



KASHA HUGYO

THE WAY OF THE WARRIOR

QUICK START GUIDE

MUSHA SHUGYO

QUICK START

After devoting your whole youth to your training, you have finally perfected your martial techniques to the point that your master has nothing else to teach you. The moment has come for you to begin your pilgrimage, the journey that will allow you to perfect your skills and to develop your personal techniques. You will have to find your fightin way by yourself and create your own unique fighting style...

The booklet you are now reading is the *Musha Shugyō* RPG quick start guide. It contains all the basic rules that allow you to play to MS basic game, with no specific Game Mode.

MS has been developed so that it can be played by just one person, or by two or multiple players, according to the Mode of your choice. If played with many friends, *Musha Shugyō* can therefore be used as a sort of board game, structured like a fighting tournament.

Draw your inspiration from plots similar to those of *The King of Fighters*, *Street Fighter*, *Virtua Fighter*, or of movies such as *Bloodsports* or *Ip Man*. The main source of inspiration is the Web Series: *Street Fighter: Assassin's Fist*; therefore, we strongly suggest that you watch it in order to get into the right atmosphere.

Many role-playing games are devised for a group of Characters, where there isn't a real main character even if the group usually has a leader. Using *Musha Shugyō*'s Single Player Mode, in contrast, your Character is the only hero in the adventure, although there are a lot of Multiplayer Modes too, in the complete game.

There are many plots, in any media and settings, in which you can find the same thing: just think of *Dragon Ball* where, in the end, it is Goku who saves the day, or *Conan the Barbarian*, and *Elric*

of Melniboné; even *Fist of the North Star* (*Hokuto no Ken*) has a similarly structured plot. In these stories, we often see one or more secondary Characters who stand by the hero, even for a long time, but in the end he will have to reach the end of his journey by himself. *Musha Shugyō* is a perfect instrument to simulate this kind of stories, exactly because this is *Musha Shugyō*'s real meaning: *The Journey of the Warrior*.

REQUIRED MATERIAL

Each Player needs:

- The Character's bookmark / pre-filled character sheet (see specific section);
- A Pencil, an eraser and six-sided die;
- A deck card to count Action Points (APs) and Special Points (SPs): the specific *Musha Shugyō* special deck would be better, but any standard deck will do;
- A copy-book or a diary (for Single Player Mode).

CHECK

Throw a die each time an Oracle or fighting Check has to be made.

THE MAIN CHARACTER

Musha Shugyō Characters can be created thanks to our online App (<http://www.acchiappasogni.org/msrpg/pgcreator/>). Each Character has three Attributes (to be used mainly during fights and action scenes), and a Special Points (SPs) Earning Method.

At the beginning of each Turn, the PC gets as many Action Points (APs) as his **Rapidity** (RA) value;

- The **Attack** (AT) value is added to the attack Check;
- The **Defense** (DE) value is added to the defense Check;
- The **SPs Earning Method** determines how Special Points are earned: they can be used to enhance the fighting PC.

For each new Character creation, each PC has 7 points to be distributed among the Attributes, while the SPs Earning Method:

✕ **Combo**: 1 SP every 3 Combo Points, then 1 SP per each further Combo Point earned in the same Attack. These SP Points are added to the SP Point the PC earns every 6 Combo Points (see fighting paragraph);

🔥 **Damages**: 1 SP every 3 Damages inflicted in the same Attack, rounded up to the lowest value after calculating DE absorption reduction;

⚡ **APs**: 1 SP every AP you sacrifice to this purpose. You have to use up your APs during the first or the last part of the Turn, and not while Attacking;

💧 **Wounds**: 1 SP every 3 Damages suffered during the same Attack. Damages absorbed through DE count as well;

🛡️ **Defense**: 1 SP every 3 Damages the PC manages to avoid through any kind of defense technique (counterattacks included). Damages absorbed through DE do not count: it works only if you manage to avoid being hit.

You can now create **3 Special Moves**. Special Moves have a standard cost of 3 APs and have two Symbols (see further on). Each extra Symbol costs 1 more AP, each removed Symbol makes the Technique costs 1 AP less. Any Technique can never cost less than 2 APs.

