

THE NOBLEMAN'S DAUGHTER

Adventure for Wu Xing: The Ninja Crusade - by Eloy Lasanta

This adventure introduces new players to the world of **Wu Xing: The Ninja Crusade**. It works well as an overview of how court politics, Izou soldier abuses, clan mixing, infiltration, and the wonderful powers of Wushu can work together. It is, more than anything, an investigative story with plenty of action elements. Best suited for 2 to 5 ninja of beginning level (such as the ninja included). Experienced players should feel free to create their own characters, since this adventure is good for all type of players.

It takes place in the Middle Province during the blossoming season of spring. The skies are clear, the weather is beautiful and the air stinks of war. The region has many expansive fields with tall grass and a few forests. Remember: Details make the story.

SCENE 1: RECEIVING THE MISSION

The story begins in the Bokusou ninja camp, a secret multi-clan camp found hidden within the forests of the eastern region of the Middle Province. This camp is currently a rarity among the Lotus Coalition, but is becoming more prevalent as ninja

rivalries become less productive for their cause. That doesn't mean that the occasional fight doesn't still pop up. Still, any ninja from any clan (and even Ronin) is allowed within the camp, where the leaders of the coalition hand out missions they feel fit within the expertise of certain ninja. Of course, some missions give ample warning, while others do not.

Each of the ten major clans has representation within Bokusou. However, with so many major battles occurring simultaneously and several other lost and found, rescue and assassination missions ongoing, only the characters seem to be available for this particular mission. Each character receives a note to gear up and report to Chuushin Gurasu, camp leader and member of the Wardens of Equilibrium.

Chuushin Gurasu is a merchant prince from Daiwa, rich and young, and holds a lot of stock in the Lotus Coalition, so it makes sense that he is the camp boss. He has devastating abilities to make an opponent's chi explode within their body; so few ninja choose to cross him. Chuushin Naomi is his third cousin, but she has chosen to follow a different clan and they don't really get along.

Once the group is assembled, he delivers the following information.

“We have been contacted by Neitaki Sai, a nobleman that currently resides in Heigenchou. His daughter, Neitaki Maya, has gone missing and you are now tasked with finding her. This particular nobleman holds sway within the Izou courts and is one of few that are actually fighting for the emperor to drop the Ninja Crusade. If he is successful, then this ridiculous war can end and we can all return to our normal lives. He has called for us to assist and we will heed that call or risk losing his support entirely. This mission is of the utmost importance, so you’d best be on your way to Heigenchou.”

He’ll answer any follow-up questions that the characters may have, but Gurasu’s information is limited to the short letter, written in code, that he holds in his hands. To get more information, the characters will have to venture to Heigenchou and get answers directly from the nobleman. After checking in with their respective clan leaders, the group can head off whenever they feel it is appropriate.

SCENE 2: HEIGENCHOU, THE CITY OF PLAINS

Their destination is Heigenchou, the City of Plains. The city was once one of the largest farming communities outside the Cradle of Life Province and was the first to try out advanced agriculture techniques for the empire. It was also the site of the very first testing for firearms and explosives, which left many of its citizens and much of the land dead and unusable. A city in unrest, heavy guard and powerful forts were placed within the city decades ago to ensure the workers continue producing the food needed to feed the thriving noble tradition.

As the characters approach, they’ll see that tall stone walls that surround the city, with several manned guard towers and guards at the southern gate. Finding a way in is very important, but isn’t that easy. The characters, being ninja, likely have no official travel papers that would allow them entry to such a high-guarded city, and others have recognizable faces. There are plenty of ways that they can go about this.

- **Sneaking In:** They are ninja after all. The characters can attempt to get close to the wall and vault over or climb it to get to the other side undetected. Kumori Kunio and Arai Kaede can easily accomplish this task.

- **Hitching a Ride:** A merchant wagon may be going into the city. The ninja can hitch a ride by either taking out the merchant and taking his/her place, hiding themselves in the back of the wagon while others distract him/her or even pretended to be hurt so the merchant will bring them in for treatment. Ichatsuko No Kino and Sakamodo Tadao, specifically, are fond of talking their way through tough situations.

- **Take Out the Guards:** Simply sneaking in may not be enough. The ninja could try to take out the guards and get through the gate. If it’s late at night, it may be even be doable. During the day is much too dangerous though. Tsuki Eiji, Sumi Rika and Hebi Ine would be first to jump into a fight. They’ll have to be quick about it, however, since causing too much commotion could attract even more guards.

- **Walk In:** Characters with Class 4 or 5 can, essentially, just walk in – they’d have the right papers to go just about anywhere. If they are suave enough, they can even convince the guards that the other ninja are really their servants (scribes, bodyguards, etc). Having Ishikawa Ryota or Chuushin Naomi in



HEIGENCHOU GUARDS

Health: 14 (2/1), **Stamina:** 3

Skills: Athletics +7, Crafts +6, Deception +6, Discipline +6, Intimidation +9 (Interrogation), Perception +7 (Investigation), Stealth +9, Travel +8

Traits: +4 vs. Balance, +7 vs. Fear/Awe, +5 vs. Poison, +5 vs. Pain, +8 vs. Death, +5 vs. Insanity, +5 vs. Unconsciousness

Combat: Strike +6, Throw +6, Parry +5, Dodge +6, Roll +8, Grapple +10, Initiative +12, Movement 10, Actions 2, Damage +1

Other Notes: They come in all shapes and sizes, from small and quick to large and bulky (GMs should adjust stats accordingly). They are difficult to confuse or shake off a ninja’s tail because they answer to generals if they fail to accomplish their goals. They would often rather die in battle than return to their leaders empty handed. They wield a combination of swords, spears, bows and small explosives.



the group can have this effect.

- **Traveling Troupe:** The city is in need of some jovial entertainment, so if the group can convince the guards that they are there to put on a show, they'll likely be escorted inside without too much trouble. Then, of course, they may have tagalongs until they actually do put on a show. Having Odoriko Minori in the group makes this much easier, since he carries performance clout and reputation already.

Now within the walls, the characters can see a city almost split in three separate sectors. One section is full of large fields of farmers tilling under the supervision of soldiers and another a small town of sorts full of small shops and even smaller homes. The third sector is heavily guarded and appears as a military headquarters for the Izou.

SCENE 3: INTERVIEWING NEITAKI SAI

However the characters get inside the walls, their next stop is to see Neitaki Sai. Within the residential sector are a handful of estates, built to house the few nobles that live in Heigenchou. Those with political or high-class knowledge, like Chuushin Naomi and Ishikawa Ryota, would instantly know why so few nobles live in this city. Other characters can make a Moderate (20) IQ + Knowledge check. The reason is simple – this town is where political careers go to die. Neitaki Sai was sent to Heigenchou by the Emperor himself to “tend to the workers there”, as way to get him out of the courts and make it that much harder for his message of peace to be heard. He has been attempting to build political clout for the last 3 years in order to launch a campaign to get him back into the courts, but this recent setback could prove to be a horrible distraction.

The nobleman's estate is located near the far northeastern wall and appears bare compared to estates found in other cities. Knocking on the door, the characters will be greeted by Sai's only servant that he was allowed to bring with him, Cho. She is a petite commoner woman, barely 20 years in age.

Cho leads the characters to the main room, where they find Sai. With a successful Simple (10) INS + Empathy check, it is easy to tell that he has been crying as of late and is obviously distraught. When asked to explain the situation, he provides the following.

“My daughter Maya has been missing for 3 days. She's not been found at school and none of the city guards claim to have seen her. The last thing we did was fight when last I saw her - about her new friends and the fact that she would not bring them here to be officially presented to me. And now she's gone and I may never see her again. Please find her. She is the last remnant of a family I have lost to this ridiculous war.”

A number of clues can be gathered from the estate, including those found below. The GM should feel encouraged to add others that may enhance their take on this adventure.

- **Family Portrait:** Looking around the house, in general, the characters will notice a portrait of the nobleman, his wife and Maya (giving them an idea of what the girl looks like – approximately 15 years old). If asked about it, he'll remark about how his wife died only a year ago, killed by an anti-ninja supporter – and that Maya has never forgiven him, leading to an almost constant rebellion on her part.

