weapon and make a Strike attack in the same Action Phase. It may be used when Engaged at no penalty. Both hands must be free to use this Bugei or a 50% penalty is applied to the Base BCS.

This skill is usually combined with kenjutsu, but at the GM's discretion other weapons can be made available. Tantojutsu is recommended.

A normal miss with this Bugei means the sword is out but the blow missed. A Critical Failure means the weapon may have been dropped: roll a DFT ST, If this fails, the sword has indeed been dropped.

Initial Skill Score: SPD & DFT / WIL

4.3.1.1.9. Jōjutsu

The use of the *jō*, a short (ca. 120-130 cm). The jō is a two-handed weapon.The jō was the often the primary weapon of rural police.

At long range a jō can be used to deliver a strike or a thrust. At medium range a staff can be used to deliver a strike or a thrust, and at short range it can be used to deliver a normal strike and a second strike.

4.3.1.1.9.1. Nokerujutsu

Sword removal technique. This okuden allows the attacker to perform a remove weapon disarm attack instead of a normal attack.

4.3.1.1.9.2. Jōtorujutsu

This okuden teaches techniques that allows the combatant to make a grapple attack with the jō.

4.3.1.1.9.3. Jōhinekurujutsu

This okuden teaches a spinning or twirling movement that allows the attacker to strike in any direction without penalty.

4.3.1.1.9.4. Jōnageotosujutsu

This okuden allows the combatant to perform a throw or a trip attack with the jō.

4.3.1.1.9.5. Jōnsurojutsu

This okuden allows the jō to be hurled like a spear. See the following table for ranges, damage- and attack modifiers.

Range in m	Attack mod.	Damage mod.
STR / 3	+0	-1 Step
STR / 2	-2	-1 Step
STR	-4	-2 Steps

Table 5: Jonegotebajutsu table

4.3.1.1.9.6. Seidotsukujutsu

The precision strike. This okuden allows the character to seek out and strike more vulnerable spots of the target. Thus increasing the damage delivered by one step.

4.3.1.1.10. Jujutsu

The skill of unarmed fighting. Many different local variants exist, but in essence it is the same skill. If the defender of a jujutsu attack has skill in jujutsu he may make a skill roll to reduce the effectiveness of the attack by the EN.

Using jujutsu one can make throwing, grappling or tripping attacks, or one can doge or parry attacks.

The only counterattack against a grapple attack is a throw, or a grapple. If the defender makes a successful grapple attack, then both combatants are entangled, but neither will have an advantage. The combatants are considered to be prone at this stage.

Before doing a *throw* attack, the attacker must choose whether it is a throw or a take-down. If it is a take-down, and the attack is successful the defender will be prone (the attacker can choose whether he is). The attacker may do an additional grapple attack. If throw was chosen, the defender will be thrown EN / 3 meters in a direction the attacker chooses. He will suffer falling damage, and be prone. If a tripping attack is successful the defender must make a DFT ST at a DR equal to the EN of the attack. If he fails he will be prone and take 1D4, S damage from falling. If the DFT ST is a critical failure he must make a HLH ST or be knocked out, otherwise he is dazed.

Initial Skill Rank: DFT & SPD / WIL

4.3.1.1.10.1. Fushi-joumae-jutsu

This okuden teaches special joint locks that can be used to incapacitate the target, or if he struggles disable his limb(s). On a successful attack the hit location determines the location of the lock. The target is prone and cannot act without damaging himself. To act the victim has to make a will ST. Then he can try to do one of three things:

1) Try to get free
2) Counterattack
3) Wait passively

Getting free is a task with a TV equal to the EN of the attack. The TD is equal to the BSS of the attacker. When the task is completed the victim is free of the grip. Each DT of struggle will give the target 1D4, S damage to the location being held.

4.3.1.1.10.2. Shiyoukinshi-waza

With this okuden a combatant does a grapple attack. If the grapple attack is successful the attacker can try to disable the limb by rolling another attack. The defender uses Health ST as his defense. If this second attack is successful, the limb is disabled (Treat as lethal damage equal to the LHP of the limb). If the attack failed the victim still takes damage equal to half the normal UCD of the attacker, but armor is ignored.

4.3.1.1.10.3. Joukudku-waza

With this technique the attacker smashes his opponent to the ground in a throw attack. The victim will be smashed to the ground at the feet of the attacker and receives damage equal to a fall of EN/2 meters.

4.3.1.1.10.4. Shimeru-waza

With this okuden the attacker tries to grapple the neck (head) and strangle the defender. First the attacker needs to do a successful grapple attack at -4. Then starting the next available action he can start strangling. The strangling is done as a task. This task has a difficulty equal to 7, and a task value equal to the Health of the defender. Each available action can be used to gain task points with Strength ST as the skill. The defender can try to break free of the grip by using the normal rules to break free from a grapple. Once the task is complete the defender will pass

out, and the attacker can continue to strangle with the exception that each action will reduce the temporary Health by the effect number. Once the Health of the defender reaches 0, he dies.

4.3.1.1.10.5. Hitooshiwaza

With this okuden the attacker can force the defender back. A successful attack forces the defender back EN meters. The defender also has to make a Speed ST or he trips, and will fall down. At this point a Health ST must succeed, in order to avoid being stunned, and a critical failure results in that the target is knocked out.

4.3.1.1.10.6. Nokerujutsu

Sword removal technique. This okuden allows the attacker to perform a remove weapon disarm attack instead of a normal attack.

4.3.1.1.11. Juttejutsu

This combat form governs the use of the jutte, a short iron truncheon used to club an opponent or make a Disarming attack. The fairly low offensive power of the jutte made this Bugei a weapon favored more for defense than attack. But when used as part of a two weapon form with a more deadly weapon in the other hand, it was a fearsome thing.

Initial Skill Rank: DFT & SPD / WIL

4.3.1.1.11.1. Oru-buki-jutsu

This okuden allows the attacker to make break weapon disarm attack with the jutte.

4.3.1.1.11.2. Jutte-toru-jutsu

This okuden allows the attacker to make grapple attacks with the jutte.

4.3.1.1.11.3. Juttesurrojutsu

This okuden allows the attacker to hurl his jutte (and possibly to make a disarm weapon attack at a distance).

Range in m	Attack mod.	Damage mod.
STR / 4	+0	-
STR / 2	-2	-
STR	-4	-1 step

Table 6: Juttesurojutsu table

4.3.1.1.11.4. Ni-jutte-jutsu

This okuden teaches how to use two juttes at the same time in combat. See the rules for Ni-to-kenjutsu.

4.3.1.1.11.5. Juttegamajutsu

This okuden teaches how to use a kama and a jutte at the same time in combat. See the rules for Ni-to-kenjutsu. The jutte is always the primary weapon.

