

RONIN

Create Your Ronin

- You wear rags and a cheap **Katana**. Roll or choose one item from the Low Class **Tools** or **Gear** table.
- Name yourself and take the Ronin **Skill**. Roll or choose a Low Class **Skill**, a **Desire** and a **Shame**.
- Mark a **different** number from 2 to 7 for each of your **Virtues**. If a statement below describes you well, mark its Virtue with a **high** number. If it doesn't describe you at all, mark a **low** number.

- 岩 IWA**, stone, the harsh reality.
I act first and ask questions later.
- 水 MIZU**, water, the flow of life.
I speak my mind, even if it hurts.
- 月 TSUKI**, moon, the silent judge.
I won't let evil go unpunished.

Virtue Rolls

- Roll **1d8** for sheer **LUCK**.
+1d8 if you are **PREPARED**.
+1d8 if you are an **EXPERT**.
 - Choose **1** die as your result and compare it to the number marked on your Virtue track.
 - If the result is **higher** than your number, obey the **Black Virtue**.
If the result is **lower** than your number, obey the **Red Virtue**.
- 心無 MUSHIN No SHIN**. If the result is your number exactly, enter **MUSHIN No SHIN**. You may ask an insightful question, then choose which Virtue to obey.

Insightful Questions

(You may discuss these with the group at any time)

- > Where can I go from here? > What's being hidden?
- > Who's actually in charge? > Who's ready to talk?
- > How do they get along? > What are they afraid of?

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Hard Work:

Spend **1 Health** with someone in need. If you make yourself useful, gain **1 Favor**.

Purchase a Service:

Consult the Service table, and spend **Favor** with an appropriate character.

Advance:

Spend **2 Karma** with a friendly character to learn a **Skill** from them.

It is the Sengoku Jidai. Swords are cheap and rice is expensive. The provinces burn as restless spirits walk the earth. You are **RONIN**, disgraced, lordless mercenaries, fighting to survive. The world has turned its back on you but you have not forgotten your code. **Live with honor, or not at all.**

Health (Starts at 3)

> You may spend **1 Karma** or break an **Item** to avoid losing **1 Health**.

Karma (Starts at 0)

> You may spend **1 Karma** to achieve a great feat with your **Gear** or **Skills**.

Your Virtues

When a Virtue triggers, roll using the steps to the lower left.

When you stand up to **trouble**, roll **IWA**:

RESTRAINT
Lose no Health, but you learn the true extent of the problem.

勇 2 3 4 5 6 7 **矜**
Lose **1 Health**, but you charge in and handle the problem.

COURAGE

When you propose a **bargain**, roll **MIZU**:

COURTESY
They ask for something important. If you help them, +1 Favor.

道 2 3 4 5 6 7 **殷**
Reveal a **Shame** or **Secret** you know. They will do what you ask.

HONESTY

When you **judge** a sin, roll **TSUKI**:

MERCY
Redeem them, no matter the offense. If you do, +1 Favor.

義 2 3 4 5 6 7 **慈**
Punish them, no matter the cost. If you do, +1 Karma.

JUSTICE

Rest Actions

If you are in friendly territory and undisturbed, you may rest for a scene. **Choose one:**

Name	Clan (exiled or destroyed)
Desire	
Skills	Gear

Favor (Starts at 0)

- > Favor represents the goodwill of the people around you.
- > When you leave a Province, reset your Favor to 0.



Shame

- > Everyone's Shames are the subject of public speculation.
- > If the true details of your Shame are revealed, **-1 Favor**.
- > If you are accused of a Shame you can't deny, **write** it down.

Services

People are the most valuable resource to a Ronin. The following list details some of the possible services you can buy with **Favor**:

- 1 Favor:** A filling meal, +1 Health
- 3 Favor:** Tea ceremony, +2 Health, +2 Karma
- 1 Favor:** Hire Low Class or Itinerant for a day
- 1 Favor OR materials:** Low Class Item
- 2 Favor AND materials:** High Class Item
- 1 Favor:** Miko exorcism
- 2 Favor:** Onmyoji spirit channeling
- 4 Favor:** Lordly audience

* Use the tables on the back for inspiration, and to generate more people and services as needed.

Reflection

At the end of a day, add any details you discovered to the map, then take turns discussing the day's events with the group:

- > If you fulfilled another's **DESIRE**, gain **1 Favor**.
- > If you fulfilled your own **DESIRE**, gain **1 Karma**.
- > If you absolved a **SHAME**, erase it and gain **1 Karma**.
- > If you have **CHANGED**, then move one of your **Virtue** numbers one space to a minimum of 2 or maximum of 7.