- **Wildflowers Painting:** Along the wall, there are a series of paintings, each of which is of a different type of beautiful environment, from a lakeside to a mountain's peak. If remarked upon, Sai will tell the characters that the painting of the fields of wildflowers was always Maya's favorite. It's where she used to play when she was younger, but she doesn't go to that area along the eastern city wall to his knowledge.

- **Interviewing Cho:** If questioned in front of Sai, Cho will simply deny ever having any knowledge of what's going on. However, if she is pulled to the side and questioned separately, she can give some insight into the situation if the questioner makes a successful Moderate (20) CHM + Persuasion check. She knows of two boys named Goro and Isi that Maya has been hanging around with. She has only heard their names offhand when Maya let them slip by accident, but the girl was secretive about anything else going on in her life.

● **Searching Maya's Room:** If the characters don't think of it, Sai will offer. "If you need to search my daughter's room, please feel free. I haven't been in there since I realized she was gone. Those that search the room must make a Moderate (20) IQ + Perception check. If successful, they will realize two things. First, they check the girl's bedroll to see a layer of dust at least 2 weeks old over it. She hasn't been sleeping here, that's for sure. They also uncover a slate in the floor underneath a vanity's leg that can be removed. In the hole is a leather bag that reveals to have numerous pieces of jewelry inside. A quick IQ + Crafts check, to appraise the items, makes it clear that these didn't belong to Maya. Not only are they in varying sizes and style, but also a few different noble family crests can be found on different pieces.

SCENE 4: FURTHER EXPLORATION

The characters may have what they need to track down the girl – or – they may want to explore the situation a little bit first before moving forward. Several different angles exist that they may want to check into, but none of them are mandatory to continuing with the adventure. On the other hand, it

 **WEARING THE JEWELRY**

Some of the characters, specifically Ichatsuko No Kino or perhaps Sumi Rika, would have no problem keeping one of the pieces of jewelry for themselves. Wearing them prominently through the town or in the local sake house will attract attention in the form of a victim that that jewelry was stolen from. For instance, if it was a ring, a drunken man may attack and claim that ring to belong to his wife. If it is a necklace, a woman and her friends that want to take it back may accost the ninja. The characters should be careful how they handle these situations. They may be able to glean another clue or might just attract the guards if they choose to use force. These normal people would use Fodder rules (page 185 of Core-books). 

may shed light on the current situation and events that have occurred, as well as provide more flavor to the city of Heigenchou. Three different leads can be explored in any order or not at all.

Thief Angle

If they want to investigate the possibility of Maya being a thief a bit more, one place they can go is to ask the local guard. Your lowly guard isn't likely to know everything, though, so they'll point the characters to the public office and given the name Captain Kimura. The character must wait a few hours to speak to him and then he is not a very pleasant man to be around. "What do you have to waste my time with now?" is how the characters are greeted (no matter their class), which should give a sign as to his disposition. If asked about any thefts in the city, he'll remark, "Yes. If you want to make a report of missing items, that's not me. Go talk to Kai." When the character no doubt question further, he'll respond with, "Here to collect a reward, eh? There's a burglar out there, sure. He even stole my son's prized dagger. We have no leads at the moment, but there is a reward if you bring the bastard to justice. Double if you can get me my dagger." He'll also reveal that the Ire noble family has claimed 60% of the reported thefts themselves. Note that characters like Kumori Kunio, Sakamoto Tadao and Hebi Ine would jump at the chance to collect the reward – which could come into play later on in the adventure.

Political Enemies Angle

Some characters may suspect the possibility that Maya's missing could be yet another attack on Sai's family for political reason. Characters with high Class, like Ishikawa Ryota may immediately being running down the list of noble families that can be found in Heigenchou: Neitaki, Irei, Sousou and Rakusa. Attempting to approach these families with anything below Class 4 is a crucial mistake and is likely to gain the character a bad reputation for etiquette within the city. Anyone of Class 3 or lower must be invited to even get through the gates.

The characters can visit the local letter station and find the delivery hawk that belongs to the noble families. After writing a letter to request an audience, they attach it to a hawk's leg and it immedi-

ately flies toward that family's estate. Since they aren't residents to the town, they can only wait for a response (instead of leaving an alert notice near their own hawk). Two of the birds, are returned within 20 minutes with refused audiences – the Sou-sou family refused outright while the Rakusa family remarked that they were out of town for the moment. The Irei, on the other hand, even after hours of waiting (which is very unusual for a family with as many servants as the Irei possess), give back no word.

The characters can leave the situation alone or attempt to investigate the Irei estate. Initially, the Irei appears to be much larger than the Neitaki estate, probably because the family head, Irei Daichi, has the emperor's favor at the moment. However, there are no torches lit on the property and no candles from inside. Picking the lock can be done with a Moderate (20) AGY + Legerdemain check, to let them in quickly. A successful Moderate (20) INS + Perception check reveals no audible sounds (if any character rolls a Tough (30), they can hear muffled sound. To search the estate requires an IQ + Perception check from all the characters with a +5 bonus to their check if they heard the sounds that appear to be coming from a floorboard that leads to a secret basement.

Lifting the wedged opening up, it reveals all of the family servants and the members of the Irei family all lying unconscious the ground. A Simple (10) IQ + Holistics check will reveal that, even though their breathing is very shallow, they are still alive. A successful Moderate (20) INS + Perception check means the character caught a glimpse of the Irei family portrait as they entered... and their son isn't in the basement. None of the people in the basement remembers what exactly happened to them, but it's pretty obvious that they were either drugged or there was wushu at work here, because they have been down there for two days (the length of time that Maya has been missing). As happy as he is to see the characters and be to set free, Irei Daichi demands an explanation as to what the characters were doing on his property (especially if they are low-classed). A good excuse and a successful Moderate (20) CHM + Persuasion (to convince him that they were just curious and they apologize) or CHM + Deception (to outright lie) can get them out of

trouble and even gain the nobleman's favor in the future. A failed check and Daichi demands that the characters leave. If they refuse, he'll turn the crank of a siren to alert guards to the area, which could turn into a battle that the characters may or may not actually want.

School Angle

Some players may wish to ask other kids around Maya's age if they've seen her. Most will say that they have not had personal interaction with her, so far removed as a noble, but that Neitaki Maya was spotted at the local school several times over the last few weeks. The Heigenchou secondary schools are split into male and female sectors, making it easier to keep hormones down. In this type of environment, with so few nobles that reside within the city itself, personal tutors are often used. There isn't really a reason for her to visit the school, since all of her educational needs are taken care of in the home. This may raise questions.

The characters can go and speak with the school headmaster, groundskeepers and even Mayas teachers if it is during the day that they investigate. All of them tell the same story freely: either they haven't seen her in school for days – or – she briefly showed up, only to become belligerent to her teachers and end up leaving school early. With a successful CHM + Persuasion (to convince them that they are trying to find her for her safety) or CHM + Intimidation (to browbeat more information), the teacher will reveal that she has often been seen with a student by the name of Ganjou Isi. Also, he has been missing for two days, but he was famous for skipping school so few have truly pressed the issue.

SCENE 5: FINDING THE PATH

There are many ways for the characters to find their way on the next leg of this adventure. These choices can range based on which characters are in play and the creativity of the players.

- **Wildflowers:** If the characters asked Neitaki Sai about the wildflower portrait, they would have picked up a vital clue in finding the girl. The wildflower field on the east side of town can lead them

to the wall.

- **Tsuki Eiji:** The Pack of the Black Moon are wondrous tracker and Eiji has specific wushu that can allow them to find an exact path of where the girl has gone by following her scent (requires an article of her clothing which can be obtained from the Neitaki estate).

- **Ask the guards:** Something that Sai hasn't tried is going to each guard individually and asking if they've seen Maya. This may take a few hours, but will prove fruitful for the characters to learn that she has been seen a few times in the wildflower field on the east side of town.

- **Just happening upon the wall:** Simply walking around town, they may by chance find themselves on the east side of town and discover the wall (should require a Tough (30) INS + Perception check) without specific knowledge of what they are looking for. Enough wandering around town and causing random mischief should lead them here.

