

THE LAST RONIN

A short adventure about a small group of Ronin trying to live a peaceful life in a small village, but the past comes back to haunt them and they are forced to don their armor one last time.

PART 1: FARMERS AND AN OLD MAN

In this first part the players will choose from the pre-made characters, but they will only know about the farmer, fisherman, builder, and hunter. It is only later that it will be revealed to the players they are actually playing as former Samurai. The knowledge and profession skills serve no other purpose than to misdirect the players' expectations.

INTRODUCTION

Begin by setting the scene. The characters are living in a small and peaceful village that has managed to stay out of the war that has occupied the region. The village is located next to open water, a forest and hills. The general setting is an arbitrary feudal Japan setting (possibly an alternate or made up version of it). Here the characters are hard at work.

THE OLD MAN

The story begins when the characters are interrupted by **Ayumi**, a woman that is raving about how her old father **Isao** is shouting nonsense from the cliff above their shrine. When the characters arrive they find **Isao** on above their shrine on top of a steep cliff, shouting about how the spirits demands a sacrifice and his time has come. That woe and trouble is soon to befall the village if nothing is done.

There is not enough time to climb up and deal with him by force, and he must instead be defeated in a social encounter.

OLD MAN ISAO

Strain Threshold: 20

Charm:

Coercion:

Deception:

Leadership:

Negotiation:

Discipline:

Vigilance:

Cool:

On the skill checks, add if attempting to use logic and reason. Add if explaining the spirits don't want this. Add if explaining how sad his daughter will be.

If **Isao** cannot be convinced to give up on this idea, he will jump straight off the cliff to his death as a sacrifice to the spirits.

PART 2: THE FIRST ATTACK

After the social encounter with **Isao** (that hopefully ended with him hugging **Ayumi**) a villager comes running up the hill in panic, shouting how there are soldiers harassing them and searching for their enemies loyal to the former Shogun. **Ayumi** then says *I think we all knew this day would come, just not this soon. Take this key and...* she gives directions to a cave. She tells the group to hurry and that she and **Isao** (if he lives) will try to occupy the soldiers.

THE REVELATION

The player characters then follow her directions to a secret cave. Fairly deep inside they find a hatch hidden under dirt and rubble. When unlocked their old Samurai gear is revealed, and the players are now given the real Ronin character sheets.

CHASING AWAY INTRUDERS

When they reach the center of the village they will find the soldiers holding a few villagers captive while talking to **Isao** and **Ayumi** (who are trying to calm down the soldiers) if **Isao** survived. Otherwise, the player characters arrive to find dead bodies, soldiers ransacking the houses, and **Ayumi** is nowhere to be seen.

A fight is incredibly likely to occur. The GM can try to force this on the players if they attempt to go with the soldiers as prisoners by having the leader make a mention of how this village must pay for protecting war criminals. Their leader **Yukio** is accompanied by three minion groups, each consisting of three soldiers each.

YUKIO					
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	3	3
SOAK	W. THRESHOLD	S. THRESHOLD	DEFENSE		
5	15	14	1	1	
WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Nodachi (Greatword)	Combat	8	2	Engaged	Cumbersome 3, Vicious 1

Adversary: Upgrade all combat checks by 1 against this character.

THE LAST RONIN



WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Naginata (Polearm)	Combat ◆◆◆	6	3	Engaged	Accurate 1, Pierce 2
Katana	Combat ◆◆◆	7	2	Engaged	Defensive 1
Yumi (Bow)	Combat ◆◆◆	7	3	Medium	Unwieldy 3

Minion Group: Upgrade ◆ minion group combat check by 1 for every minion past the first.

VICTORY

Upon being defeated, **Yukio** will beg for mercy and to be let go. Once defeated, the remaining soldiers will lose moral and add ■ to all their combat checks for the remainder of the fight.