Super Moves are created in the same way, but cost 3 APs and have three Symbols.

If you play *Musha Shugyō* as a Role-playing Game and not as a board game, it is of the utter importance to determine the Incipit, that is the Character's personal data and history so far, including his personality, the reason to start his journey of the warrior, etc.

SYMBOLS

All the Special Moves and Super Moves can make use of the Symbols. Those are specific effects that, in a game, express

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all the advantages using a Technique can give. Each Symbol allows one automatic effect, provided that the Technique hits the target.

Some Symbols have a cumulative effect, thus they can be carried several times by the same Technique.

Find a list of the Symbols in the Technical Chart provided at the end of the booklet.

FIGHTING

All the fights are single fights, one against one. At the beginning of the fight, each Character gets as many APs as his Rapidity value, then the Player makes a Check and adds its result to his PC's Rapidity. The Player who gets the higher value strikes first.

A Character's Turn is made up of three stages:

- **Preparation:** at the beginning of each Turn, the Character gets as many APs as his Rapidity value, and they get added to those the Character hasn't expended in the previous Turns. Skip this phase on the first fighting Turn.
- **Attack:** in this stage, the Character can either attack or move, choosing which action to perform, provided that he has enough APs at his disposal; he can also choose to stand still and to get on to the next stage.
- **Conclusion:** the Character gives up his Turn, either by choice or because he lacks APs, and plays in defense. If he still has some APs set aside, he will keep them and will be able to add them to those he will get in the next Turn Preparation stage. It is now his opponent's Turn.

During a fight it is possible to accumulate up to **20 APs and 6 SP Points**.

The Character who's not playing his Turn is in defense mode; as explained on the attached Technical Chart, however, he can still perform some actions.

ATTACK AND DEFENSE

In order to Attack, a Check has to be made: its result will be added to the Attack score. The defender makes a Check, adding it to his Defense. If the attacker's result is higher than the defender's, the Attack is successful, otherwise it fails. After the attacker's Check, the defender may decide to Counterattack (see the Technical Chart), not necessarily to passively defend himself.

A normal, successful Attack inflicts a Damage of AT + the result of the Attack Check. The Character who gets hit absorbs DE Damages (without adding the Defense Check result). Each Character has at his disposal 30 Life Points (LP): when that value gets to zero, or below, the Character is defeated. Special Moves inflict ATx2 + Check Damages, while Super Moves (costing 4 SPs to be activated) inflict ATx4 + Check Damages.

Critical Check: A value of 6 obtained in a Check is called Critical Check and it is equivalent to an 8. Such a result can turn the tide, in some desperate situations.

DISTANCE

The opponents can be in direct contact or at a distance. At the beginning of the fight, they are usually at a distance. It is allowed to strike only opponents who are in contact with the Character, unless he resorts to a Move carrying the Symbol: Distance.

The game features many situations in which you can change position or distance the opponent from yourself.

ACTIONS

In a fight, the opponents can perform some specific actions, but each of them will have a cost in terms of Action Points. They are all listed in the attached Technical Chart.

COMBO

Each series of consecutive successful Attacks executed in the same Attack Stage



earns 1 Combo Point. As soon as the Attack ends, either because the opponent defended himself or because the attacker's Turn has ended, the Combo ends as well. Combo points are used to obtain new SP Points.

The successful Techniques with the 2xCombo Symbol get 2 Combo Points instead of 1, and they are regularly added to all the other Points earned in the same Attack Stage.

SPECIAL POINTS (SP)

Special Points are earned fighting, and can only be used in a fight. Opponents can benefit from Special Points as well, provided that they are as proficient as the Main Character in the martial arts. Besides earning SPs through his personal method, a Character will always earn 1 SP in a fight if:

- scores 6 in a fight Check;
- scores 6 Combo Points.

SPs thus earned are added to those the PC obtained thanks to his personal SPs earning method.