Finding their way to the east side of town, they can find several sets of tracks. With a Moderate (20) IQ + Survival check, however, they can tell that one of the sets belongs to a female around the size and weight that Neitaki Maya is supposed to be. If they roll a Tough (30) check, they can tell that there are two other sets that traveled with her. The other tracks are spaced out, however, meaning they are not dragging or forcing her with them.

The tracks all lead to the eastern wall, where there is a small hole at the base of the wall. Apparently, the group snuck out of the town through this hole, escaping to the forest that is to the east of the city. Getting over the tall wall to leave the city is just as difficult as it was the get in, but the ninja can crawl through the same hole to leave as well if they don't mind getting mud on their clothes. Ishikawa Ryota and Arai Kaede both wear fine silks, so they may be averse to crawling on their stomachs.

SCENE 6: THE THIEVES CAMP

After another Moderate (20) INS + Survival check to find the trail on the different terrain of the forest, the ninja are on their way. Thirty minutes of track-

ing goes by without word of catching up, until they overhear a slight sound. The characters can make a Moderate (20) INS + Perception check to listen closer, hearing the sounds of a crying boy if successful.

Creeping closer with a Simple (10) AGY + Stealth, the characters find a small clearing in the forest with two tents and a campfire in the center. At the fire is a boy (Ganjou Isi), no older than 16 years old, drinking from a large gourd of sake and weeping in his sorrows – saying things in the vein of “*we deserve to die*” and “*we shouldn't have done it*” over and over. Continued rustling and the jingle of jewelry is coming from the two tents, as another boy (Irei Goro) is going back and forth, emptying out one of the tents into a large chest. His words are quite different. “*Get up and help me, we need to get out of here!*” and “*We can beat ourselves up later*”. A successful Simple (10) INS + Holistics check reveals that the boys have cuts and bruises like they have been fighting.

The characters can then decide how to approach the situation. They could just walk into the camp area and attempt to talk to the boys. In this scenario, the drunken boy continues to lie sobbing, while the other makes a run for it. Unless the characters surrounded the camp to stop him from escaping, the boy makes a break for it and the chaser must make a Chasing check. The boy starts with a 10 ft. lead and makes a contested check of 1d20 + 8 (the boy's Movement) against the chaser's 1d20 + Movement. The difference in their rolls is how many feet are gained. If the boy isn't caught after three checks, he successfully avoids capture. Ichatsuko No Kino is good for this, possessing the Tree Hopping wushu and being in the middle of a forest.

The boys are no match for ninja and should be treated as Fodder if the characters decide to waltz into the camp and battle the boys. Isi is obviously useless in a fight, being slobbering drunk. Goro knows a single wushu learned from his nanny who was a failed ninja, Spark (pg. 127 of Corebook), but he can only use it once before he's out of chi.

With the boys subdued, the ninja can then begin their interrogation. Isi is worth little more than sobbing uncontrollably at the name Maya. A successful Moderate (20) CHM + Intimidation check, however, browbeats Goro into spilling the truth. He admits that they had been stealing from the town's people,

but never expected them to call ninja over a few pieces of jewelry. If he's asked about Maya though, Goro's face grows dour and he becomes very serious.

"Maya? She's gone. We were traveling south, just taking a walk, when we found an iron caravan. It looked like there were some things we could steal from the empire caravan while the soldiers were out doing exercises. They caught us though and held the three of us for days... we were only let go a few hours ago."

Isi continues to cry, "We shouldn't have done it". If pressed as to where Maya is, he replies with:

"The man in charge of the caravan has scars all over his face. We were so scared. Then, he gave us a choice. Two of us could go free if one stayed behind. In the end, we traded Maya's life for our own. She's still there now, probably going through unspeakable tortures."

If the tents are checked with a Simple (10) INS + Perception check, the characters can tell that one tent is being inhabited by a male noble, most likely Goro. The other appears to have been shared with a male and a noble female, suggesting that Maya and Isi slept there together. Only if asked would Isi reveal that Maya was the love of his life. If the characters chastise the boys at all over their choice, having to face that reality of their decisions makes Isi take out a knife and slit his wrist. This could take the adventure in a whole other direction, as the ninja either attempt to save the boy's life with wushu or Holistics checks or they give the boy respect for taking the honorable way out.

Some ninja may then want to dispatch with the boys to cover their tracks. Some may want to leave them alone and hope they change their ways. The more political characters may want to return them (especially Irei Goro) to their parents in hopes of receiving a favor to be used at a later date. Others may simply leave the boys at the camp, not worth the trouble for a powerful ninja to bother with them.

SCENE 7: THE IRON CARAVAN

Irei Goro gives the characters information on where the caravan is currently. There's no way they could forget where they left Maya. Goro pulls out a scroll and writes directions to where the caravan has made camp. Following the map requires only a Simple (10) IQ + Survival check. This brings the characters to a road that leads them to the caravan clearing.

Four iron caravan carts encircle the clearing that has a large bonfire in the center. The road has two soldiers on either side and, with a Moderate (20) INS + Perception check, the ninja can tell that there are likely another five soldiers in the forests on guard. Each of the caravan wagons also has two soldiers on guard and there are lights on inside each of them, revealing movement.

There are a lot of soldiers to deal with, and even the most powerful group of ninja needs to know where to direct their resources. Many of the characters have options for finding out where the girl is within the camp.

- **Tsuki Eiji:** Again, the ninja from the Pack of the Black Moon can use his wushu to smell where the girl is being kept.
- **Ishikawa Ryota:** Using their clan gift of controlling their imbued strings, they can send them out into each wagon and then activate Spider's Scry to listen to what is going on inside of each.
- **Hebi Ine:** With the use of Danger Sense, Ine can tell where the next moment of action is likely to occur.
- **Sakamoto Tadao:** As a member of the Wardens of Equilibrium, he knows how to enhance his vision to see through walls with his X-Ray wushu.



SCALING THE FINAL BATTLE

The GM should balance the final battle to best fit the group of players. Soldiers in the first wave of the assault can be treated as Fodder. Then use soldiers that survive the first wave as normal footsoldiers. A single Executioner and a few footsoldiers should be more than enough to keep a group of 2 to 3 ninja occupied. If the group is composed of 4 or 5 ninja instead, however, there should be two Executioners.





EXECUTIONER STATS

Not all soldiers are built alike. Executioners are a step beyond normal soldiers with intensified physical training as well as a hardened spiritual core that allows them to nullify wushu effects. Becoming an Executioner is not easy and takes years (or decades) to master the resistant arts, but it also takes a killer instinct that few possess. They are quite mad compared to the average soldier, taking sick pleasure in the pain of others. When not participating in the war, they kill for fun and sport, competing with each other to see who can take out the bigger and more dangerous opponents. There are a lot of deranged soldiers in the Izou army, but Executioners are used for “special” assignments like assassinations, leading small squadrons on espionage missions or as generals in the Ninja Crusade. Their insane outlook also leads to so many heinous acts (rape, murder, towns destroyed, etc.) that are done in the name of finding and killing ninja.

Health: 30 (AR 5/4 Bulletproof), **Stamina:** 5

Yin: 3, **Yang:** 3

Skills: Acrobatics +12, Arts +9, Athletics +12, Deception +10, Fortitude +13, Intimidation +14, Linguistics +9, Perception +10, Performance +8, Stealth +12, Survival +10

Traits: Immune to Fear/Awe checks. +11 vs. Balance, +8 vs. Poison, +12 vs. Pain, +8 vs. Death, +3 vs. Insanity, +7 vs. Unconsciousness

Combat: Strike +10, Throw +9, Parry +10, Dodge +11, Roll +14, Grapple +15, Initiative +18, Movement 14, Actions 4, Damage +4

Wushu: Knows “Precise Eye” and “Sturdy Fist” from the Way of the Warrior.

Other Notes: The Executioner’s greatest advantage is their ability to instantly nullify wushu effects used on them (either directly or indirectly) by spending a Chi point of the opposing type (1 Yin to nullify a Yang wushu or vice versa). Wushu used on the ninja themselves cannot be nullified. They also know any appropriate Combat Technique (GM discretion) and are adept at all weapon types.