PART 3: PROTECTORS AND HONOR

In the third and final part of this mini-adventure the last Ronin will die. Since they are already doomed to die, it is important that the GM attempts to give the players a sense of victory still. In this case it will be in an epic last stand against unwinnable odds, all in order to buy enough time for the villagers to flee.

PREPARATION

In this part it should be clear for the players that the village is doomed. This can be conveyed through **Ayumi** and possibly **Yukio**. The villagers have to pack their things and leave if they are to escape certain doom. Players are in this section given opportunity to make preparations for how they will defend the village and delay the enemy soldiers for long enough that the villagers can escape. Not much has been described in terms of how the village looks, and this should be used to your advantage by being very open to player ideas. Because the players should leave the session having had fun and feel like they played through the last stand of a couple of legendary Samurai.

THE ATTACK

Leading the attack will be General **Sadao**, but he never engages the group in combat. If the group somehow has a plan to reach him the same stats as for **Yukio** can be used. If **Yukio** was allowed to live, **Sadao** will dishonor and execute him in an attempt to intimidate the remaining Ronin. If **Yukio** died in the previous fight, **Sadao** will instead use this as a reason for exerting extreme violence upon the villagers.

The players will in this section face off against a large number of soldier minion groups (all consisting off three soldiers each). As a starting point, five minion groups can be used, but depending on how the players handled the previous fight and how much they prepared this number can be adjusted.

While the fight is taking place, enemy archers are constantly firing at them. If **Yukio** was killed by the player characters, the enemy archers will fire with greater fury and the archers' range is increased to long.

The players win by defeating all the minion groups. However, as soon as a minion group is defeated a reinforcement group joins the combat. The Ronin are doomed to die, but by defeating the minion groups they will have managed to buy enough time for the villagers. This should be clear for the players to understand. When the GM feels that it is appropriate, he or she should declare that (although more reinforcements will join) the players will be victorious after five more groups have been defeated. This gives the players a palpable goal instead of wondering how much longer they must endure.

A FINAL BREATH

If the Ronin lose, they lose. In this case the final narration can be revolved around how they look to the sunset and fought bravely to the end as honorable Samurai.

If the Ronin win, ask the players how they want to narrate their characters going out in battle. Then add how they managed to save the villagers that once let you into their community, and that the tale of the last Ronin will go down in legend.

HIRO THE FARMER

2 BRAWN	2 AGILITY	3 INTELLECT	1 CUNNING	3 WILLPOWER	4 PRESENCE
SOAK 2	W. THRESHOLD 12	S. THRESHOLD 13	DEFENSE 0	MELEE	RANGED

Hiro is likely the most helpful person in this entire village. He never complains and always aids people whenever they ask for help. Hiro is remarkable responsible and makes sure all work gets done according to schedule. As such he often finds himself in the rice fields and constantly doing work nobody else wants to do. He has a way with words and since he takes so much responsibility for the village, people really listen to him.



GENERAL SKILLS

ATHLETICS (BR)	◆◆
COOL (PR)	◆◆◆◆
COORDINATION (AG)	◆◆
DISCIPLINE (WILL)	◆◆◆
MEDICINE (INT)	◆◆◆
PERCEPTION (CUN)	◆
RESILIENCE (BR)	◆◆◆
RIDING (AG)	◆◆◆
SKULDUGGERY (CUN)	◆
STEALTH (AG)	◆◆
SURVIVAL (CUN)	◆◆
VIGILANCE (WILL)	◆◆◆