4.3.1.1.12. Kamajutsu

The use of the Kama, or sickle, as a weapon. A weapon form developed by the peasantry, turning tools into weapons to defend against bandits, marauding ronin, or rapacious samurai.

Initial Skill Rank: STR & DFT / WIL

4.3.1.1.12.1. Kamasurojutsu

This okuden allows the kama to be hurled so that it spins end-over-end, and strikes with the point. See the following table for ranges, damage- and attack modifiers.

Range in m	Attack mod.	Damage mod.
STR / 2	+0	-
STR	-2	-
STR x 2	-4	-1 Step

Table 7: kamanegotebajutsu table

4.3.1.1.12.2. Kamagunshukuwaza

This okuden allows one to make a disarm weapon attack. Regardless of the result of the disarm, normal damage is delivered to the weapon arm as long as the attack it self is successful.

4.3.1.1.12.3. Tsumazukugamajutsu

This okuden teaches how to use the kama to do a tripping attack. In addition to normal tripping effect normal damage is delivered to either leg.

4.3.1.1.12.4. Ni-gama-jutsu

This okuden teaches how to use two kama in combat. See ni-to-kenjutsu for rules on two-weapon combat.

4.3.1.1.12.5. Kamajutejutsu

This okuden teaches how to use a kama and a jutte at the same time in combat. See the rules for Ni-to-kenjutsu. The kama is always the primary weapon.

4.3.1.1.12.6. Hinote-soshite-ishi-waza

This okuden is used with ni-kama-jutsu. Both kamas are used offensively, though only one BCS die roll is made. In essence, the character using this okuden entraps his opponent's weapon in a

scissor-like blow, seeking to break it. The weapon has the same defense as the character using it. This allows a break weapon disarm, or a normal disarm.

This okuden is not used against natural weapons (teeth, arms, claws, legs, etc.). It is designed for use against artificial weapons only.

The rank in this skill can never exceed that of Ni-kama-jutsu.

4.3.1.1.12.7. Ni-Kama-hinekurujutsu

This Ni-kama-jutsu okuden teaches a way to fight with two kama that allows the attacker to strike in any direction without penalty.

The rank in this skill can never exceed that of ni-kama-jutsu.

Karumijutsu

A technique to improve climbing and leaping skills. Greater control and effectiveness in these actions is achieved through precise use of balance and muscular tension, permitting remarkable feats. The karumijutsu BSS / 5 is added to the climbing and leaping skills OR Karumijutsu may be used instead of these skills. Also any saving throw may be replaced with a karumijutsu skill check in case of a failed climbing or leaping roll. Karumijutsu may also be used to reduce the effects of a fall. The EN of a karumijutsu skill roll with the height in meters as the DR is reduced from the height fallen when determining damage taken from the fall. Karumijutsu may be averaged with an attack BSS to deliver leaping attacks. The BSS may never exceed that of the weapon in this case. If the attack fumbles the attacker will suffer as from a fall equal to twice the distance jumped. This damage may be reduced by using karumijutsu. If the attack succeeds the damage delivered is increased by one step.

Initial Skill Rank: DFT & STR / WIL

4.3.1.1.13. Kenjutsu

Swordsmanship. The most highly regarded of the Bugei: the principle martial technique of the Bushi. The character is drilled in the use of the Nodachi, Katana, and Wakizashi in combat as single weapon forms.

A sword is normally used to slash a target (strike attack), but the tip can be used to deliver a thrust attack, but then the damage is reduced by one step.

Initial Skill Rank: STR & DFT / WIL

4.3.1.1.13.1. Ni-to-kenjutsu

This okuden teaches how to use two swords in combat. One sword will be used as the primary, and the other as the secondary. The secondary weapon is at half BSS. The most common variant of this okuden is the use of katana (primary) with wakizashi (secondary), but other variants exist, like the use of two katanas or two wakizashis or wakizaski as primary and katana as scondary.

Normally the secondary weapon is used for defense – the character is allowed to make a parry (with the secondary weapon) in addition to a normal attack (using the primary weapon). The roles of the weapons can also be reversed, i.e. the primary weapon may be used to parry (at full BSS), while the secondary weapon is used to attack (at half BSS).

A character may also make a double attack. In this case the attack is rolled for both weapons. The secondary weapon should be treated as a second-strike, thus it is at half BSS, and the primary weapon is at -1 to BSS. Both attacks are made at the same foe. If two different foes are chosen the character is at an additional -4 to BSS in both attacks.

Both weapons may also be used to parry. In this case both parry results are added to the total defense, i.e. both parries are cumulative. Remember, the secondary weapon is still at half BSS.

Example: Keisiru Kojiru is skilled in ni-to-kenjutsu, katana/wakizashi. His BSS in ni-to-kenjutsu is 14. If he attacks normally he attacks with the katana at BSS 14, and uses the wakizashi to defend with a BSS of 7 (= 14 / 2). He could also use the katana to parry at BSS 14 and the wakizashi to attack with BSS 7. If he chooses to make a double attack he will attack with his katana at BSS 13 (= 14 - 1) and with his wakizashi at BSS 7 (= 13 / 2). If he would attack 2 foes the attacks would be at BSS 9 (= 13 - 4) and BSS 3 (= 7 - 4). If pressed hard Kojiru could use both weapons to parry at BSS 14 with the katana and BSS 7 with the wakizashi.

4.3.1.1.13.2. Hinote-soshite-ishi-waza

This okuden is used with ni-to-kenjutsu. It teaches how to break a weapon with two swords. Both weapons are used offensively, though only one attack roll is made. In essence, the character using this okuden entraps his opponent's weapon in a scissor-like blow, seeking to break it. The weapon has the same defense as the character using it. This okuden allows a Break Weapon Disarm.

This Okuden is not used against natural weapons (teeth, arms, claws, legs, etc.). It is designed for use against artificial weapons only.

4.3.1.1.13.3. Shihogiri

Shihogiri (four direction cutting) okuden teaches a technique which allows the attacker to strike in any direction without penalty.

4.3.1.1.13.4. Somakuri

Somakuri (continuous attack) okuden teaches a special double striking technique. If the attack misses an immediate second strike (at half BSS) may be made. If the second strike misses no third strike is allowed.

4.3.1.1.13.5. Hekitsuki

This okuden teaches a very effective piercing technique allowing the attack to do a thrust attack delivering full damage (instead of reducing damage by one step).

4.3.1.1.13.6. Makiwaza

This okuden allows the user to make a remove weapon disarm attack instead of a normal attack.

4.3.1.1.13.7. Kensurojutsu

This okuden teaches how to throw a sword to make a thrust attack at a range. See the following table for ranges. This skill can be combined with iaijutsu (average BSS).

Range in m	Attack mod.	Damage mod.
STR / 3	+0	-
STR / 2	-2	-
STR	-4	-1 Step

Table 8: Kensurojutsu table

4.3.1.1.14. Kiserujutsu

The use of an iron tobacco pipe (Kiseru), about 3' long, and often equipped with a tsuba (handguard) as a sword/truncheon type of weapon. Another weapon form developed by commoners in times when they were forbidden more formal arms.