Once the characters know the girl’s location, they can devise a plan to rescue her. Some characters are much better at a stealthy attack, while others specialize in frontal assaults.

- **Kumori Kunio:** The master of shadows, he’s able to blind the camp and hopefully rescue Maya while everyone is disoriented. Only Tsuki Eiji and

Chuushin Naomi can reasonably function within the darkness.

- **Sumi Rika:** She has the power to explode with shuriken and hit everything within a 40 ft. radius. She can be key to winning a frontal assault.

- **Odoriko Minori:** Great at ranged attacks, he makes for great support in either a stealthy or frontal attack. If he saves the girl, he can also Tiger’s Leap her to safety.

- **Chuushin Naomi:** The Will of Iron love to test their blades against an enemy and she’d be behind a frontal attack as a distraction for others to sneak the girl out.

Unfortunately for the ninja, this is not just a simply caravan. The leader of this band of soldiers is none other than, Bugu Keikan the Executioner. This powerful warrior leaves the trailer in a hurry, his sinister smile making it clear that he is quite insane and enjoys pain and combat. Looking inside the trailer through the door, the characters will see Maya lying on the ground tied up with torn clothes and scars on any of her exposed skin.

The Executioner grabs a sword from a nearby soldier and leaps into battle with the ninja. If he starts to lose the battle, Keikan is quick to make his way to the trailer to kill Maya. The characters should, obviously, try not to allow this to happen.

The characters can attempt to tear down the entire camp and take out every soldier – or – they could just as easily grab the girl in run. Keikan kept the girl out of boredom and just like the cat that loses a toy, he’ll move on to his next plaything when she’s gone. He bored of Isi and Goro quickly enough after all. No, Keikan will simply watch as the ninja retreat and laugh, knowing that he’ll likely cross paths with them again.

SCENE 8: CONCLUSION

Now that Maya is safe and sound, the repercussions of these events can be far reaching. The ninja are given their payment for the Lotus Coalition from the nobleman and they are free to go, but the following are some of the ramifications of this adventure.

- **Neitaki Maya:** The girl is weak and timid now, unlike her previous brash attitude. She begs the characters not to tell her father of her disgrace and kidnapping or that she was a thief. Keeping this information a secret may help the girl, but may also leave the nobleman without vital data to protect himself or to possibly launch a campaign against soldiers working outside the law. She also asks the characters not to tell her father of her affair with Ganjou Isi, who is a simple commoner.

- **Neitaki Sai:** The nobleman is extremely happy when his daughter is returned. If told of any of her thievery or her kidnapping, she is likely to be sent to a monastery. He is aggressive in the courts and can use this information against the Izou army to further the anti-crusade cause, but it will mean that Maya's life will be ruined, even moment completely controlled by her overbearing father.

- **Irei Goro:** Unless the boy was held against his will or forced to go to the caravan with the ninja, he is nowhere to be found when the ninja return. It

turns out that locking your family in the basement and stealing all of their treasures to barter away disgraces one in the eyes of society. The Irei family may one day contact the characters to find him... but that's a story for another day.

- **Ganjou Isi:** The boy is left in the forest by his friend, Goro, and he passes out. If no one goes back to find him or take him to a safe place, he is eaten by wolves... too drunk to fight back. If he is saved, he never speaks to Maya again, never able to forgive himself for his actions.

EXPERIENCE

+1	Get into town without a fight.
+1	Console a distraught father.
+1	Follow any one of the side leads
+1	Isi and Goro aren't killed
+1	Save Maya.





FIGHTING TECHNIQUES

Multi-Throw

Rank 1: The ninja has learned to throw two kunai or shuriken simultaneously with one hand or fire two arrows at a time, but suffer a -4 Throw penalty.

Rank 2: They can fire or throw four at once and can target two separate targets.

WUSHU

Trick Shots (Level 3, Yang)

Speed: 5

Check: Acrobatics

Prerequisite: None

Normal: The ninja uses their Yang chi to make their ranged weapons able to be ricocheted off objects in the environment for trick shots. This grants them a +3 bonus to all Throw checks and reduces penalties from Cover/Concealment by half (rounded down).

Effects last for the Battle of Scene.

Sacrifice (1): Completely negates penalties from Cover/Concealment.

Bright Star (Level 1, Yang - Fire)

Speed: 5 (Reaction)

Check: Persuasion

Prerequisite: None

Normal: This wushu surrounds the ninja's body with bright light, not only illuminating the area up to 50 ft, but also making them harder to hit. Opponents suffer a -3 Throw penalty and -2 Strike penalty when targeting the ninja. This effect lasts for 1 minute.

Sacrifice (1): They burn even brighter, doubling the penalties to attackers and the range of the light.

Tiger's Leap (Level 1, Yang)

Speed: 6

Check: Athletics

Prerequisite: None

Normal: The ninja jumps while using their chi to give themselves a boost in height, doubling the distance they would normally cover.

Sacrifice (1): Quadruples jumping distance.





ICHATSUKO NO KINO

Clan: Bamboo Herbalists, Passion: Joy, Element: Wood

HEALTH: 40 STAMINA: 6

LANGUAGES KNOWN

Izou Tongue, Wood Tongue

YANG ●●○○○○○○○○○○○○○○○○
 YIN ●○○○○○○○○○○○○○○○○○○



ATTRIBUTES

POW (Power).....4 IQ (Intellect).....3
 AGY (Agility).....7 INS (Insight).....5
 VIG (Vigor).....5 CHM (Charm).....6

Other Traits

vs. Balance + 7 vs. Fear/Awe + 6 vs. Poison + 10 vs. Pain + 6
 vs. Disease + 10 vs. Insanity + 10 vs. Death + 5 vs. Unconscious + 5
 Memorize + 4 Carry / Lift 100/200 Strength Check+ 9 Max Hold Breath 100sec.

SKILLS

Acrobatics.....0 Intimidation...0
 Arts.....4 Knowledge.....2
 Athletics.....4 Linguistics.....3
 Beast Handling...2 Legerdemain...1
 Crafts.....0 Perception.....2
 Deception.....0 Performance...2
 Discipline.....1 Persuasion.....2
 Empathy.....0 Stealth.....1
 Fortitude.....0 Survival.....2
 Holistics.....4 Travel.....2
 Specialties: Holistics (Diagnosis)

FIGHTING STYLES

Dragon Style 5, Bear Style 1
Weapons: Sai, Clubs

GIFTS

Strong Like Bamboo, Attractiveness (2), Chi Horder (2), Lucky (3), Class (1), Tough (1), Sprinter (2)

DRAWBACKS

Thrill Seekers, Curious (2)

COMBAT BONUSES

+ 8 Strike + 6 Throw + 8 Parry + 3 Dodge
 + 5 Roll + 5 Grapple + 13 Initiative + 0 Damage
 Actions 2 Movement 15 Armor Rating (AR) n/a

Weapon: <u>Sai</u> Dmg <u>+1 (NL)</u> Size <u>1</u> Spd + <u>1</u> Strike + <u>9</u> Throw + <u>6</u> Parry + <u>11</u> Range <u>10 / 20 / 30</u> Payload <u>n/a</u> RS <u>n/a</u>
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FIGHTING TECHNIQUES

Dragon's Tail (Speed 6)

Rank 1: The ninja can sustain themselves by their hands and swings their body around for simultaneous low attacks, sweeping everyone within close combat range. All opponents must make a contested Balance check against the attack roll. A failed Balance check means the target falls to the ground and must take a Stand Action to get back up.

WUSHU

Diagnostics (Level 1, Yin)

Speed: 1 Round

Check: Holistics

Prerequisite: None

Normal: The ninja with this wushu can look over their target and instantly know if they are sick or injured. They receive a +5 bonus to any Holistics checks that correspond to issues found.

Sacrifice (1): Sense mental aberrations (Insanities) in the target as well.

Heal Wound (Level 2, Yang)

Speed: 2 min

Check: Holistics

Prerequisite: Diagnostics

Normal: The ninja holds their hand just above a wound and focuses their Yang chi to heal any gash, scar, bruise or broken bone. Each use heals up to 10 (NL) or 5 (L) or 2 Stamina, but cannot bring the target above their maximum. The healing effects are halved (rounded up) if they use this wushu on themselves.