SOCIAL SKILLS

CHARM (PR)	◆◆◆◆◆
COERCION (WILL)	◆◆◆
DECEPTION (CUN)	◆
LEADERSHIP (PR)	◆◆◆◆◆
NEGOTIATION (PR)	◆◆◆◆◆

COMBAT SKILLS

BRAWL (BR)	◆◆
MELEE (BR)	◆◆
RANGED (AG)	◆◆

KNOWLEDGE SKILLS

ANIMALS (INT)	◆◆◆
FARMING (INT)	◆◆◆
FISH (INT)	◆◆◆
PLANTS (INT)	◆◆◆
TREES (INT)	◆◆◆
CONSTRUCTION (INT)	◆◆◆

PROFESSION SKILLS

MAKING SNARES (AG)	◆◆
FARMING TOOLS (BR)	◆◆◆
FISHING (AG)	◆◆
HERBALISM TOOLS (AG)	◆◆◆
WOODCUTTING (BR)	◆◆
BUILDING TOOLS (BR)	◆◆

GEAR

- Modest clothes
- Farming tools

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Fists	Brawl ◆◆	3	5	Engaged	Knockdown

ITEM QUALITIES

- Knockdown: If hit, AA plus A per silhouette above 1 to knock target prone.

KATSU THE BUILDER

BRAWN	4	AGILITY	2	INTELLECT	1	CUNNING	2	WILLPOWER	3	PRESENCE	3
SOAK	4	W. THRESHOLD	16	S. THRESHOLD	11	DEFENSE	0	MELEE	0	RANGED	

Katsu is built like an ox and for that reason he naturally became one of the builders and woodcutters for the little village. Katsu is typically talkative and a very happy person. Although he has an intimidating exterior he is a very sweet and helpful person.

GENERAL SKILLS

ATHLETICS (BR)	◆◆◆
COOL (PR)	◆◆◆
COORDINATION (AG)	◆◆
DISCIPLINE (WILL)	◆◆◆
MEDICINE (INT)	◆
PERCEPTION (CUN)	◆◆
RESILIENCE (BR)	◆◆◆◆
RIDING (AG)	◆◆
SKULDUGGERY (CUN)	◆◆
STEALTH (AG)	◆◆
SURVIVAL (CUN)	◆◆
VIGILANCE (WILL)	◆◆◆

SOCIAL SKILLS

CHARM (PR)	◆◆◆
COERCION (WILL)	◆◆◆
DECEPTION (CUN)	◆◆
LEADERSHIP (PR)	◆◆◆
NEGOTIATION (PR)	◆◆◆

COMBAT SKILLS

BRAWL (BR)	◆◆◆◆◆
MELEE (BR)	◆◆◆◆◆
RANGED (AG)	◆◆



KNOWLEDGE SKILLS

ANIMALS (INT)	◆
FARMING (INT)	◆
FISH (INT)	◆
PLANTS (INT)	◆
TREES (INT)	◆◆◆
CONSTRUCTION (INT)	◆◆◆

PROFESSION SKILLS

MAKING SNARES (AG)	◆◆
FARMING TOOLS (BR)	◆◆◆◆
FISHING (AG)	◆◆
HERBALISM TOOLS (AG)	◆◆
WOODCUTTING (BR)	◆◆◆◆◆
BUILDING TOOLS (BR)	◆◆◆◆◆

GEAR

- Modest clothes
- Woodcutters axe
- Building tools

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Fists	Brawl ◆◆◆◆◆	4	5	Engaged	Knockdown

ITEM QUALITIES

- **Knockdown:** If hit, AA plus A per silhouette above 1 to knock target prone.

RYOTA THE FISHERMAN

BRAWN (3)	AGILITY (3)	INTELLECT (2)	CUNNING (1)	WILLPOWER (4)	PRESENCE (2)
SOAK (3)	W. THRESHOLD (11)	S. THRESHOLD (16)	DEFENSE (0)	MELEE (0)	RANGED (0)

Ryota is a remarkable calm and patient person that enjoys the long evenings he spends fishing for the village. He would never complain and is the embodiment of discipline. Ryota is always happy to work together but never complains when he must work alone. He spends his days thinking about life. He says little, but is a good listener and when he does speak there is often wisdom in his words.