Initial Skill Rank: STR & DFT / WIL

4.3.1.1.14.1. Kiserusurojutsu

This okuden allows the kiseru to be hurled so that it spins end-over-end, and strikes with the heavy club end. See the following table for ranges, damage- and attack modifiers.

Range in m	Attack mod.	Damage mod.
STR / 2	+0	-
STR	-2	-
STR x 2	-4	-1 Step

Table 9: kiserusurojutsu table

4.3.1.1.14.2. Kiseruhinekurujutsu

This okuden teaches a way to fight with a kiseru that allows the attacker to strike in any direction without penalty.

4.3.1.1.14.3. Kiserunageojutsu

This okuden allows the combatant to perform a throw or a trip attack with the kiseru.

4.3.1.1.14.4. Kenhazusujutsu

Sword removal technique. This okuden allows the attacker to perform a remove weapon disarm attack instead of a normal attack.

4.3.1.1.15. Kusari-jutsu

This bugei is used both by itself and as an averaging Skill in connection with certain hand-weapons. It governs combat using a weighted chain or rope, a "kusari". This may be used alone to deliver a snapping whiplike strike, to entangle, or to trip an opponent. All flexible weapons are governed by kusari-jutsu. The bugei also governs the use of the kawa-nawa, a rope with grapple attached, as a weapon.

Ninja use this bugei to employ the kyo-tetsu-shoge, a rope equipped with a weight (a padded iron ring) at one end and a razor sharp blade at the other, in all its attack forms at full value.

Initial Skill Rank: STR & DFT / WIL

4.3.1.1.15.1. kusari-buki-jutsu

Certain hand weapons were often enhanced by the addition of a kusari to the shaft or butt. Such weapons were given a name combining that of the basic weapon involved and an affix of "kusari-" or "-gusari" if it was used as a suffix. Examples of chain weapons used with kusari-jutsu include: so-gusari (spear with chain attached to butt) bo-gusari (Staff with chain) kusari-jutte (jutte with chain) kusari-gama (kama with chain), and so on.

This okuden teaches how to use both ends of the combined weapon in combat. See ni-to-kenjutsu for the rules of two-weapon combat.

4.3.1.1.15.2. Kito-suro-jutsu

The okuden of the returning hurl. This okuden is based on kusari-buki-jutsu and thus the rank in this okuden may never exceed that of kusari-buki-jutsu. Firstly this allows the weapon end of the combined weapon to be hurled (like the normal weapon), but range is limited to the length of chain or rope. The thrown weapon may be retrieved by a sharp tug on the chain performed on any Available Action Phase following the Hurling option. Until retrieved, the chain can be grabbed by an opponent.

4.3.1.1.16. Kyujutsu

Archery Skill. Governs the use of all forms of bows and arrows. There are two types of bows: the dai-kyu ("longbow"), the large, asymetrical longbow, and the han-kyu ("shortbow"), a lighter, more wieldly weapon. Both were of composite construction. Arrows for the two bows are not interchangeable.

A bow of either type is measured in terms of how many "normal" men it takes to string it. This is called the man-rating (MR) of the bow. In order to use a bow properly, a character must have sufficient strength to pull it. The table below gives the breakdown of man-ratings. A character using a bow with too high a man-rating is overbowing and will receive a BSS penalty of -4 per man-rating above his correct man-rating value. Similarly, using a bow with a lower man-rating is called underbowing. Characters receive a BSS penalty of -2 per man-rating below their proper bow.

The man-rating also determines how much damage an arrow released from that bow does. The type of die varies with arrow. Each arrow has it's own base damage, and the damage dice is increased by one step for each MR. If the MR is reduced to 0 due to distance the arrow still does damage with an effective MR of one (1).

The Man-Rating also defines how much damage will be done by arrows loosed from the bow. The basic rule is that 1 die of damage is done per man-rating of power behind the arrow. If the effective man-rating is reduced to 0 by distance, the arrow will still do damage on a hit as if the bow had a man-rating of 1.

Initial Skill Rank: DFT & STR / WIL

Bow	Short BSS +2 MR +1	Medium BSS +0 MR +0	Long BSS -4 MR -2
dai-kyu	2 - 10	11 - 60	61 - 150
han-kyu	2 - 10	11 - 40	41 - 100

Table 10: Bow ranges table. Add 10 x MR to all ranges.

STR	3 - 10	11 - 20	21 - 30	31 - 40
dai-kyu	1	2	3	4
han-kyu	1	1	2	3

Table 11: Bow Man Rating Table

Arrow type	AV Mod.	Damage
Yanagi-ba (willow leaf)	+0	1D6, L
Watakushi (bowel raker)	AV x 2	1D8, L
Sampaku (armor piercer)	AV / 2	1D5, L
Hikime (humming bulb)	+0	1D3, L
Rinzetsu (dragon's tongue)	+1	1D6, L
Karimata (Two-pointed)	AV x 2	2D4, L

Table 12: Arrow damage

4.3.1.1.16.1. Mezairuwaza

With this technique the character can aim for a specific part of the target. Thus he can perform a disarm attack, or double the damage of the arrow.

4.3.1.1.16.2. Tōkuiruwaza

With this technique the character can shoot his arrows further. The score in this technique is treated as a percentage increment to the ranges.

4.3.1.1.16.3. Soruiruwaza

The curved shot. With this technique the character can change the fletching of the arrow in such a way that the arrow will actually fly at an angle equal to the rank. The target will not gain any DEF because the archer seems to bee aiming at something else. So a character with a rank of 45 can deflect his arrow to fly 45 degrees of course. In the case of 60 degrees and more the target can not be closer than the angle divided by ten in meters.

4.3.1.1.16.4. Hayairuwaza

The quick shot. With this technique the character can fire more than once per DT. The character chooses if he will fire two or three arrows, but no more then MNA number of arrows. Then he divides his BSS between these shots as he wants. The attacks will occur on the AP:s of the character. If more than one foe is selected then each additional attack will receive a cumulative -3 penalty. This technique is only applicable to archery.

4.3.1.1.17. Naginatajutsu

The use of naginata, a pole-arm weapon. The basic omote teaches strikes, thrusts and a butstrokes.

Initial Skill Rank: STR & DFT / WIL

4.3.1.1.17.1. Nokerujutsu

Sword removal technique. This okuden allows the attacker to perform a remove weapon disarm attack.

4.3.1.1.17.2. Naginatahinekurujutsu

This okuden allows the attacker to strike in any direction without penalty by twirling and keeping the naginata in constant movement.

4.3.1.1.17.3. Naginatanageojutsu

This okuden allows the combatant to perform a throw attack with the naginata to throw his opponent.