For the next day, the target also receives a +2 bonus to Fortitude checks (non-cumulative).

Sacrifice (2): Healing happens faster (1 Round).

Harvest (Level 1, Yang - Wood)

Speed: 5

Check: Survival

Prerequisite: None

Normal: The ninja infuses their Yang into a fruit-bearing plant to have it instantly produce enough of said fruit for one meal. Used by many to keep from starving in otherwise barren areas.

Sacrifice (1): The plant infused can be forced to produce any type of fruit, even if it is not the right type (i.e. apples from an orange tree) or is not fruit producing (i.e. apples from a cactus).

Tree Hopping (Level 2, Yang - Wood)

Speed: 8

Check: Athletics

Prerequisite: None

Normal: This wushu lets ninja use forests as quick ways to travel. By infusing yang chi into the soles of their feet, they can amplify their jumping distances if their platform is wood. Many ninja appear fly through the trees at three times their Movement due to this wushu. Effects last for a Scene.

Sacrifice (1): x5 Movement.





FIGHTING TECHNIQUES

Thick Skin

Rank 1: Intense training gives the ninja AR 2/0.

WUSHU

Artful Defense (Level 2, Yin)

Speed: 6 (Reaction)

Check: Arts

Prerequisite: None

Normal: This is the opposite of the Withdraw Weapon wushu. If attacked with a weapon, they may use this wushu to instantly absorb it into their body as a new Tattoo. They make a Roll check with a +4 bonus and, if successful, the weapon becomes a tattoo and deals no damage. If failed, they take damage normally. Lasts for 1 Round and does not affect enchanted weapons or unarmed attacks.

Sacrifice (2): Duration raised to 1 minute.

Shuriken Explosion (Level 3, Yang)

Speed: 10

Check: Arts

Prerequisite: Artful Defense

Normal: The ninja is tattooed with kanji for shuriken at various points over their body. When activated, this wushu launches a flurry of shuriken with a +4 Throw bonus and AP 3 from the ninja's body at everyone and everything within 40 ft.

Anyone hit with these shuriken takes +2 (L).

Sacrifice (1): Doubled to +8 Throw and +4 (L).

Cannon Punch (Level 3, Yang)

Speed: 6 (Attack)

Check: Athletics

Prerequisite: None

Normal: This wushu is difficult to master, but increases combat ability in spades. It consists of the ninja learning to release a large burst of chi at the point of impact when attacking an opponent. This wushu not only adds a +3 damage bonus to the attack (+6 to non-living targets), but also pushes the target back 5 ft. per POW + Yang unless they succeed at a POW + Athletics check with difficulty equal to the ninja's attack check.

Sacrifice (1): +5 damage (+10 to non-living) and pushes for 10 ft. per POW + Yang.





FIGHTING TECHNIQUES

Iron and Silk

Rank 1: The ninja has learned the art of parrying melee weapons unarmed without limit. They may parry armed opponents barehanded, no matter what weapon they are currently using, at a -4 penalty (instead of -8).

WUSHU

The Long View (Level 1, Yin)

Speed: 3

Check: Knowledge

Prerequisite: None

Normal: The ninja can use his intense knowledge of historical battles to gain an edge. Infusing movements with Yin, they raise their chances of acting first for maximum effectiveness. They add their Knowledge level to their next Initiative check.

Sacrifice (1): Add Knowledge level to two other Initiative checks (either their own or a comrade's).

Instant Reading (Level 2, Yang)

Speed: 1 min

Check: Knowledge

Prerequisite: None

Normal: The ninja touches a book and instantly assumes all of its knowledge, as if they had taken the time to actually read the book entirely. This information fades after 1 day.

Sacrifice (1): Duration extended to 1 week.

Unmoving Stance (Level 1, Yin - Earth)

Speed: 5 (Reaction)

Check: Acrobatics

Prerequisite: None

Normal: The ninja links their chi with the ground to connect themselves to the ground and avoid falling. They automatically succeed in any resistance checks against being tripped, swept or thrown. Effect lasts for one attempt to throw them off their feet.

Sacrifice (1): Effect lasts for the Battle.

Water Walking (Level 1, Yin - Water)

Speed: 6

Check: Athletics

Prerequisite: None

Normal: The ninja has learned to channel their chi beneath their feet to be in flow with water enough to stand on top without falling in. They can walk, run or sprint on top of the water without any ill effect. If the water gets choppy or currents increase, the GM may apply a -3 penalty to physical Actions that require Balance. Effect lasts for the Scene or Battle

Sacrifice (1): No penalty for unsteady waters.

Like Water (Level 3, Yin - Water)

Speed: 8 (Reaction)

Check: Fortitude

Prerequisite: None

Normal: The ninja embodies the ever-changing movement of water, making them much harder to battle. Those that do actually land attacks on the ninja, create splashes of water as this wushu uses humidity in the air to reduce damage taken. They receive a +6 bonus to Parry and Dodge, +4 bonus to all other Reactions and AR 2/2. Effects last for the Battle.

Sacrifice (1): Raised to AR 4/4 and they gain +1 Action per Round for the Battle.





TSUKI EJI

Clan: Pack of the Black Moon, Passion: Escape, Element: Earth

HEALTH: 58 STAMINA: 9

LANGUAGES KNOWN

Izou Tongue

YANG ●●○○○○○○○○○○○○○○○○
 YIN ●○○○○○○○○○○○○○○○○○○

ATTRIBUTES

POW (Power).....8 IQ (Intellect).....4
 AGY (Agility).....6 INS (Insight).....3
 VIG (Vigor).....6 CHM (Charm).....3

Other Traits

vs. Balance + 6 vs. Fear/Awe + 4 vs. Poison + 11 vs. Pain + 4
 vs. Disease + 11 vs. Insanity + 3 vs. Death + 11 vs. Unconscious + 11
 Memorize + 5 Carry / Lift 200/400 Strength Check+ 17 Max Hold Breath 120sec.



SKILLS

Acrobatics.....0 Intimidation...4
 Arts.....0 Knowledge.....0
 Athletics.....4 Linguistics.....0
 Beast Handling...5 Legerdemain...3
 Crafts.....3 Perception.....0
 Deception.....0 Performance...0
 Discipline.....1 Persuasion.....0
 Empathy.....0 Stealth.....3
 Fortitude.....5 Survival.....6
 Holistics.....3 Travel.....0
 Specialties: Beast Handling (Training, Dogs)

FIGHTING STYLES

Crocodile Style 5, Dragon Style 1

Weapons: Axes, Sai

GIFTS

Entwined Souls - Lie Quan Dog, Giant (5), Sharpened Senses - Smell (2), Sprinter (2)

DRAWBACKS

Bumpkins, Big Mouth (2)

COMBAT BONUSES

+ 6 Strike + 4 Throw + 4 Parry + 5 Dodge
 + 5 Roll + 5 Grapple + 14 Initiative + 6 Damage
 Actions 3 Movement 18 Armor Rating (AR) n/a

Weapon: <u>Ko</u> Dmg <u>+9 (L)</u> Size <u>3</u> Spd <u>3</u> Strike + <u>8</u> Throw + <u>5</u> Parry + <u>5</u> Range <u>10 / 20 / 30</u> Payload <u>X</u> RS <u>n/a</u>





FIGHTING TECHNIQUES

Snapping Strike

(Speed 9, -4 Strike, +5 (L))

Rank 1: The ninja lunges at their opponent in a sudden burst and speed, attacking in a symphony of movement as their hands impact with their opponent like an alligator's mouth. Not only does this technique deal damage, but also initiates a Grapple between the two fighters. This Action can only be Dodged, not Parried.

WUSHU

The Hunt Begins (Level 1, Yang)

Speed: 8

Check: Beast Handling

Prerequisite: None

Normal: The ninja enhances their senses and that of their dog to catch the scent of a particular object or person that they have encountered before anywhere within 1 mile. This wushu can even be used if they did not memorize the smell previously. They receive a +10 bonus to all Survival (Tracking) checks.