GENERAL SKILLS

ATHLETICS (BR)	◆◆◆
COOL (PR)	◆◆
COORDINATION (AG)	◆◆◆
DISCIPLINE (WILL)	◆◆◆◆◆
MEDICINE (INT)	◆◆
PERCEPTION (CUN)	◆
RESILIENCE (BR)	◆◆◆
RIDING (AG)	◆◆◆
SKULDUGGERY (CUN)	◆
STEALTH (AG)	◆◆◆
SURVIVAL (CUN)	◆
VIGILANCE (WILL)	◆◆◆◆◆

SOCIAL SKILLS

CHARM (PR)	◆◆
COERCION (WILL)	◆◆◆◆◆
DECEPTION (CUN)	◆
LEADERSHIP (PR)	◆◆
NEGOTIATION (PR)	◆◆

COMBAT SKILLS

BRAWL (BR)	◆◆◆
MELEE (BR)	◆◆◆
RANGED (AG)	◆◆◆



KNOWLEDGE SKILLS

ANIMALS (INT)	◆◆
FARMING (INT)	◆◆
FISH (INT)	◆◆◆
PLANTS (INT)	◆◆
TREES (INT)	◆◆
CONSTRUCTION (INT)	◆◆

PROFESSION SKILLS

MAKING SNARES (AG)	◆◆◆
FARMING TOOLS (BR)	◆◆◆
FISHING (AG)	◆◆◆
HERBALISM TOOLS (AG)	◆◆◆
WOODCUTTING (BR)	◆◆◆
BUILDING TOOLS (BR)	◆◆◆

GEAR

- Modest clothes
- Fishing rod
- Fishing net

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Fists	Brawl ◆◆◆	3	5	Engaged	Knockdown

ITEM QUALITIES

- **Knockdown:** If hit, AA plus A per silhouette above 1 to knock target prone.

TAKEO THE HUNTER

BRAWN	3	AGILITY	4	INTELLECT	2	CUNNING	3	WILLPOWER	2	PRESENCE	1
SOAK	3	W. THRESHOLD	11	S. THRESHOLD	12	DEFENSE	0	MELEE	0	RANGED	0

Takeo is the silent type. He mostly keeps to himself and is the hunter for his village. He spends most of his days in the neighboring forest and puts meat on the table. Whenever outsiders pass through the village, Takeo is known to trade furs for books and incense.

GENERAL SKILLS

ATHLETICS (BR)	◆◆◆
COOL (PR)	◆◆◆
COORDINATION (AG)	◆◆◆◆
DISCIPLINE (WILL)	◆◆
MEDICINE (INT)	◆◆
PERCEPTION (CUN)	◆◆◆
RESILIENCE (BR)	◆◆◆
RIDING (AG)	◆◆◆◆
SKULDUGGERY (CUN)	◆◆◆
STEALTH (AG)	◆◆◆◆
SURVIVAL (CUN)	◆◆◆
VIGILANCE (WILL)	◆◆◆

SOCIAL SKILLS

CHARM (PR)	◆
COERCION (WILL)	◆◆
DECEPTION (CUN)	◆◆◆
LEADERSHIP (PR)	◆
NEGOTIATION (PR)	◆◆

COMBAT SKILLS

BRAWL (BR)	◆◆◆
MELEE (BR)	◆◆◆
RANGED (AG)	◆◆◆◆



KNOWLEDGE SKILLS

ANIMALS (INT)	◆◆◆
FARMING (INT)	◆◆
FISH (INT)	◆◆
PLANTS (INT)	◆◆
TREES AND MATERIALS (INT)	◆◆
CONSTRUCTION (INT)	◆◆

PROFESSION SKILLS

MAKING SNARES (AG)	◆◆◆◆
FARMING TOOLS (BR)	◆◆◆
FISHING (AG)	◆◆◆◆
HERBALISM TOOLS (AG)	◆◆◆◆
WOODCUTTING (BR)	◆◆◆
BUILDING TOOLS (BR)	◆◆◆

GEAR

- Modest Clothes

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Fists	Brawl ◆◆◆	3	5	Engaged	Knockdown
Hunting Bow	Ranged ◆◆◆◆	6	3	Medium	Unwieldy 3

ITEM QUALITIES

- Knockdown:** If hit, AA plus A per silhouette above 1 to knock target prone.
- Unwieldy:** Must have Agility rating equal or greater to rank.