Moreover, the PC can never earn more than 6 Special Points from the beginning of his Turn and the beginning of his following one: it includes his Attack Stage and the opponent's one. It is very important to keep in mind that, in this time frame, the PC will never earn new Points after the first 6 ones, even if he spends all of them.

Special Points are very important in the game: in a fight, they can be expended to obtain some advantages listed in the attached Technical Chart.

LIFE POINTS (LP)

Usually, each PC has a total amount of 30 Life Points, but you can increase this amount up to 60: this is up to you. In Single Player Mode we specifically suggest you to stick to the standard 30.

THE ORACLE

In Role-playing Games, mostly in Single Player Mode, it is not necessary to create everything from scratch, without any reference point. During your



adventure, whenever you wish, you can “consult the Oracle”. Just see it as your narrative compass: you will interpret its answers your own way, embellishing them any way you want, and giving free rein to your imagination.

In any circumstances, in order to consult the Oracle you must ask yourself a question regarding one of the events the Main Character is living through, and then make a Check. The result of the Check will determine the answer:

1. Not good at all: absolutely negative result. You must not even think about it, it is simply impossible, wrong place, nobody knows anything, it's a total failure.

2. Negative. The thing won't work and there are problems. There is a rather big hurdle to ride over. Somebody you have to face, maybe?

3. Negative. But some things might go partially well, or – in order to succeed – you could have to look for something you are lacking, or somebody might help you. You just have to persuade him... by fair means or foul.

4. You can make it, making a huge effort, but it will require a commitment, a sacrifice, or more generally a cost on your part. Or somebody will ask you a favor...

5. It can be done, it works, affirmative. It won't bring immediate results, and perhaps you will have to turn to somebody, to find something first, but the solution is behind the corner.

6. Yes, sure, there is no problem. The situation will easily work itself out. You had a stroke of luck or somebody was very kind to you.

According to the situation the PC was in when you made the Check, you will then have to interpret the answer, describing the turn events will take. Your Character will then be able to decide how to behave in order to go on with his adventures. If the question requires a simple yes/no answer, then it is no from 1 to 3, and it is yes from 4 upward.

EXPERIENCE

People learn more from defeat than from victory. Each time the Character is

defeated, he gets 3 Experience Points. Each time the PC wins, he gets 1 Experience Point. Once a day, while describing a scene where your Character is training, he gets 1 Experience Point.

Experience can be used in the following ways:

- **To raise of one level RA, AT or DE.** Cost: 20 Experience Points.
- **To obtain a new Special Move,** up to a maximum of 5. Cost: 10 Experience Points.
- **To obtain a new Super Move,** up to a maximum of 2. Cost: 20 Experience Points.

You can learn new Moves through a description of your PC's training, his efforts to improve, the way he managed to create his personal fighting style.

ACHIEVEMENTS

There are some key events which give new experience and new drive to your Character, a sort of milestones in his journey toward perfection.

You get one Experience Point for each Achievement obtained. Achievements can also be used as landmarks on which to build your story, they can be your starting points. Therefore, they are useful in any play Mode. It is not necessary to achieve them all: on the contrary, some have been devised for good, righteous heroes, while others are for really evil guys!

In every Guided Adventure Mode, the Guide can create new custom Achievements, as long as they represent key events in the lives of Playing Characters. In fact, many Achievements can exist only in specific settings or adventures.

GAME MODES

Just like a fighting game, Musha Shugyō can be played in many different ways: alone or with other people, with or

without a guide (in short, either in Arcade Mode or Story Mode).

SINGLE PLAYER MODE

- **Diary Mode:** day after day, the Player writes down on his Diary about his Character's adventures, taking source from the Incipit and the Character's personal data. The Diary Mode is not a passive experience game mode; it is more similar to a "reverse gamebook": the Character's experiences will be always new and unpredictable thanks to the Oracle suggestions and the Achievements tips. In fights you play your opponent as well, and represent them through stick men drawings (as shown in the Playing Handbook and in the card deck in the basic Musha Shugyō set);

- **Tournament Mode:** face one opponent after another. Will you be able to win the tournament?