Sacrifice (1): Range increased to 5 miles.

Meet In the Middle (Level 3, Yang)

Speed: 10 (Attack)

Check: Beast Handling

Prerequisite: None

Normal: The ninja and canine launch a triple strike attack at their opponent. The ninja first takes a swipe at the target from one direction, then the canine from the other, each with a +4 bonus to Strike and dealing +4 damage. Then they launch a final cooperative attack with a +2 to Strike and +8 damage (or +12 if both the first and second attacks dealt damage).

Sacrifice (1): Final attack raised to +6 Strike and +10 damage (+15 damage if first and second attacks also dealt damage)

Canine Form (Level 2, Yang)

Speed: 1 min (Ritual)

Check: Beast Handling

Prerequisite: None

Normal: A fundamental wushu for the Hounds, the ninja gets in touch with the animal spirit within and takes a form identical to their ninja dog. Their mental stats (INS, IQ, and CHM) are kept, but physical stats become those of their chosen breed (pg 184).

Sacrifice (1): Happens instantly (Speed 4).

Sonic Hearing (Level 1, Yin)

Speed: 6

Check: Beast Handling

Prerequisite: None

Normal: The ninja uses Yin chi to widen their range of hearing. They can hear sounds on almost any frequency, automatically succeeding at any Perception (Hearing) attempts within 300 feet away.

Sacrifice (1): Hear whispers up to ½ mile away.

Night Eyes (Level 1, Yin)

Speed: 6 (Reaction)

Check: Beast Handling

Prerequisite: None

Normal: The ninja with this wushu can see in low light or nighttime conditions as if it were day. They also only suffer half the penalties in complete darkness.

Sacrifice (1): They can see without penalty in any type of darkness, even magical.



HEBI INE

Clan: Recoiling Serpents, Passion: Vengeance, Element: Wood

HEALTH: 41 STAMINA: 7

LANGUAGES KNOWN

Izou Tongue

YANG ●●○○○○○○○○○○○○○○○○
 YIN ●○○○○○○○○○○○○○○○○○○

ATTRIBUTES

POW (Power).....4 IQ (Intellect).....4
 AGY (Agility).....6 INS (Insight).....5
 VIG (Vigor).....6 CHM (Charm).....5

Other Traits

vs. Balance + 9 vs. Fear/Awe + 6 vs. Poison + X vs. Pain + 8
 vs. Disease + 9 vs. Insanity + 9 vs. Death + 13 vs. Unconscious + 9
 Memorize + 5 Carry / Lift 100/200 Strength Check + 10 Max Hold Breath 120 sec.



SKILLS

Acrobatics.....3 Intimidation....4
 Arts.....0 Knowledge.....3
 Athletics.....3 Linguistics.....0
 Beast Handling...3 Legerdemain...1
 Crafts.....0 Perception.....1
 Deception.....4 Performance...0
 Discipline.....1 Persuasion.....0
 Empathy.....2 Stealth.....2
 Fortitude.....3 Survival.....3
 Holistics.....2 Travel.....0
 Specialties: +5 for Flexibility, Stealth (Concealment), Survival (Jungles)

Description: Ine is descendent from a legendary warrior among the Serpents. She lost her eye in a duel long ago, but is still a great fighter on the battlefield. She is spiteful, cold and completely out for revenge since the Wedding Fiasco. She doesn't take orders well and is likely to do the opposite of what she's told for the hell of it, unless it suits her purposes.

FIGHTING STYLES

Snake Style 5, Hawk Style 1

Weapons: Knives, Spears

GIFTS

Snake-like Body, Natural Brawler (3), Pain Resist (2), Hard to Kill (2), Iron Will (1)

DRAWBACKS

Vengeful, One Eye (4)

COMBAT BONUSES

+ 6 Strike + 4 Throw + 5 Parry + 3 Dodge
 + 2 Roll + 4 Grapple + 14 Initiative + 3 Damage
 Actions 3 Movement 10 Armor Rating (AR) n/a

Weapon: Bi-Su	Dmg +3 (L)	Size 1
Spd + 1	Strike + 8	Throw + 6
Parry + 5	Range 10 / 20 / 30	Payload
	RS	n/a





FIGHTING TECHNIQUES

Coil and Strike (Speed 10)

Rank 1: The ninja holds their Actions for 10 Counts without Movement and suffers a -5 penalty to all Reactions during this time. Afterward, they receive a +10 bonus to Strike and +3 Damage to the following attack. Cannot be used with Simultaneous Actions.

WUSHU

Long Tongue Technique (Level 1, Yang)

Speed: 4 (Reaction)

Check: Fortitude

Prerequisite: None

Normal: The ninja learns to extend their tongue up to 5 ft. long and it is prehensile, able to lift up to 5 lbs. per POW. In combat, the ninja may use their tongue as a weapon to lash at an opponent with a +2 Strike bonus and deal +1 (L). Lasts for the Battle or Scene.

Sacrifice (1): Extends up to 10 ft. and bonuses raised to +4 Strike and +2 (L).

Swallow (Level 1, Yin)

Speed: 4 (Reaction)

Check: Fortitude

Prerequisite: None

Normal: The ninja can disjunct their jaws and open their mouths wide enough to swallow anything inside of 1 ft. wide. They can safely keep said item inside of them until they choose to regurgitate it back up. If they keep the item inside for longer than 3 days, it disintegrates. Some Serpents are known to eat their meals in this manner, emulating the snake in their daily lives.

Sacrifice (1): Can allow an item up to 3 ft. wide and can keep it indefinitely.

Shed Skin (Level 2, Yang)

Speed: 10

Check: Holistics

Prerequisite: None

Normal: The ninja makes the outer layer of skin disintegrate, removing any scars or bruising and instantly regaining 8 Health. In addition, this leaves them feeling refreshed and alert, providing a +2 non-cumulative bonus to Initiative for the Battle.

Sacrifice (1): Heals 12 Health and gains +4 non-cumulative bonus to Initiative for the Battle.

Escape Technique (Level 1, Yin)

Speed: 10

Check: Legerdemain

Prerequisite: None

Normal: If the ninja is ever bound by rope and gag, chains and weights or in a cage, this wushu automatically releases them. The rope snaps, the chains budge and the cage becomes unlocked. The fuel for this wushu is the ninja's feeling of being trapped, so it cannot be used outside of this type of scenario.

Sacrifice (1): Can be used in any circumstances, like breaking and entering or releasing another.

Danger Sense (Level 2, Yang)

Speed: 4 (Reaction)

Check: Empathy

Prerequisite: None

Normal: The ninja with this wushu is able to sense impending danger for the Scene. When used, they receive emotional reactions that they can use to discern the level of impending doom may be upon them, but this is completely dependent upon the user. Someone with a phobia of Snakes will sense a huge danger, while it is really only very bad for them. If attacked while in use, the ninja receives +4 to Initiative checks.

Sacrifice (1): Wushu stays active for one full day.



FIGHTING TECHNIQUES

Focused Strikes

Rank 1: The fighter has honed their skills through intense training to strike specific parts of their opponent's body with ease. Penalties for Targeted strikes are reduced by 4.

WUSHU

Shadow Cloak (Level 1, Yin)

Speed: 8 (Reaction)

Check: Stealth

Prerequisite: None

Normal: The ninja can grab a nearby shadow to drape themselves, garnering a +5 bonus to Stealth checks. It also obscures their appearance, making it impossible to identify them by sight.

Sacrifice (1): Raise to +10 Stealth bonus.

The Unheard (Level 1, Yin)

Speed: 5 (Reaction)

Check: Stealth

Prerequisite: None

Normal: The ninja cancels all sound in their surrounding 10 ft, including voices, footsteps, or even things dropping. Lasts for the Scene.

Sacrifice (1): Can use it directly on someone else. Some even use this just shut others up.

Blinding Darkness (Level 3, Yin)

Speed: 12 (Reaction)

Check: Perception

Prerequisite: Shadow Cloak

Normal: The ninja summons a cloud of magical darkness to fill the surrounding 100 ft. radius.