HIRO THE RONIN

BRAWN	2	AGILITY	2	INTELLECT	3	CUNNING	1	WILLPOWER	3	PRESENCE	4
SOAK	4	W. THRESHOLD	12	S. THRESHOLD	13	DEFENSE	2	MELEE	2	RANGED	

Once a Samurai to a defeated Shogun, Hiro now lives in exile. He used to be a General and was the commanding officer for the remaining Samurai that now live in this village. Hiro blames himself for the death of his Shogun and brothers in arms. He works as a farmer and does work nobody else wants to, as punishment for his failures. When the new Shogun sends men to kill the last of the disloyal Ronin, Hiro will be compelled on his honor as Samurai to stand his ground and protect the village from attackers. Perhaps his life's purpose was to save these villagers and this is his chance to redeem himself.

GENERAL SKILLS

ATHLETICS (BR)	◆◆
COOL (PR)	◆◆◆◆◆
COORDINATION (AG)	◆◆
DISCIPLINE (WILL)	◆◆◆
MEDICINE (INT)	◆◆◆
PERCEPTION (CUN)	◆◆
RESILIENCE (BR)	◆◆◆
RIDING (AG)	◆◆◆
SKULDUGGERY (CUN)	◆
STEALTH (AG)	◆◆
SURVIVAL (CUN)	◆◆
VIGILANCE (WILL)	◆◆◆

SOCIAL SKILLS

CHARM (PR)	◆◆◆◆◆
COERCION (WILL)	◆◆◆
DECEPTION (CUN)	◆
LEADERSHIP (PR)	◆◆◆◆◆
NEGOTIATION (PR)	◆◆◆◆◆



COMBAT SKILLS

MARTIAL ARTS (BR)	◆◆◆◆
KENJUTSU (BR)	◆◆◆◆◆
KYUJUTSU (AG)	◆◆◆◆

KNOWLEDGE SKILLS

WAR (INT)	◆◆◆◆◆◆
-----------	--------

GEAR

- Exquisite Armor: +2 Soak and +1 Defense (included already)
- Medicine Kit
- 3 Healing Herbs: Heals 4 wounds each

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Hand to Hand Combat	Martial Arts ◆◆◆◆	3	5	Engaged	Knockdown
Katana	Kenjutsu ◆◆◆◆◆	6	2	Engaged	Defensive 1

ITEM QUALITIES

- Knockdown:** If hit, AA plus A per silhouette above 1 to knock target prone.
- Defensive:** +1 melee Defense ■ per rank (included already).

TALENTS AND SPECIAL ABILITIES

- Iaijutsu:** Can draw weapon as an incidental.
- Yadomajutsu:** +1 ranged Defense ■ (included already).
- Bolster** ◆◆◆◆◆: Can perform a Leadership check during combat to bolster allies. The difficulty ♦ is equal to the number of allies you are trying to bolster. On success, they add ■■ to their next check. Additionally, A can be spent (multiple times) on this check to heal one strain for every ally you tried to bolster (even on failure).

KATSU THE RONIN

BRAWN	4	AGILITY	2	INTELLECT	1	CUNNING	2	WILLPOWER	3	PRESENCE	3
SOAK	6	W. THRESHOLD	16	S. THRESHOLD	11	DEFENSE	0	MELEE	0	RANGED	0

Once a Samurai to a defeated Shogun, Katsu now lives in exile. He is a happy fellow even though he carries a deep sadness with him for the brothers he has lost in war. He enjoys the calmness of fishing and as such he is the village fisherman. But when the new Shogun sends men to kill the last of the disloyal Ronin, Katsu will be compelled on his honor as Samurai to stand his ground and protect the village from attackers.