- **Kumite Mode:** face all the opponents, one after another, in this legendary tournament, never recovering the whole amount of your LPs. How many opponents will you be able to defeat before being knocked out yourself?

- **Challenge Mode:** it is useful to learn playing. This Mode has you face some starting situations and gives you goals to reach, like inflicting a given amount of Damages, or obtaining a Combo of a determined value, each time starting from different conditions, just like a riddle.

TWO PLAYERS MODE

- **Random Encounter:** no Guide, just two Players depicting one another the Scenes in alternating Turns, and exchanging suggestions on the adventure continuity based on the Oracle answers. The Players, as their Characters, may split up to live solo adventures in Diary Mode, to then reunite on the first occasion.

- **Guided Adventure:** one Player will act as the Guide, while the other will

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manage the Hero, the Main Character. It is the Guide's task to create the opponents, a plot outline, and to develop, together with the other Player, the adventure in an unpredictable and dynamic way based on the Oracle answers.

MULTIPLAYER MODE

- **Multiplayer Guided Mode:** the rules are the same as in the Two Players Guided Mode, but quite close to a classic role-playing game: you need a Guide, a plot outline and few Players, each one with his own Character.

- **Multiplayer Tournament Mode:** the Players' Characters fight against each other, two by two, in a tournament. Each Player chooses one of the pre-generated Characters or creates his own ad hoc Character following the instructions in the Musha Shugyō manual. This Mode is to played only with basic, unexperienced Characters. Who will be the champion in this game?

FREE DOWNLOAD

Extend your Musha Shugyō RPG experience with loads of free downloads: Musha Shugyō Characters Sheets, a fighting example, the Hyper Armor and Advanced Roleplay Modules, etc. Do not miss the Musha Shugyō RPG Fans webpage, the MS community that, every day, makes available tons of new extra material.

Join our community, subscribing on our websites and Facebook groups: you will find many friends to share your passion for RPG with.

MUSHA SHUGYŌ DOWNLOADS



<https://goo.gl/yFRJ4a>

MUSHA SHUGYŌ RPG FANS



<https://mushashugyofans.wordpress.com/>

LET'S FIGHT!

Musha Shugyō world does not end here! Through the years, in cooperation with the fan community on Facebook and blog groups, Acchiappasogni managed to release several MS-related supplements and settings, altogether with a reviewed and expanded version of the Role-playing Game system. Here follows a list of all the Musha Shugyō-related releases.

MUSHA SHUGYŌ LA VITA DEL GUERRIERO



Musha Shugyō basic set containing:
1 Handbook, including playing rules,
a detailed explanation of all the Symbols,
the Game Modes and the Character
Creation;

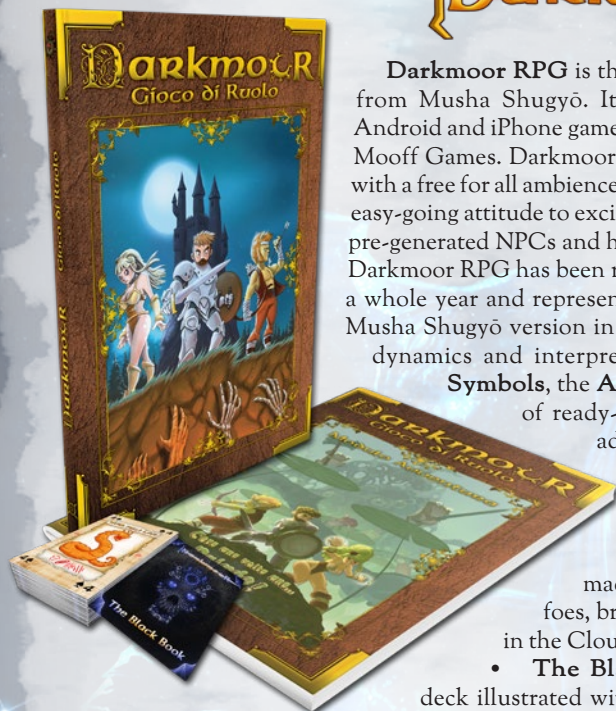
- 2 six-sided dice;
- 10 bookmarks/pre-filled
Character sheets for *Musha Shugyō* Playing
Characters + 2 Technical Charts;
- 55 illustrated cards
with *Musha Shugyō* Characters
special moves patterns;
- 24 yellow tokens for
Combo Points and 60 red
tokens for Life Points.