4.3.1.1.17.4. Naginatasurojutsu

This okuden allows thenaginata to be hurled like a spear. See the following table for ranges, damage- and attack modifiers.

Range in m	Attack mod.	Damage mod.
STR / 2	+0	-1 Step
STR	-2	-1 Step
STR x 2	-4	-2 Steps

Table 13: Naginatanegotebajutsu Table

4.3.1.1.17.5. Tsumazukunaginatajutsu

This okuden allows one to make a tripping attack with the naginata.

4.3.1.1.17.6. Hekitsuki

This okuden teaches a very effective piercing technique allowing the attack to do a thrust attack delivering full damage (instead of reducing damage by one step).

4.3.1.1.18. Onojutsu

The uses of axes in combat. This skill covers both large and small ono (one- and two-handed). The basic form teaches simply a strike.

Initial Skill Rank: STR & DFT / WIL

4.3.1.1.18.1. Nokerujutsu

Sword removal technique. This okuden allows the attacker to perform a remove weapon disarm attack instead of a normal attack.

4.3.1.1.18.2. Tokkanonojutsu

This okuden teaches how to use the spike or the back of the axe to deliver a second strike.

4.3.1.1.18.3. Onosurojutsu

This okuden teaches how to hurl an axe so that it hits with its blade. Only one-handed axes may be hurled.

Range in m	Attack mod.	Damage mod.
STR / 2	+0	-
STR	-2	-
STR x 2	-4	-1 Step

Table 14: Onosurojutsu table

4.3.1.1.18.4. Ononageotosujutsu

This okuden allows the combatant to perform a trip attack with a bearded ono.

4.3.1.1.18.5. Onotsukikamujutsu

This okuden teaches a technique which allows the attacker to perform a grapple attack with a bearded ono.

4.3.1.1.19. Shinobijutsu

With this skill a character can move silently and unseen. He can become hidden thing to hear or see as he wishes. The EN of the skill check is the DR to notice him, sneaking about or to find his hiding place. The difficulty of the stealth depends on the surface the character is moving on. See the stealth table in the Core book for sample modifier. The difficulty of the hiding depends on the quality of the hiding places available.

Initial Skill Rank: DFT / SPD & WIT

4.3.1.1.20. Shurikenjutsu

Combat throwing technique for small missile weapons: shuriken, shaken, knives, stones, certain ninja gimmicks, etc. Not used for javelins or large items (boulders, opponents, etc.).

If the character is throwing only one missile, he may add his DAM to the damage done.

After the character has become proficient (has rank of at least 60) he may throw more than one shuriken. For every 5 points he may throw an additional shuriken. All of the shuriken must be thrown at the same target, each one is rolled for separately, to see if it hits, and each such skill roll is at a penalty equal to the number of shuriken thrown.

Initial Skill Rank: DFT / SPD & WIL

Range in m	Attack mod.	Damage mod.
STR	+0	+1 Step
STR x 1,5	-2	-
STR x 2	-4	-1 Step

Table 15: Shurikenjutsu table

4.3.1.1.21. Sandōgujutsu

This skill covers the use of three pole arms used commonly by the police: the sodegarami, the sasumata and the tsukubō. All three are used to catch a criminal without harming him (too much). All three weapons allow a butstroke. Additionaly the sodegarami may be used to deliver an entangle attack, the sasumata may be used to deliver a grapple attack and the tsukubō can be used to deliver a trip attack.

Initial Skill Rank: STR & DFT / WIL

4.3.1.1.21.1. Nokerujutsu

Sword removal technique. This okuden allows the attacker to perform a remove weapon disarm attack.

4.3.1.1.21.2. Sandōguhinekurujutsu

This okuden allows the attacker to strike in any direction without penalty by twirling and keeping the weapon in constant movement.

4.3.1.1.21.3. Sandōgunageojutsu

This okuden allows the combatant to perform a throw attack with the weapon to throw his opponent.

4.3.1.1.21.4. Sandōgusurojutsu

This okuden allows the staff to be hurled like a spear. See the following table for ranges, damage- and attack modifiers.

Range in m	Attack mod.	Damage mod.
STR / 2	+0	-1 Step
STR	-2	-1 Step
STR x 2	-4	-2 Steps

Table 16: Sandōgunegotebajutsu Table

4.3.1.1.22. Sojutsu

This skill governs the use of different kinds of yari (spears). The yari allows a thrust or a butstroke attack. Furthermore this skill also covers hurling of the yari, yari-nage and the uchi-ne.

Initial Skill Rank: STR & DFT / WIL

Range in m	Attack mod.	Damage mod.
STR / 2	+0	+1 Step
STR	-2	-
STR x 2	-4	-1 Step

Table 17: Yari hurling Table

Range in m	Attack mod.	Damage mod.
STR	+0	+1 Step
STR x 1.5	-2	-
STR x 2	-4	-1 Step

Table 18: Yari-nage hurling Table

Range in m	Attack mod.	Damage mod.
STR	+0	+1 Step
STR x 2	-2	-
STR x 3	-4	-1 Step

Table 19:Uchi-ne hurling Table

4.3.1.1.22.1. Nokerujutsu

Sword removal technique. This okuden allows the attacker to perform a remove weapon disarm attack.

4.3.1.1.22.2. Kiritaterujutsu

This okuden teaches a devastating slash which can be delivered with yari that have edges.. The damage is increased by one step.

4.3.1.1.22.3. Sotahinekurujutsu

This okuden allows the attacker to strike in any direction without penalty by twirling and keeping the yari in constant movement.

4.3.1.1.22.4. Sonageojutsu

This okuden allows the combatant to perform a throw attack with the yari to throw his opponent.

4.3.1.1.22.5. Tsumazukubojutsu

This okuden allows one to make a tripping attack with the yari.

4.3.1.1.22.6. Hekitsuki

This okuden teaches a very effective piercing technique allowing the attack to do a thrust attack with double chance of thrust special effect. The damage is also increased by one step.

4.3.1.1.23. Sueijutsu

Special techniques for swimming, enhancing the use of that everyman skill. Suieijutsu increases the swimming skill by a bonus equal to the suieijutsu BSS/5. Alternatively, the suieijutsu BSS may be substituted for the swimming skill altogether.

Suieijutsu also governs such actions as high dives. A character falling into water from a height would normally suffer the damaging effects of that fall. With sueijutsu, the effective height of the dive is reduced by the EN of a suieijutsu skill check, measured in meters.

Initial Skill Rank: HLH & STR / WIL

4.3.1.1.24. Sumai

The forerunner of modern Sumo, this bugei is a system of wrestling, that takes full advantage of mass and impetus. Sumai may be used to strike with hand blows or to grapple.

When using hand blows for a strike, the character may utilize a second strike to strike with the other hand too. Damage is UCD + DAM. If the user is charging into his attack, his BMA is added to his strength for purposes of determining damage, if the attack is successful.