GENERAL SKILLS

ATHLETICS (BR)	◆◆◆
COOL (PR)	◆◆◆
COORDINATION (AG)	◆◆
DISCIPLINE (WILL)	◆◆◆
MEDICINE (INT)	◆
PERCEPTION (CUN)	◆◆
RESILIENCE (BR)	◆◆◆◆◆
RIDING (AG)	◆◆
SKULDUGGERY (CUN)	◆◆
STEALTH (AG)	◆◆
SURVIVAL (CUN)	◆◆
VIGILANCE (WILL)	◆◆◆

SOCIAL SKILLS

CHARM (PR)	◆◆◆
COERCION (WILL)	◆◆◆
DECEPTION (CUN)	◆◆
LEADERSHIP (PR)	◆◆◆
NEGOTIATION (PR)	◆◆◆



COMBAT SKILLS

MARTIAL ARTS (BR)	◆◆◆◆
KENJUTSU (BR)	◆◆◆◆
KYŪJUTSU (AG)	◆◆

KNOWLEDGE SKILLS

WAR (INT)	◆◆◆◆◆
-----------	-------

GEAR

- Armor: +2 Soak (already included)

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Hand to Hand Combat	Martial Arts ◆◆◆◆	4	5	Engaged	Knockdown
Nodachi (Large Sword)	Kenjutsu ◆◆◆◆	9	2	Engaged	Cumbersome 3, Vicious 1
Naginata (Polearm)	Kenjutsu ◆◆◆◆	7	3	Engaged	Accurate 1, Pierce 2

ITEM QUALITIES

- **Knockdown:** If hit, AA plus A per silhouette above 1 to knock target prone.
- **Cumbersome:** Must have Brawn rating equal or greater to rank.
- **Vicious:** +10 to Critical roll per rank.
- **Accurate:** Add □ per rank.
- **Pierce:** Ignore point of soak per rank.

TALENTS AND SPECIAL ABILITIES

- **Battle Rage:** When making a melee attack, can add ■ to the check to add +2 damage on hit.

RYOTA THE RONIN

BRAWN	3	AGILITY	3	INTELLECT	2	CUNNING	1	WILLPOWER	4	PRESENCE	2
SOAK	5	W. THRESHOLD	11	S. THRESHOLD	16	DEFENSE	2	MELEE	0	RANGED	

Once a Samurai to a defeated Shogun, Ryota now lives in exile. There is not a living soul that would question the honor or integrity of Ryota. He is a quick warrior with relentless resolve. Never give up, never surrender! He found himself enjoying the peace of fishing, so he became a fisherman to the village. Now the new Shogun sends men to kill the last of the disloyal Ronin, Ryota will be compelled on his honor as Samurai to stand his ground and protect the village from the invaders.

GENERAL SKILLS

ATHLETICS (BR)	◆◆◆
COOL (PR)	◆◆
COORDINATION (AG)	◆◆◆
DISCIPLINE (WILL)	◆◆◆◆◆
MEDICINE (INT)	◆◆
PERCEPTION (CUN)	◆
RESILIENCE (BR)	◆◆◆
RIDING (AG)	◆◆◆
SKULDUGGERY (CUN)	◆
STEALTH (AG)	◆◆◆
SURVIVAL (CUN)	◆
VIGILANCE (WILL)	◆◆◆◆◆

SOCIAL SKILLS

CHARM (PR)	◆◆
COERCION (WILL)	◆◆◆◆◆
DECEPTION (CUN)	◆
LEADERSHIP (PR)	◆◆
NEGOTIATION (PR)	◆◆



COMBAT SKILLS

MARTIAL ARTS (BR)	◆◆◆
KENJUTSU (BR)	◆◆◆◆
KYŪJUTSU (AG)	◆◆◆

KNOWLEDGE SKILLS

WAR (INT)	◆◆◆◆◆
-----------	-------

GEAR

- Armor: +2 Soak (already included)