AGON WWII

Agon WWII is not merely a MS
setting: a martial arts tournament called
forth by aliens during World War II.
This *Musha Shugyō* masterpiece firstly
introduced the following new mechanics:
**Interpretation, Mind Attributes,
Bonus Dice, Roles and Ascesis.** These
same mechanics have been then largely
used and developed in many other projects.
A must-have for all MS, RPG, Arcade, good
games lovers.



Darkmoor



Darkmoor RPG is the first stand-alone RPG born from Musha Shugyō. It is inspired by the popular Android and iPhone games Maximus and Blackmoor by Mooff Games. Darkmoor is a cheeky, slapstick fantasy with a free for all ambience. It switches between a general easy-going attitude to exciting fights, and includes many pre-generated NPCs and hints for the Guide to be used. Darkmoor RPG has been reviewed and perfected for a whole year and represents, at this stage, the ultimate Musha Shugyō version in terms of mechanics, fighting dynamics and interpretation. It contains **17 new Symbols**, the **Adventures Creator** and lots of ready-to-use monsters for all your adventures. For Darkmoor we have released also:

- **Once upon a time there was a Swamp:** the first official Adventure, made of investigation, merciless foes, brave toads and cruel red fishes in the Cloudy Lands.
- **The Black Book Deck:** a 52 card deck illustrated with Darkmoor RPG monsters, useful both for the Players and the Guide.

HYPER ARMOR

Hyper Armor is a free Expansion Module for Musha Shugyō RPG!

Its goal is to create a management system for the classic Power Armors that can be found in fictional works such as all kinds of Mangas, Animes, Comics, or movies. Of course, you need Musha Shugyō RPG to use this book!

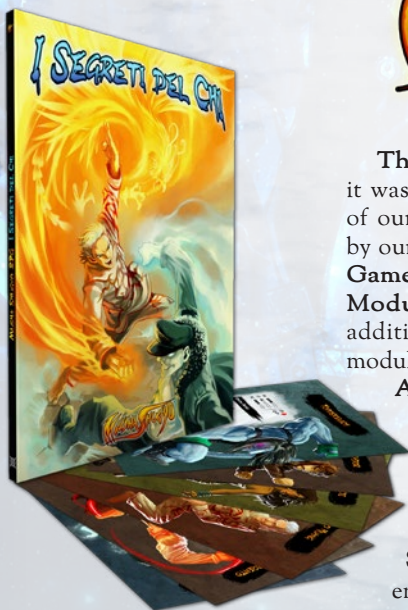
These rules can be applied not only to fantasy-style Characters, but also to high-tech, or any other kind of fictional Characters. There are many fictional works in which Characters wear magical or hyper-technological Armors, which give them all sorts of special powers and skills.



TIGER OF CILENGKRANG

Tiger of Cilengkrang is a beatifully drawn comic series drawn by Alex Irzaqi, inspired by the tabletop Roleplaying game: Musha Shugyo RPG! This is the first issue, available in PDF and print on demand format. The entire serie will count 4 episodes.

Synopsis. A dear friend of Erwanto got himself in serious trouble. He's in debt with Gunawan, the most influential boss of Bandung's underworld. Underground fighting is Gunawan's main business. To save his friend, Erwanto will have no choice but to play along ... He will face the monstrous champion known by everyone as the Indestructible Damantine in the cage . And the stakes will be very high.