When performing a Grapple attack, the user may elect to use his base STR ST or his sumai BSS to generate the Effect Number used to determine the success of the grapple. If the character charges into his attack, he may add his BMA to the EN of that grapple attack.

Once a character using sumai has rendered a foe helpless in a grapple attack, he may elect to use his next available action phase to throw the target to the ground. This requires the target to make a HLH ST. Failure indicates means the target is knocked unconscious. A success will still stun the target, unless he makes a critical success in which case he is only dazed.

4.3.1.1.24.1. Nokerujutsu

This technique teaches a powerful slap to the weapon hand which allows the attacker to deliver a disarm weapon attack in addition to doing normal damage from the slap (UCD).

4.3.1.1.24.2. Shiko-waza

This okuden teaches a special stomp attack. This attack can be performed on any foe who is prone. A successful stomp will deliver either UCD+DAM subdual damage or then UCD lethal damage.

4.3.1.1.24.3. Ochirujutsu

This okuden teaches a body tackle. The tackle is resolved as a normal hand blow. Additionally there is a double chance for bash special effect.

4.3.1.1.24.4. Momiau-waza

Another okuden for hand blows. This okuden teaches how to push an opponent to cause him to fall down. This okuden is usually combined with Shiko-waza. If the attack is successful only half damage is delivered, but the attack will also work as a trip attack.

4.3.1.1.24.5. Shimekorosuwaza

A strangling technique. After a successful Grapple attack, the attacker must first try to move his grip to the throat (unless the grapple resulted in head), which is resolved like a grapple attack using this okuden.

Once the throat is grappled the attacker can deliver damage equal to ½ DAM. This damage is delivered to the head. The defender may try to attack the opponent, but will be at half BSS to do so. He may also try to break free, by making a successful STR ST v/s the skill of the attacker.

4.3.1.1.24.6. Kumahouyou

The bear hug is an okuden which allows the attacker to crush his opponent. After a successful grapple attack the attacker can make a crushing attack delivering 1D5+DAM,S to THP. The defender may use HIS HLH ST as a defense against this attack. Once the defender is knocked unconscious the attacker can make a STR ST to kill him (break his spine or neck).

4.3.1.1.25. Tantojutsu

Knife fighting. Fast moving and agile combat with the tanto or aiguchi. When using this bugei, a second strike is permitted with the knife, due to the dazzling speed with which the fighter moves his weapon.

Initial Skill Rank:DFT & SPD / WIL

4.3.1.1.25.1. Ni-tanto-jutsu

This okuden teaches how to use two knifes in combat. See ni-to-kenjutsu for rules on two-weapon combat.

4.3.1.1.25.2. Shihogiri

Shihogiri (four direction cutting) okuden teaches a technique which allows the attacker to strike in any direction without penalty.

4.3.1.1.25.3. Yukichigai

This okuden allows the user to make a remove weapon disarm attack instead of a normal attack.

4.3.1.1.25.4. Hekitsuki

This okuden teaches a very effective piercing technique allowing the attack to do a thrust attack delivering full damage (instead of reducing damage by one step).

4.3.1.1.25.5. Tantosurojutsu

This okuden teaches how to throw a sword to make a thrust attack at a range. See the following table for ranges. This skill can be combined with iaijutsu (average BSS).

Range in m	Attack mod.	Damage mod.
STR	+0	+1 Step
STR x 1,5	-2	-
STR x 2	-4	-1 Step

Table 20: Tantosurojutsu table

4.3.1.1.25.6. Tantogunshukuwaza

This okuden allows one to make a disarm weapon attack. This technique also allows an immediate second strike with the tanto if the disarm attack was a success.

4.3.1.1.26. Tonfa-te

Another Okinawan incursion, using the Tonfa, a baton fitted with a handle at one end, to form a letter "L." Tonfa-te may be used to strike with the weapons, enhance blows using Atemi-waza. or Subdual Holds using Ju-jutsu. It is averaged with these techniques when so used, and this averaged score may never exceed the score in the Unarmed Bugei being used.

4.3.1.1.26.1. Tonfasurojutsu

This okuden allows the tonfa to be hurled so that it spins end-over-end. See the following table for ranges, damage- and attack modifiers.

Range in m	Attack mod.	Damage mod.
STR / 2	+0	-
STR	-2	-
STR x 2	-4	-1 Step

Table 21: Tonfanegotebajutsu table

4.3.1.1.26.2. Tonfagunshukuwaza

This okuden allows one to make a disarm weapon attack.

4.3.1.1.26.3. Tsumazukugamajutsu

This okuden teaches how to use the tonfa to do a tripping attack.

4.3.1.1.26.4. Ni-tonfa-jutsu

This okuden teaches how to use two tonfa in combat. See ni-to-kenjutsu for rules on two-weapon combat.

4.3.1.1.26.5. Hinote-soshite-ishi-waza

This okuden is used with ni-tonfa-jutsu. Both tonfa are used offensively, though only one BCS die roll is made. In essence, the character using this okuden entraps his opponent's weapon in a scissor-like blow, seeking to break it. The weapon has the same defense as the character using it. This allows a break weapon disarm, or a normal disarm.

This okuden is not used against natural weapons (teeth, arms, claws, legs, etc.). It is designed for use against artificial weapons only.

The rank in this skill can never exceed that of Ni-tonfa-jutsu.

4.3.1.1.26.6. Ni-tonfa-hinekurujutsu

This Ni-tonfa-jutsu okuden teaches a way to fight with two tonfa that allows the attacker to strike in any direction without penalty.

The rank in this skill can never exceed that of ni-tonfa-jutsu.

4.3.1.1.27. Yadomejutsu

Literally, "the technique of arrow cutting." A special method of defending against missile attacks with hand weapons or even unarmed combat moves. This may be used in conjunction with any bugei allowing a strike attack. The practitioner may "cut," ie. deflect, small missiles out of mid-flight as they hurtle at him. The BSS in yadomejutsu is averaged with the BSS in the bugei used to parry the missile, but may not exceed the yadomejutsu score in any case.

Yadomejutsu is applied only against missiles which actually would hit the character. Those that would miss anyway are ignored.

This skill is resolved as an opposing skill versus the attacker's skill in the missile weapon. If the defender wins he has successfully deflected the attack. Otherwise the attack hit, and damage and hit location should be rolled. The EN of the yadometsu skill is the chance in 30 that the missile breaks (if the defender wants it).

If using atemi-waza to block the missile, a Deftness ST may be made. If it is successful then the missile has been caught.

Yadomejutsu may be applied against all arrows, blowgun darts, and all hurled weapons.

Initial Skill Rank: SPD & DFT / WIL

4.3.1.2. Bijutsu

Besides the numerous techniques used in combat and the warrior life, the body of Nippon's knowledge contains numerous skills classified as arts, both fine arts and classical "knowledges", such as medicine, law, rhetoric, etc.