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Hand to Hand Combat	Martial Arts ◆◆◆	3	5	Engaged	Knockdown
Nagamaki (Big Handle Sword)	Kenjutsu ◆◆◆◆	6	2	Engaged	Defensive 1
Nagamaki (Big Handle Sword)	Kenjutsu ◆◆◆◆	6	2	Engaged	Defensive 1

ITEM QUALITIES

- **Knockdown:** If hit, AA plus A per silhouette above 1 to knock target prone.
- **Defensive:** +1 melee Defense ■ per rank (already included).

TALENTS AND SPECIAL ABILITIES

- **Double Draw:** You can draw out two weapons or objects, instead of one, with one maneuver.
- **Flurry of Strikes** ◆◆◆◆◆ + ♦: When you choose to dual wield, you can make unlimited extra attacks, where they cost A for every previous attack already made.

TAKEO THE RONIN

BRAWN	3	AGILITY	4	INTELLECT	2	CUNNING	3	WILLPOWER	2	PRESENCE	1
SOAK	4	W. THRESHOLD	11	S. THRESHOLD	12	DEFENSE	1	MELEE	RANGED		

Once a Samurai to a defeated Shogun, Takeo now lives in exile. He remains mostly silent and keeps to himself, which is why the silence of the forest suits him well. There he hunts in order to provide for a small peaceful village. But when the new Shogun comes to kill the last of the Ronin, Takeo will be compelled on his honor as Samurai to stand his ground and protect the village from attackers.

GENERAL SKILLS

ATHLETICS (BR)	◆◆◆
COOL (PR)	◆◆◆
COORDINATION (AG)	◆◆◆◆◆
DISCIPLINE (WILL)	◆◆
MEDICINE (INT)	◆◆
PERCEPTION (CUN)	◆◆◆
RESILIENCE (BR)	◆◆◆
RIDING (AG)	◆◆◆◆◆
SKULDUGGERY (CUN)	◆◆◆
STEALTH (AG)	◆◆◆◆◆
SURVIVAL (CUN)	◆◆◆
VIGILANCE (WILL)	◆◆◆

SOCIAL SKILLS

CHARM (PR)	◆
COERCION (WILL)	◆◆
DECEPTION (CUN)	◆◆◆
LEADERSHIP (PR)	◆
NEGOTIATION (PR)	◆



COMBAT SKILLS

MARTIAL ARTS (BR)	◆◆◆
KENJUTSU (BR)	◆◆◆
KYŪJUTSU (AG)	◆◆◆◆◆

KNOWLEDGE SKILLS

WAR (INT)	◆◆◆◆◆
-----------	-------

GEAR

- Quiver of Ya (Arrows)
- Light Armor: +1 Soak (already included)

WEAPON	SKILL	DAMAGE	CRIT	RANGE	SPECIAL
Hand to Hand Combat	Martial Arts ◆◆◆	3	5	Engaged	Knockdown
Yumi (Bow)	Kyūjutsu ◆◆◆◆◆	8	3	Long	Unwieldy 3
Wakizashi (Small Sword)	Kenjutsu ◆◆◆	5	2	Engaged	Defensive 1

ITEM QUALITIES

- Knockdown:** If hit, AA plus A per silhouette above 1 to knock target prone.
- Unwieldy:** Must have Agility rating equal or greater to rank.
- Defensive:** +1 melee Defense ■ per rank (when wielded).

TALENTS AND SPECIAL ABILITIES

- Nimble:** +1 to melee and ranged and defense (already included).
- Double Arrow Shot:** Increase difficulty of attack by 1 (+♦) to shoot two arrows at once. On hit, may spend AA to hit same target again.