MUSHA SHUGYO THE SECRETS OF CHI

The Secrets of Chi is the first MS supplement: it was realized with the fundamental contribution of our fan community, then checked and refined by our authors. The Secrets of Chi introduces new **Game Modes**, 12 new **Symbols** and new **Optional Modules** to enlarge your game experience. In addition to the aforementioned Interpretation module, in **The Secrets of Chi** you will find **Hyper Armor**, to manage magical or enhanced armors, **Deadly Weaponry**, for a more true and dirty real-like touch, and the amazing **Aura System**, which reproduces the powers in shōnen manga such as Dragonball Z and Naruto, and presents for the first time the **Special Skills**, a new way to customize and enhance your PC.

KASHA HUGYO

Symbols

✕	Combo	The attack inflicts X Combo points.
↓	Fall down	The opponent falls and gets 1 extra Damage.
⇒	Distance	Hits even a distant opponent.
⊕	Powerful	Add 1 to Attack before computing the Damage.
↻	Riflects	The attack and Damage is nullified and sent back to the attacker.
↗	Jump OK	You may use this Technique while jumping too.
↑	Launch	The opponent is thrown in the air, being unable to defend from the next attack and then falling.
☯	Smash	The opponent doesn't absorb the Damage through his DE.
→	Push	Pushes back the opponent (distance), but doesn't make him fall down.
⇒⇒	Dash	The Attack hits from a distance, the attacker also moves in contact with the opponent.
!!	Ultra Ag	Spend 1 SP to get +2 in the Check (doesn't apply to Damage)
♥	Ultra Hd	Spend 1 SP to inflict +2 Damage (doesn't apply to the Check)

Actions

Attack / Defense	1/0 AP. These costs are valid for normal Attacks / Defenses. Add 2AP to activate a chosen symbol but "Distance". You can never chain more than 3 normal attacks.
Counterattack	1+AP of the Attack you're using. In case of success, the oppont's Turn is interrupted. Use Defense for the Chek, Attack to compute the Damage.
Throw	2AP. Applies the Symbols Fall down and (optionally) Push (you can also activate "Fall" only). Inflicts Damage normally, +1 since the opponent falls.
Get up	1AP. If you are downed, you can only defend, until you get up.
Jump	1AP. When performing a jump attack, add Defense to Attack prior to compute the Damage.
Shift	1AP. Move from Distance to Contact and viceversa.

Spending SP Points

Get a +1 Check and Damage Bonus. Cumulative, up to 3 SP.
Chain: spend 1SP after a successful attack. The next one will connect automatically.
To be used before using a Technique: the cost of that Technique will be reduced by 1AP (can never be zero AP).
Spend 4 SP to use a Super Move.
If you are defenseless (because of a chain or a Launch Symbol), spend 2AP to try a Defense Check.

THE TABLETOP FIGHTING GAME!

MUSHA SHUGYŌ IS THE FIGHTING GAME THAT WILL KEEP YOU GLUED TO THE TABLE. WITHIN, YOU'LL FIND TEN READY TO FIGHT CHARACTERS, BUT YOU'LL ALSO FIND SIMPLE RULES TO CREATE YOUR OWN HEROES. FIGHT AGAINST YOUR FRIENDS IN ONE-ON-ONE MATCHES, TOURNAMENTS, OR LIVE FANTASTIC ADVENTURES WITH THEM. WITH MUSHA SHUGYŌ, YOU'LL HAVE ENDLESS POSSIBILITIES!



AWESOME BATTLES



A WIDE CHOICE OF GAME MODES!



TRAVEL THE WORLD, WRITE YOUR DIARY, TAKE PART IN TOURNAMENTS, BRAWLS AND FIGHTING SCENARIOS: MUSHA SHUGYŌ WILL LET YOU EXPERIENCE AGAIN THE EMOTIONS THE MOST FAMOUS MARTIAL ARTS STORIES GAVE YOU!

VARIOUS GAME MODES AVAILABLE: MUSHA SHUGYŌ IS A FIGHTING GAME, A ROLE PLAYING GAME, AND A TABLETOP GAME, AND YOU CAN EVEN PLAY SOLO, WITH JUST TWO FRIENDS OR LOTS OF THEM!



WWW.MUSHASHUGYORPG.COM



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AcchiappaSogni
Dipinziamo i tuoi sogni!



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