Dueling

When two warriors square off, both sides start with **1d8**. If a warrior's shame is revealed, **-1d8**. Then, **+1d8** to the side with the **best**:

† Positioning † Momentum † Equipment

Roll in the open, then in secret assign **1** result to the **Duel** table and reveal simultaneously. Solid hits deal **2 Health** damage.

Creating the Game

Make a social map out of NPCs. They will always have a **Desire** and a **Shame**. Draw a line from the Shame to other characters, places or items, and connect them until you have a few relationship triangles. Connect **Places** and **Troubles** until you have a decent physical map as well.

Now write the players into your social map. They are free to connect their **Shames** to your NPCs, new NPCs, or fellow players. They've lived here for some time, so tell them the situation, who they **know**, and who's **wronged** them. Envision your NPCs next moves, and begin play at **Sunrise**.

Running the Game

Give the Ronin time to **explore** a scene, generating people and places as necessary. Ask them **what** they do, **how** they do it, and say **yes** to the simple stuff. Virtues only trigger when it matters.

Your NPCs will work to fulfill their **Desires** and hide their **Shames**. Have them ask the Ronin for **help**. When the Ronin commit to a dramatic course of action, use Virtues or Duels, then let the consequences be severe. Let the Ronin change your **map**. Let characters **die**.

Developing the Map

Help the Ronin write on the map with the notes, **plans**, and **secrets** they uncover during play.

NPCs will continue to act offscreen. During the **Reflection** phase, pick an NPC who's been heavily foreshadowed or hasn't been in the spotlight, and have them make their next move.

At **Sunrise** on the new day, tell the Ronin through rumors and contacts about the new situation, who **benefits**, and who **suffers**.

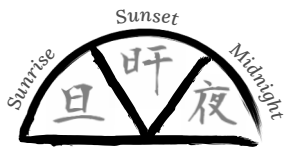
GM Moves

When the Ronin need to **know more**, use tables for inspiration and do one of the following:

- > Show a **Reaction**.
- > Spill a **Secret**.
- > Paint the **Weather**.
- > Bemoan a **Trouble**.

When the Ronin are in **danger** and it's time to turn the screws, do one of the following:

- > Reveal a **Threat**.
- > Reveal a **Shame**.
- > Hurt a **Friend**.
- > Deal **Damage**.



The Three Scenes

- > Each scene favors certain actions.
- > A scene lasts until all **Ronin** have acted, or a conflict has resolved.

Sunrise:

- > Attacking
- > Exploring

Sunset:

- > Confronting
- > Planning

Midnight:

- > Reflecting
- > Deception

* You can always choose the most interesting option instead of rolling.

Name	(cont.)	Clan	(cont.)	Desire	Shame	Secret	Reaction
1 Akira	Masa	1 Amano	Miyoshi	1 Death	1 Killed someone	1 How to befriend someone	1 Sinking down in shame
2 Cho	Midori	2 Ashina	Narita	2 Strife	2 Cursed someone	2 How to sneak into a place	2 Twisted over sycophantly
3 Eiko	Naoko	3 Chiba	Otomo	3 Wealth	3 Abandoned someone	3 How to acquire an item	3 Staring down, aghast
4 Gen	Rei	4 Daidoji	Sakai	4 Fame	4 Loved someone	4 Who are secretly allies	4 Pacing nervously
5 Haru	Ryu	5 Honda	Takeda	5 Skill	5 Saved someone	5 Who are secretly enemies	5 Aggressive, mirthless laughter
6 Hiro	Sato	6 Ishikawa	Tsurugi	6 Family	6 Stole something	6 Details of servant's shame	6 Bristling in outrage
7 Jin	Taka	7 Kikuchi	Urakami	7 Service	7 Destroyed something	7 Details of rival's shame	7 Intense contemplation
8 Kenji	Yuki	8 Matsuda	Yamauchi	8 Peace	8 Defiled something	8 Details of lord's shame	8 Raucous, genuine laughter