Mastery of such Skills is crucial to the ideal concept of the whole man in Nippon. Battle skill denotes courage and ferocity, but in the honing of such typical arts as the chadō (tea ceremony) or haiku poetry, a man shows the refinement of his "hara" (spirit) and the inner serenity gained by thoughtful introspection. It is central to the zen beliefs which underlie so much of the code of bushido that such inner mastery has to accompany, or even precede, true mastery of the outer techniques of swordsmanship, archery and other Bugei.

4.3.1.2.1. Bokuzei

Divination allows a character to try to delve into the true nature of things. It requires a score of at least 25 in Jugaku to study this bijutsu, as a goodly knowledge of the classic almanacs (the

Ch'un Ch'iu) and the Iching (Book of Changes) is necessary to achieve results. The character using the skill may only apply it once to a given question.

There are two ways of performing divination. The first, or "fast" way allows the character to roll a skill check and if it succeeds, may ask the GM a simple question, like "what is the nature of this village?" or "Which road is the shorter?", etc. It will take 1D10 Minutes, and the character performing the divination will take 1D3, S due to the mental effort involved.

The second way takes more time and requires a copy of the I-Ching. With it the character can then resolve a task worth 100 TP, TD of 1 and a TT of 10 minutes. The character can only spend a number of Task Turns equal to his level. The result is treated as a percentage of the whole truth.

Initial Skill Rank: WIT & WIL

4.3.1.2.2. Butsudō

Butsudō:This literally means, "way of the Buddha." Since buddhism teaches that all living things will one day emulate the Lord Gautama and achieve enlightenment, the term is exact, defining the path one follows to become a Buddha oneself.

The Art confers knowledge of Buddhist teachings, rituals, prayers, the saints and great religious figures, etc. Much of its sacred literature is in Kanji, or Chinese Ideographs, as the religion was imported into Nippon from that country in roughly the 7th century.

Butsudō is required for those seeking religious advancement in Buddhism and for those who would call upon the Bodhisatva or their servient spirits with much success. Also, those wishing to produce effective buddhist artworks: dance, music, poems, songs, paintings, or whatever, must

average the bijutsu used with butsudō. While the controlling factor here is artistic ability, theological knowledge is requisite for optimum effect.

4.3.1.2.3. Chadō

The *cha-no-yu* or tea ceremony, simply stated, is an austere social ritual built around the making and serving of a cup of tea. But every action is invested with a dignity that far transcends the brewing of a refreshing draught. Participants in the cha-no-yu free their minds from the demands of the outside world. In the clean, bare confines of the *cha-shitsu*, a small pavilion or special room dedicated to the tea ceremony, the guests join in a special communion of spirit with their host, the tea master, leaving refreshed in body and mind.

In the game, a character may gain On by demonstrating his grace and inner tranquillity (*wa*) by his proper performance of cha-no-yu. A cha-no-you takes at least 30 minutes to perform and may take up to several hours. On average it takes about an hour.

Initial Skill Rank: WIT & WIL / DFT

4.3.1.2.4. Gagaku

(composing music)

4.3.1.2.5. Gakkijutsu

(Instrument art)

4.3.1.2.6. Honzougaku

(herbalism)

4.3.1.2.7. Igaku

(medicine)

4.3.1.2.8. Jugaku

(Chinese classics = Law)

4.3.1.2.9. Kagura

(sacred dance)

4.3.1.2.10. Kaiga

(painting)

4.3.1.2.11. Kenshugi

(sword crafting) (3 skills, iron making, smithing & polishing)

4.3.1.2.12. Kogaku

(Japanese classics = history, politics)

4.3.1.2.13. Kotenteki koodori

(Court/Classical dancing)

4.3.1.2.14. Mongaku

(heraldry)

4.3.1.2.15. Monomane

Acting can be used to change ones normal behavior believably. One can do this to lie believably, act like a foreigner, etc. Acting can also be used to impersonate somebody else. The subject must first be studied for a period. The Acting Table gives sample durations and difficulties. Naturally acting can also be used as an art, when performing in a play.

Additional difficulty modifiers are given, depending on circumstances, like trying to fool the subject's brother, etc.

Initial Skill Rank: CHA & WIT / DFT

Subject	Minimum period of study	Difficulty class
A general person, i.e. a merchant, or a profession.	1 hour	Easy
A more specific person, i.e. The sheriff	1 day	Medium
An individual.	1 week	Hard

Table 22 Acting Table

Niki koodori (Popular dancing)

4.3.1.2.16. Senshin

The art of meditation. With meditation one can relax one self enough to rest mind and body. In effect by meditating for 4 hours, one gets as much rest as from a full nights sleep. Healing rate (HR) is doubled for the duration of the meditation too. The number of hours that can be spent in meditation can not exceed the EN of the skill check. Meditation increases the strength of will, and BSS / 5 should be added to the WIL ST.

Mastering senshin increases the focus of the characters. When the meditation skill rank increases above 100, the extra points are added to the power points of the character. Also the TP:s gained in skills requiring concentration can have 1 per Meditation skill rank / 50 added. This includes magic, and other skills like akeru-jouma (lock picking), bokuzei (divination) and chadō to mention a few.

Initial Skill Rank: WIL & CHA

This skill can increase above rank 100.

4.3.1.2.17. Shintō

theology:shintoism)

4.3.1.2.18. Shodō

(calligraphy)

4.3.1.2.19. Shōgi

(tactical game)

4.3.1.2.20. Shuujihou

(rhetoric)

4.3.1.2.21. Takagari

(falconry)

4.3.1.2.22. Utau

(singing)

4.3.1.2.23. Waka

(poetry)

4.3.1.2.24. Yoroi-sei

(armor making)

4.3.1.2.25. Yumi-shi

(bowyer)

4.3.1.3. Practical Skills

4.3.1.3.1. Akeru-jouma

The skill of opening locks without having the proper key. Lock picking can also be used to disarm traps. This skill is resolved as a task. See the Task Table for sample task ratings.

Initial Skill Rank: WIT & DFT

4.3.1.3.2. Anma

A skilled masseur can heal subdual wounds, and relax a patient's muscles, thereby reducing any penalties occurred from sore muscles. Applying this skill will heal EN Subdual damage.

Initial Skill Rank: DFT & WIT

4.3.1.3.3. Ganzou

Forgery is the skill to forger, or falsify, documents or other valuables. The skill is resolved as a task. The Task Value depends on the quality of forgery required. Forgery can also be used to detect false items. See Forgery Table for suggested difficulty / Task modifiers. If the forgerer doesn't have the original of what he is forgering he can do so but it is at least a moderate task. The TD for detecting the forgery is equal to the average EN of the forgerey task.