Without certain wushu, anyone inside (including the user) is now completely blind, taking the full Blindness penalty of -15 to all checks.

Sacrifice (X): The ninja and X others are immune to the blindness effects.

The Unscented (Level 1, Yin)

Speed: 6 (Reaction)

Check: Stealth

Prerequisite: None

Normal: The ninja loses all traces of their scent, reducing the chances of being tracked by dogs or wushu that enhance sense of smell. This gives their tracker a -5 penalty to find them by scent. Last for 1 day.

Sacrifice (2): The ninja's scent is removed from everything in a half-mile radius, giving their tracker a -10 penalty.





ISHIKAWA RYOTA

Clan: Hidden Strands of Fate, Passion: Greed, Element: Metal

HEALTH: 32 STAMINA: 5

LANGUAGES KNOWN

Izou Tongue, Island Tongue

YANG ●○○○○○○○○○○○○○○○○
 □□□□□□□□□□□□□□

YIN ●●○○○○○○○○○○○○○○○○
 □□□□□□□□□□□□□□



ATTRIBUTES

POW (Power).....6 IQ (Intellect).....6
 AGY (Agility).....4 INS (Insight).....4
 VIG (Vigor).....3 CHM (Charm).....7

Other Traits

vs. Balance + 6 vs. Fear/Awe + 9 vs. Poison + 3 vs. Pain + 5
 vs. Disease + 3 vs. Insanity + 7 vs. Death + 3 vs. Unconscious + 1
 Memorize + 7 Carry / Lift 150/300 Strength Check+ 9 Max Hold Breath 60 sec.

SKILLS

Acrobatics.....2 Intimidation....0
 Arts.....3 Knowledge.....3
 Athletics.....2 Linguistics.....3
 Beast Handling...0 Legerdemain....3
 Crafts.....0 Perception.....0
 Deception.....5 Performance....0
 Discipline.....1 Persuasion.....4
 Empathy.....3 Stealth.....2
 Fortitude.....0 Survival.....2
 Holistics.....0 Travel.....2
 Specialties: Deception (Hiding Emotions, Disguise), Empathy (Spot Lies), +4 for Hearing

FIGHTING STYLES

Horse Style 5, Crane Style 1
 Weapons: Chains, Staff

GIFTS

Imbue Threads, Connections - Nobles (2), Class- Noble (5), Fearless (2), Sharpened Senses (Hearing)

DRAWBACKS

Betrayers, Deep Sleeper (3), Combat Fear (1)

COMBAT BONUSES

+ 5 Strike + 4 Throw + 3 Parry + 2 Dodge
 + 4 Roll + 6 Grapple + 14 Initiative + 4 Damage
 Actions 3 Movement 10 Armor Rating (AR) n/a

Description: Ryota serves the Lotus Coalition by continuing his life as a Noble. His meetings with other ninja are in secret, but his influence can get his allies into places they'd never think possible. He's a smooth talker, able to spin lies like a pro. His status within the Strands has earned his master's attention and he is being asked to do more and more, putting his cover in jeopardy.

Weapon: <u> Nunchaku </u> Dmg <u>+6 (NL)</u> Size <u> 2 </u> Spd + <u> 2 </u> Strike + <u> 7 </u> Throw + <u> 4 </u> Parry + <u> 5 </u> Range <u> 10 / 20 / 30 </u> Payload <u> </u> RS <u>n/a</u>





FIGHTING TECHNIQUES

Damaging Block

(Speed 4, -4 Parry, +1 (NL))

Rank 1: The ninja uses the attacker's momentum against them, simultaneously parrying their blow and redirecting their force back at them. Only takes effect if Parry is successful.

WUSHU

Invisible Threads (Level 1, Yin)

Speed: 5

Check: Stealth

Prerequisite: None

Normal: This wushu lets the ninja make their imbued threads completely lightweight and invisible. Many use this in conjunction with other wushu, to set traps or to appear to move things with their mind. Lasts up to 1 hour.

Sacrifice (X): Effect lasts for X days.

Spider's Scry (Level 2, Yin)

Speed: 10 (Concentration)

Check: Perception

Prerequisite: None

Normal: The ninja can touch a thread and be able to listen to any conversation being had within 20 ft. of its length. Strategically placed threads can allow for stealthy eavesdropping and the Hidden Strands are known to cover their territory for this exact purpose. If the area is particularly crowded or chaotic, a Moderate (20) IQ + Perception check may be needed to weed out individual conversations.

Sacrifice (1): Can weed out any individual conversation (without a check) within 40 ft. of the thread.

Thread Web (Level 2, Yang)

Speed: 6 (Reaction)

Check: Legerdemain

Prerequisite: None

Normal: The ninja creates a web of threads, spontaneously spun and attached to any surface. Some use this to catch themselves from falling (negating damage), while others may use it to seal off an area. The web itself can have up to a 30 ft. diameter and has Durability 10 (AR 2/2).

Sacrifice (1): Widen up to 60 ft. diameter.

Sacrifice (1): Double Durability and AR.

Reflection Defense (Level 3, Yang)

Speed: 6 (Reaction)

Check: Stealth

Prerequisite: None

Normal: The ninja creates an instant reflection of himself so close in proximity that it appears they are blurred. When being attacked, the attacker suffers a -10 Strike or Throw penalty, as they are not sure if they are attacking the real ninja or his subtle reflection.

Sacrifice (1): Multiple reflections make it harder to find the real ninja. Opponent suffers a -15 penalty and no added benefit if they roll Critical Success.

SAKAMOTO TADAO

Clan: Wardens of Equilibrium, Passion: Collection, Element: Earth

HEALTH: 42 STAMINA: 5

LANGUAGES KNOWN

Izou Tongue, Wood Tongue

YANG ●●○○○○○○○○○○○○○○○○
 YIN ●●○○○○○○○○○○○○○○○○



ATTRIBUTES

POW (Power).....6 IQ (Intellect).....5
 AGY (Agility).....4 INS (Insight).....4
 VIG (Vigor).....4 CHM (Charm).....7

Other Traits

vs. Balance + 4 vs. Fear/Awe + 5 vs. Poison + 4 vs. Pain + 5
 vs. Disease + 4 vs. Insanity + 11 vs. Death + 4 vs. Unconscious + 4
 Memorize + 6 Carry / Lift 150/300 Strength Check+ 10 Max Hold Breath 80 sec.

SKILLS

Acrobatics.....0 Intimidation....0
 Arts.....0 Knowledge.....2
 Athletics.....3 Linguistics.....3
 Beast Handling...0 Legerdemain....2
 Crafts.....3 Perception.....4
 Deception.....4 Performance....0
 Discipline.....1 Persuasion.....4
 Empathy.....3 Stealth.....2
 Fortitude.....0 Survival.....1
 Holistics.....2 Travel.....0
 Specialties: Persuasion (Leadership, Negotiation)

FIGHTING STYLES

Bear Style 5, Eagle Style 1

Weapons: Clubs, Bow

GIFTS

Balancing Act - Yin, Class (3), Yang Master (3), Tough (2), Connections - Merchants (3), Iron Will (2)

DRAWBACKS

Unpredictable History, Slow Healer (4)

COMBAT BONUSES

+ 5 Strike + 4 Throw + 4 Parry + 3 Dodge
 + 5 Roll + 5 Grapple + 11 Initiative + 4 Damage
 Actions 2 Movement 9 Armor Rating (AR) n/a

Weapon: Tsin (Wood) Dmg +6 (NL) Size 2 Spd 2 Strike + 6 Throw + 5 Parry + 6 Range 9 / 18 / 27 Payload X RS n/a
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FIGHTING TECHNIQUES

Snatching Salmon (Speed 5, -4 Strike)

Rank1: The ninja has learned to use great quick-ness and strength to disarm their opponent without requiring a Grapple beforehand.

WUSHU

Many Tongues (Level 2, Yin)

Speed: 1 minute

Check: Linguistics

Prerequisite: None

Normal: The ninja listens to a few words of a language they do not know and they instantly acquire the ability to speak the foreign tongue. Last for the Scene.

Sacrifice (1): Also can read the new language.