Low Class	High Class	Itinerants	Classical Arts	Martial Arts
1 Tracker	1 Anjin, a navigator	1 Yurei, a faint spirit	1 Akinai, trading and commerce	1 Ninjutsu, stealth and deception
2 Woodcutter	2 Bunjin, an artisan	2 Bomei, an exile refugee	2 Gagaku, court music	2 Sojutsu, staff and spear fighting
3 Merchant	3 Miko, a shrine priest	3 Hito, a bandit thief	3 Kabuki, theater and playacting	3 Jujutsu, striking and grappling
4 Smith	4 Onmyoji, a sorcerer	4 Ronin, a lordless warrior	4 Tenyaku, healing and herbalism	4 Kyujutsu, zen archery
5 Tailor	5 Geisha, an entertainer	5 Bashaku, a trader	5 Kagura, sacred dance	5 Kenjutsu, swords and dueling
6 Fisher	6 Jito, an administrator	6 Komuso, an ascetic monk	6 Shogaku, art and poetry	6 Iaijutsu, awareness and reaction
7 Farmer	7 Samurai, a warrior lord	7 Shinobi, a mystical spy	7 Chanoyu, tea and arrangement	7 Shusai, tactics and leadership
8 Solider	8 Daimyo, a province lord	8 Sohei, a warrior monk	8 Takagari, falconry and hunting	8 Bushido, honor and loyalty

Low Class Tool	Low Class Gear	High Class Tool	High Class Gear	Materials
1 Child's Toy	1 Yari, bamboo spear	1 Senu, folding fan	1 Ceremonial Tanto	1 Wood
2 Wind Chime	2 Mino, straw raincoat	2 Noh masks and Kabuki set	2 Hakama, riding clothes	2 Cotton
3 Rod and Tackle	3 Samue, buddhist work garb	3 Shamisen, stringed lute	3 Kimono, formal robes	3 Mulberry
4 Shakuhachi, bamboo flute	4 Throwing Kunai	4 Koto, stringed zither	4 Daikyu, long bow	4 Rice
5 Harvesting Sickle	5 Hankyu, short bow	5 Gohei, exorcising wand	5 Kozane-do, scale armor	5 Ceramics
6 Omamori, protective charm	6 Joe, shinto priest robes	6 Suzuri-bako, calligraphy set	6 Naginata, glaive	6 Lacquer
7 Saddle and Bridle	7 Tatami-do, woven armor	7 Chadogu, tea ceremony set	7 O-Yoroi, heavy armor	7 Iron
8 Kaginawa, grappling hook	8 Cheap Katana	8 Sashimono military banner	8 Legendary Katana	8 Silk

Name	(cont.)	Landscape	Building	Landmark	Trouble	Weather
1 Akita	Mura	1 Mountains	1 Farmhouse	1 Ruined hovel	1 Shamed	1 Silence broken only by crickets
2 Chiba	Nagano	2 Swamp	2 Storehouse	2 Bamboo thicket	2 Ruined	2 Tall grass swaying in the breeze
3 Ehime	Nisei	3 Forest	3 Smithy	3 Tall wheatgrass	3 Abandoned	3 Light, pleasant drizzle
4 Hirata	Okoyama	4 Meadow	4 Market	4 Crossroads	4 Plagued	4 Cherry blossoms fluttering away
5 Hokusai	Sendai	5 River	5 Inn	5 Narrow bridge	5 Haunted	5 Sweltering heat bearing down
6 Iwata	Shiga	6 Coast	6 Dojo	6 Sakura tree	6 Impoverished	6 Torrential, smothering rains
7 Kanto	Tatsumo	7 Village	7 Shrine	7 Torii gate	7 Stalked	7 Treetops snapping in a gale
8 Kyushu	Yoichi	8 Castle	8 Mansion	8 Old battlefield	8 Besieged	8 Fires blazing far away

* Tables are listed in order of status or severity, from least to greatest.

Animal Spirits	Malicious Yokai	Death	Duel
1 Tanuki, mischievous raccoon	1 Kappa, polite but murderous sprite	1 Crying like an animal	1 Retreat out of reach
2 Hakuja, lucky white snake	2 Hitodama, beguiling fire spirit	2 Days later from illness	2 Deflect incoming attacks
3 Yatagarasu, wise crow	3 Kodama, cursed tree spirit	3 Spirit eaten by Yokai	3 Sidestep and strike back
4 Kitsune, clever fox	4 Tengu, corrupted bird demon	4 Cursing their enemies	4 Lock weapons and push
5 Okami, judgmental wolf	5 Oni, hulking horned demon	5 Staggering about, raging	5 Lock weapons and throw
6 Komainu, vigilant lion	6 Namazu, earthquaking catfish	6 Slowly, choking on blood	6 Repel with quick thrusts
7 Kirin, proud stag	7 Wanyudo, soulsucking wheel of fire	7 With honor, bearing the pain	7 Charge in ferociously
8 Ryujiin, powerful rain dragon	8 Orochi, sacrifice-demanding serpent	8 Instantly, at peace	8 Wind up a powerful strike

* Spirits gain health from worship and material gifts instead of eating.