Initial Skill Rank: DFT & WIT

Type	Task Value	Task Turn
Map	10 - 60	1 hour
Official document	10	10 minutes
Seal	15	1 hour
Jewelry	20	1 minute
Crest	5	1 hour

Table 23 Forgery Table

4.3.1.3.4. Gigei

General crafting skills like leather working, carpentry, etc. The third ISR stat is determined by the type of craft. See the Crafts table for suggested stats, and sample crafts.

Initial Skill Rank: Varies & WIT

Craft	Stat	Craft	Stat
Net making	DFT	Winery	WIL
Basket weaving	DFT	Cooking	DFT
Weaving	DFT	Wood-working	STR
Leather-working	STR	Tailoring	DFT
Pottery	DFT	Book-binding	DFT
Ink Making	DFT	Smithing	STR

Table 24 Crafts Table

4.3.1.3.5. Gyorou

The skill of catching fish. It may be with a net in the ocean, or a spear in the stream, and everything in between. A successful skill check will catch enough fish for the purpose.

Initial Skill Rank: WIT & WIL / DFT

4.3.1.3.6. Kakegoru

The skill of playing money-games, professionally. The skilled gambler may also use this skill to cheat, or to detect a cheat. The gambler will know the rules of one game per (Rank / 5).

Initial Skill Rank: DFT & WIT / WIL

4.3.1.3.7. Nejiru

Torture is used to get information from a victim. This skill is resolved as a contest between the torture skill and the will (or meditation skill) of the victim. Five consecutive victories is needed by the torturer to break the victim. The CT depends on how (un-)willing the victim is to part with his knowledge. The CT is also modified by the victims ability to sustain pain. See the Torture Table for the recommended CT:s. A broken victim will tell anything that the torturer wants to know. If the torturer looses a round the victim will loose hit

points equal to the EN, these will be distributed evenly as lethal and subdual, with the odd point going to the subdual. If the skill is successful, then the victim will take damage equal EN / 4. Special torture equipment may alter the CT or give a bonus to the torturer.

Initial Skill Rank: WIL & CHA

Victim's Will	CT
1 - 9	1 Minute
10 - 15	5 Minutes
16 - 20	10 Minutes
21 - 30	30 Minutes
30 +	1 Hour

Table 25 Torture Table

4.3.1.3.8. Oshiau

The skill of haggling and trading in general, and the ability to identify the real value of an ordinary commercial item. Haggling is resolved like a contest.

Initial Skill Rank: WIT & CHA

4.3.1.3.9. Senrou

Tracking. This skill is used to follow someone (or something), without visibly seeing the prey, by looking for tracks and other signs of passing. When tracking one skill roll is made every turn (GM decides how long this turn is). The tracking skill may also be used to gain extra information on the prey, like weight, height, possible wounds, tiredness, etc. Tracking can also be used to hide one's own passing. Then the EN of the tracking skill will become the DR of the tracker.

Initial Skill Rank: WIT & WIL

4.3.1.4. Ninja skills

Yogen (chemistry)

Ningo (clan dialect)

Shuwa (sign language)

Hensōjutsu (fake identities)

4.3.1.5. Senjutsu

This group of skills covers the mystical and magical skills.

4.3.1.5.1. Jumon-waza

(5 techniques of spells)

hi -fire

mizu - water

tsuchi - earth (soil)

mokuzai - wood

kinzoku - metal

4.3.1.5.2. Nenbutsu-waza

(Buddhist prayers)

4.3.1.5.3. Norito-waza

(shinto ritual prayers)

4.3.1.5.4. Saikenjutsu

With this skill the character binds himself to a magical item. This binding allows the character to use the magical properties of the item (however some items might reveal only a subset of its powers, depending on the result of the skill check). Saikenjutsu is needed for Biases, Focuses, Jujus and Talismans.

Initial Skill Rank: WIL & CHA

4.3.1.5.5. Higijutsu

The knowledge of magical rituals. This skill covers how to, when to, and what a certain ritual does.

Initial Skill Rank: CHA & WIT / WIL

4.3.1.5.6. Maryokuwaza

With this skill the character can decipher magical power symbols, and also make such symbols. To activate a symbol, the caster will first make a maryokuwaza skill check. If this is successful the character can invoke the spell by using normal spell casting rules, with the exception that the character will not   suffer power drain.

To create a power symbol, the character must first make a successful skill check with an average of maryokuwaza and the art form used to draw the symbol, common ones are shodō (caligraphy), gigei (crafting) and kaiga (painting). After this the character can cast the wanted spell, using normal spellcasting rules, however, the spell goes into the symbol, to be activated later.

Initial Skill Rank: WIT & WIT

4.4. New professions

This section describes new professions appropriate for a fantasy setting in Nippon.

4.4.1. Bushi

STR	DFT	SPD	HLH	WIT	WIL	CHA
15	10	5	15	-5	0	0

The bushi are the warriors of Nippon. They can be samurai or they can be lowly ashigaru warriors.

4.4.1.1. Initial Skills

Kenjutsu and one okuden with an initial +10 bonus to the rank OR two bugei with an initial +10 bonus to the rank, then choose of 4 additional bugei. Additionally choose of 4 skills that are bonus to bushi, and finally select 2 skills from the bijutsu and practical skills.

4.4.1.2. Bonus Skills

Bajutsu, Bōjutsu, Hayagakejutsu, Hojojutsu, Iaijutsu, Jōjutsu, Juttejutsu, Kenjutsu, Kyujutsu, Naginatajutsu, Onojutsu, Sojutsu, Sueijutsu, Yadomejutsu, Sandōgujutsu, Chadō, Kenshugi, Mongaku, Shōgi, Takagari, Yoroi-sei, Yumi-shi, Senrou, Brawling, Influence.

4.4.1.3. Ki Powers

4.4.1.3.1. Gai-shouten

This focused Ki power allows the bushi to increase damage done by melee and hurled weapons. The EN of the Focus roll is added to DAM. This power is sustainable.

Cost: 1/EN/DT
Difficulty: 5

4.4.1.3.2. Kaihi-shouten

This focused power helps the bushi to dodge attacks. The EN of the focus roll is added to the DEF of the character for the duration. This power is sustainable.

Cost: 1/EN/DT
Difficulty: 6

4.4.1.3.3. Yoroi-shouten

This focused power hardens the skin of the bushi. The EN of the focus roll is added to the AV of all hit locations of the character for the duration. This power is sustainable.

Cost: 2/EN/DT
Difficulty: 10

4.4.1.3.4. Hayasuburi

If the focus roll is a success then the bushi can make a second strike for each primary action he has, and each secondary action becomes primary action. The second strike is at half BSS, as usual for a second strike.

Cost: 3/EN/DT
Difficulty: 12

4.4.1.3.5. Zen-ya

This focused power helps guide the arrow a bushi fires. The EN of the focus roll may be used to modify the hit location roll of a successful attack. Additionally the EN is added to the EN of the attack in case the defender is using yadomejutsu.