X-Ray (Level 2, Yin)

Speed: 10

Check: Perception

Prerequisite: None

Normal: The ninja can extend their chi sensing for a 100 ft. radius, reaching beyond barriers. This allows them to see and hear through walls, trees and other obstacles.

Sacrifice (1): Extends to 300 ft. radius and gives a +4 bonus to Perception checks.

Muddied Steps (Level 1, Yang - Earth)

Speed: 5 (Reaction)

Check: Legerdemain

Prerequisite: None

Normal: The ninja instantly changes a patch of earth up to 20 ft. away and 20 ft. in diameter into slippery, muddy terrain. This forces a Moderate (20) Balance check to anyone standing in the effected area immediately and then every time they perform a Strong Strike, Finishing Strike, Hurl Weapon, Dodge or Move Action.

Sacrifice (1): Double the effected area and Difficulty (25).

Sacrifice (1): Extra slippery, Balance checks are needed for every Action taken.

Spitting Earth (Level 2, Yang - Earth)

Speed: 8 (Attack)

Check: Athletics

Prerequisite: Muddied Steps

Normal: The ninja softens the earth around themselves and fires torrents of mud at their opponent. The attack receives a +4 Throw bonus and inflicts +5 (NL) with AP 2.

Sacrifice (X): +6 Throw Bonus and can target X additional opponents at one time.





FIGHTING TECHNIQUES

Pounce

Rank 1: The ninja has learned to take advantage to quick strikes and taking down their opponents before they get a chance to act. If the ninja with this technique acts first in any Round, they receive a +3 bonus to Strike and +1 Damage for their first Action.

WUSHU

Sense the Guilty (Level 1, Yin)

Speed: 10

Check: Empathy

Prerequisite: None

Normal: The ninja takes a long hard look at their target, peering into their soul to see if they have anything to be guilty of. They get a simple impression of the type of crime the target is currently feeling guilty over. They do not get the exact action or when said crime occurred. The only drawback to this wushu is that the target must actually feel guilty over their actions. Sociopaths are non-effected.

Sacrifice (1): Get exact action.

Sacrifice (1): Get exact time action occurred (if within the past three days).

Blind Justice (Level 2, Yin)

Speed: 4 (Reaction)

Check: Empathy

Prerequisite: Sense the Guilty

Normal: The ninja holds true to the idea of blind justice, allowing them to shrug off the effects of blindness. Instead, the ninja lets truth guide their attacks. They ignore all penalties that may limit their sight, including blindness, darkness, thick smoke or heavy rain. Lasts for the Battle or Scene.

Sacrifice (1): Their sense of justice is incensed, giving a +3 bonus to combat checks for the duration.

Precise Eye (Level 1, Yin)

Speed: +2 (Attack)

Check: Perception

Prerequisite: None

Normal: The ninja focuses their chi into their ranged attacks, granting them a +6 Throw bonus to their attack, +1 Damage and a Natural 18-20 is considered a Critical Success in exchange for adding +2 to the Speed. Even the smallest target can be struck by the arrow of a ninja with this wushu.

Sacrifice (1): A roll of a Natural 15-20 is considered a Critical Success.

Sturdy Fist (Level 1, Yang)

Speed: +2 (Attack)

Check: Athletics

Prerequisite: None

Normal: The ninja focuses their chi into their close combat attacks, granting them a +6 Strike bonus to their attack, +1 Damage and a Natural 18-20 is considered a Critical Success in exchange for adding +2 to the Speed. This wushu is key to many ninja's ability to strike even the most elusive opponent.

Sacrifice (1): A roll of a Natural 15-20 is considered a Critical Success.

Sharpen Blade (Level 1, Yang – Metal)

Speed: 5

Check: Crafts

Prerequisite: None

Normal: The ninja uses this wushu to instantly sharpen even the sharpest blade to deliver the deadliest blow to their opponents. While using the sharpened blade, the ninja receives a +3 bonus to Strike and +1 (L) for 3 Rounds. Anyone else that attempts to use the blade does not gain these bonuses.

Sacrifice (2): Bonuses Doubled for the Battle.

WU XING: THE NINJA CRUSADE

COMBAT TRACKER



ELEMENTAL SOUL NATURAL COMBAT

Earth: +1 bonus to Strike checks for each successful attack they Dodge in that Round. This bonus is reduced to 0 at the beginning of the next Round.

Fire: +1 bonus to Parry for each successful attack they land in that Round. This bonus is reduced to 0 at the beginning of the next Round.

Wood: +1 bonus to Strike for each successful attack they land on an opponent that Round. This bonus is reduced to 0 at the beginning of the next Round.

Metal: +1 Damage bonus to their attacks for each successful attack their enemies land on them in that Round. This bonus is reduced to 0 at the beginning of the next Round.

Water: +1 bonus to Strike for each successful Parry in that Round. This bonus is reduced to 0 at the beginning of the next Round.

ACTIONS

Light Strike (Spd 2, +3 Strike, +1 Dmg)
 Full Strike (Spd 4, +3 Dmg)
 Strong Strike (Spd 6, -3 Strike, +6 Dmg)
 Finishing Strike
 (Spd 10, -6 Strike, -1 Stam, +10 Dmg)
 Throw Weapon (page 156)
 Hurl Weapon
 (Spd Size x 3, Range AGY + IQ / x2 / x3)
 Aim (Spd 3)
 Coop Attack (Spd +2, -4 penalty, +25% Dmg)
 Disarm (Spd 4, -5 Strike)
 Draw Weapon (Spd 1 + Size)
 Feint (Spd 3)
 Initiate Grapple (Spd 4)
 Grapple Action (Spd 5)
 Grapple Reaction (Spd 3)
 Hold Action (Spd 1)
 Mold Chi (Spd 8, -2 Actions)
 Move-Normal (Spd 4/2/1)
 Move-Sprint/Rush (Spd 6)
 Push (Spd 3), Stand (Spd 4)
 Sweep (Spd 3, Stam 1)
 Touch (Spd 1, +2 Strike)
 Use Skill (Spd 6+)

REACTIONS

Entangle (Spd 3, -4 Parry)
 Parry (Spd 3, -4 vs. Throw)
 Dodge (Spd 3, -4 vs. Strike)
 Roll (Spd 2)
 Take Hit (Spd 0)
 Take Hit Strategically (Spd 1, -4 Roll)

MODIFIER CHART

Armor Piercing	The attack ignores a number of AR equal to the AP level
Assault Round	+2 Actions per Round, +4 to Strike, and +2 free Stamina points, no Reactions or wushu
Blind-fighting	Partial (-7 penalty), Full (-15 penalty).
Description Bonus	Up to a +5 bonus based on great scene description
Firing into Combat	-3 penalty to Strike per target you do not want to hit
High Ground	High ground gives a +4 to combat rolls
Improvised Weapons	-8 to Strike and Parry rolls for Improvised weapons. -4 if similar to known weapon.
Knockout	If they takes 12 (NL) or more from a single, they make a Moderate (20) check vs. Unconsciousness.
Multiple Targets	-2 cumulative penalty every time character changes targets in a single Round.
Off-hand	Actions using off-hand suffer a -4 penalty.
Pulled Strike	Moderate (20) IQ + AGY to half damage dealt, change Lethal damage to Non-lethal, or both.
Range	Short -0 to Throw, Medium -2 to Throw and -1 Damage, Long -4 to Throw and -2 Damage
Sacrificed Action	+5 to any Reaction roll
Simultaneous Actions	The character attacks twice with one Action. Speed is equal to the higher of the two Actions and the Stamina cost is equal to the combined totals. Each roll gets a -10 penalty.
Surprised	Automatically start at Count 9 and cannot use a Reaction for first Action.
Targeted strike	An attempt to strike a certain part of the opponent's body. Torso (-3), Arm/Leg (-6), Head or hands/feet (-9), Small (eye, pressure point) (-12)
Untrained	-4 to combat rolls with weapon without training (see pg 165)

COMBAT TRACKING SHEET

Character 1

Character 2

Character 1

Character 4

Character 5

Character 6

Character 7

A vertical column of 20 hand-drawn, textured circles, each containing a number from 1 to 20 in descending order from top to bottom.

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