Cost: 1/EN
Difficulty: 6

4.4.2. Budoka

STR	DFT	SPD	HLH	WIT	WIL	CHA
10	10	10	0	0	10	0

The budoka is the master in unarmed combat. He is the traditional oriental warrior monk or peasant leaders who turned on the oppressive tyrannical overlords. He is a master in unarmed combat and skilled in weapons like the nunchaku and sai.

4.4.2.1. Initial Skills

Atemi-waza and Jujutsu each with an initial +10 bonus to the rank. Choose 4 skills from: Anma, Senshin, Boukenrensajutsu, Bōjutsu, Hanbōjutsu, Jōjutsu, Karumijutsu, Kusarijutsu, Tonfa-te. Choose one okuden to Atemi-waza or Jujutsu. Finaly choose 5 skills that are bonus to the budoka.

4.4.2.2. Bonus Skills

Atemi-waza, Boukenrensajutsu, Bōjutsu, Hanbōjutsu, Hayagakejutsu, Karumijutsu, Kamajutsu, Kusarijutsu, Shurikenjutsu, Tonfa-te, Anma, Senshin

4.4.2.3. Ki Powers

4.4.2.3.1. Kaihi-shouten

This focused power helps the budoka to dodge attacks. The EN of the focus roll is added to the DEF of the character for the duration. This power is sustainable.

> **Cost: 1/EN/DT**
> **Difficulty: 6**

4.4.2.3.2. Kaigaishii-tobu

The budoka is able to lighten his body and run on air as if it would be solid ground. The EN can be added to the height of a leap, or if doing a long leap he can add EN x 2 to the distance in meters. Also the leap may end in mid air if the budoka wants to continue leaping next DT (and may change direction), he must however touch something solid each DT. If ending the leap in mid air he must make a successful WIL ST, or risk loosing control, which means he will fall towards the ground.

> **Cost: 1 / Leap**
> **Difficulty: 5**

4.4.2.3.3. Shukun-no-kataki

The budoka is able to attack a foe with a grapple attack at a range of up to 2 m / Level away. The defender gets no DEF, but instead may use his MR as DEF against this attack.

> **Cost: 2 / Attack**
> **Difficulty: 3 +MR of foe**
> **Range: 2 m / Level**

4.4.2.3.4. Genson-buki

This focused power allows a budoka to increase his UCD dice by EN / 5 (round up) steps. The EN of the focusing roll is also added to the attack roll.

> **Cost: EN x 2**
> **Difficulty: 10**

4.4.2.3.5. Harukasendo

The budoka may attack a target as if using atemi-waza up to 2 m / level away. The target gets no DEF, but may use his MR to defend himself. A successful attack will deliver damage equal to the UCD of the budoka.

> **Cost: 3 / DT**
> **Difficulty: 3 +MR of foe**
> **Range: 2m / Level**

4.4.3. Yakuza

4.4.4. Ninja

4.4.5. Bouzu

STR	DFT	SPD	HLH	WIT	WIL	CHA
0	5	0	0	10	20	5

(Buddhist priest)

4.4.5.1. Initial Skills

Butsudō, Nenbutsu-waza at +10 to ISR, Shodō, Choose 2 skills from Shuujihou, Bokuzei, Higijutsu and Senshin. Select 4 bijutsu. Finally choose 3 skills that are Bonus to the bōzō.

4.4.5.2. Bonus Skills

Bōjutsu, Hanbōjutsu, Jōjutsu, Jujutsu, Bokuzei, Butsudō, Chadō, Honzougaku, Igaku, Jugaku, Kagura, Senshin, Shodō, Shuujihou, Anma, Nenbutsu-waza, Higijutsu, Maryokuwaza

4.4.5.3. Bōzō powers

These powers are given to the bōzō by the buddhas. In order to use them he must first invoke a buddha. This is done bu making a successful botsudō skill check (DR 5), and the effect number is the number of minutes that the buddha is available. Invoking a buddha is physically exhausing for the bōzō. He takes 1d6, S damage for the effort. After a buddha has been invoked, using each power requires a successful nenbutsu-waza skill roll.

4.4.5.3.1. Laying on hands

First the bōzō must decide what kind of damage he wants to heal. Stat, Vitality, Lethal or subdual. The the EN of the nenbutsu is the number of hit points healed.

Type of damage	DR	Exhaustion
Stat	15	1D10
Vitality	10	1D8
Lethal	7	1D6
Subdual	5	1D4

4.4.5.3.2. Bless

Using this power the bōzō can bless a person. The bless results in a bonus to either a specific mission or skill check. The bonus is equal to the EN of the nenbutsu-waza check. The bōzō takes half the bonus as subdual damage.

Stat boost

bonus to all rolls

Increase hit points

Difficulty: 8

4.4.5.3.3. Banish Oni

The bōzō may try to banish demons. The DR of the skill check is equal to the permanent spirit rank of the demon. The SR is reduced by EN/5, and when it reaches zero the demon will be banished back to hell. Each attempt will give the bōzō 1D5, S from exhaustion.

Difficulty: SR of the Oni

4.4.5.3.4. Exorcise spirits

With this power the bōzō may try to turn spirits. The DR of the skill check is equal to the permanent spirit rank of the spirit. The SR will be reduced by the EN/5, and when it reaches zero the spirit will try to flee from the bōzō. If the spirit has taken possession of a being it is now exorcised out him. If the spirit cannot flee it will be stunned, and the bōzō may try to lay it to rest. To lay it to rest the spirit rank has to be decreased to the negative value of it's original spirit rank. Each attempt will give the bōzō 1D4, S from exhaustion.

Difficulty: SR of the spirit.

4.4.5.3.5. Absolution

The bōzō can reduce the sin of the subject by one by cleansing him. The DR is equal to the number of sins times two. This does not work on the bōzō it self.

Difficulty: Number of sins x 2

4.4.5.3.6. Spell shield

Trance

  detect hidden things

  discover mechanism

  prophesy

  detect and analyze magic

Dissolve illusion

Segaki rite

commune with spirit

4.4.5.4. Sin

Each time a bōzō does something that is against buddhism his sin will be increased by one. When using any powers the sin level will be added to all difficulties and all EN is divided by the number of sins. When sin equals the level of the bōzō he may no longer use any of his powers.

4.4.5.5. Ki powers

Devotion

multiply all EN of all powers by EN/4+1

Lore Master

multiply EN during research by EN/4+1

Power Reservoir

Add EN*Lvl "hits" to be used only for powers

4.4.6. Shinkan

STR	DFT	SPD	HLH	WIT	WIL	CHA
-5	0	0	0	10	20	10

(shinto priest)

4.4.7. Sennin

(wizard)

5. Appendixes

Abbreviations

Index of Tables

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