



SCORPION

Sengoku fantasy for GENESYS RPG.

SKILL SETS AND CAREERS

Choose a skill set for your character and two additional career skills; those skills must be from different sets.

Bushi (Warrior)

Athletics, Resilience

Shinobi (Assassin)

Coordination, Stealth

Kami no Tsukai (Priest)

Insight, Medicine

Mahotsukai (Blood Witch)

Deception, Perception

Sohei (Monk)

Discipline, Vigilance

Teishin (Diplomat)

Charm, Leadership

CHARACTERISTICS

Assign one of these arrays to your character's characteristic ratings however you like.

4, 3, 2, 2, 2, 1
3, 3, 3, 2, 2, 2

THRESHOLDS

Your character's wound and strain thresholds are 10 + Br and 10 + Will, or a variant modified at an exchange rate of 2 wounds to 1 strain.

BURDENS

Apart from skills and characteristics, everything that affects your character mechanically is a burden. Burdens function like talents all together in a three-tier system. Weapons are ranked, Tier 1 burdens. **All weapons have a range of Engaged unless noted. Quality ratings are equal to weapon ranks.**

Shuriken (example)

Action, Ranked, Accurate: Make an average (◆◆) Coordination attack at short range adding rank ■ — base damage is Agility plus ranks in *shuriken*; critical rating is AAA.

TIER 1

Clever Retort, Desperate Recovery, Duelist, Durable, Grit, Hamstring Shot, Jump Up, Let's Ride, Parry, Proper Upbringing, Quick Draw, Quick Strike, Rapid Reaction, Second Wind, Surgeon, Swift, Toughened, Unremarkable

Kireru

Maneuver: Make a simple (-) attack targeting your own character.

Kihō (sohei only)

Action, Ranked: Suffer two strain to cast an Augment, Barrier, or Heal spell using Discipline as the magic skill.

Maho (mahotsukai only)

Action, Ranked: If your character is wounded, suffer two strain to cast an Attack, Augment, Curse, or Conjure spell using Deception as the magic skill.

Norito (kami no tsukai only)

Action, Ranked: Suffer two strain to cast an Attack, Barrier, Heal or Dispel spell using Insight as the magic skill.

Ranks in *kihō*, *norito*, and *maho* count as "ranks in Knowledge" for those actions, and as skill ranks for Insight checks (GM's Discretion).

TIER 2

Defensive Stance, Dual Wielder, Heightened Awareness, Inspiring Rhetoric, Lucky Strike, Scathing Tirade (use Charm), Side Step

Intenjutsu (shinobi only)

Maneuver, Ranked: Spend a story point to make a Stealth check as a maneuver, upgraded (●) once for each rank in *intenjutsu*.

Niten Ichi-Ryū (bushi only)

Treat your character's ranks in *wakizashi* as equal to her ranks in *katana*, and use Athletics for *wakizashi* attacks.

Shodō (teishin only)

Action: Spend a story point and make an average (◆◆) Charm check — produce a persuasive work of calligraphy on paper. A character who reads it is inclined to comply, or to be cordial toward your character (GM's discretion).

TIER 3

Animal Companion, Dodge, Eagle Eyes, Field Commander, Heroic Will, Inspiring Rhetoric (Improved), Natural, Painkiller Specialization, Scathing Tirade (Improved), Rapid Archery, Parry (Improved)

Weapon	Skill	Base Damage	Critical	Quality
<i>jitte</i>	Coordination	- 1, + Rank	AAAA	Defensive
<i>katana</i>	Athletics	+ Rank	AAAA	— Rank
<i>kenpō</i>	Discipline	- 2, + Rank	AAAA	Maneuver
<i>kusarigama</i>	Coordination	+ Rank	AAA	Ensnare, Short
<i>naginata</i>	Athletics	+ Rank	AAA	Blast
<i>nunchaku</i>	Discipline	+ Rank	AAA	Linked
<i>ōdachi</i>	Athletics	+ 1, + Rank	AAA	Sunder
<i>rokushakubō</i>	Discipline	+ Rank	AAA	Short
<i>shuriken</i>	Coordination	- 1, + Rank	AAA	Accurate, Short
<i>tanto</i>	Any Skill	- 1, + Rank	AAAA	Pierce
<i>tetsubō</i>	Athletics	+ 1, + Rank	AAA	Disorient
<i>wakizashi</i>	Coordination	+ Rank	AAAA	— Rank
<i>yumi</i>	Discipline	+ Rank	AAA	Medium



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BR AG INT CUN WILL PR

Soak Rating

Wounds

Strain

Flavor Text

Character

Skill Set

XP

SKILLS

Athletics (br)
Charm (pr)
Coordination (ag)
Deception (cun)
Discipline (will)
Insight (int)
Leadership (pr)
Medicine (int)
Perception (cun)
Resilience (br)
Stealth (ag)
Vigilance (will)

BURDENS



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LITE SETTINGS

This is the first in a series of "lite settings" for GENESYS RPG, intended for one-shots (or maybe three-shots?) or for sampling a setting before expanding it to be a fuller game.

Characteristic ratings are assigned from an array, the skill list has been reduced to twelve skills — two associated with each characteristic — and everything else is a "burden" (*i.e.* talent).

There are no dedicated weapon skills. Instead, weapons use general skills like Athletics and Coordination. Knowledge skills aren't represented, but there's an Insight (int) skill to cover critical thinking in lieu.

There is no system for handling currency, since weaponry and everything else is treated like talents. There is no starting-XP value provided; it will need to be determined by the GM, keeping in mind how many sessions she wants to run.

SCORPION

Scorpion is set in a fantasy psuedo-Japan during the *sengoku* period. In case you hadn't noticed, it's derived from *Legend of the Five Rings* (Fantasy Flight Games). I've used Japanese words freely throughout (with no real understanding of the language), omitting most translations. I did that to save space, and because I thought players would be interested in Googling unfamiliar words for themselves.

WEAPON BURDENS

The most basic weapons — *katana* and *wakizashi* — are by far the most deadly. Their quality is listed as Critical **AAAA** — Rank. For each rank in *katana* your character has, the weapon's critical rating goes down by one, and the same is true for *wakizashi*. Damage also scales by rank, so here's what three ranks in *katana* would look like:

Katana (example)

Action, Ranked, Accurate: Make an average (◆◆) Athletics attack at engaged range — base damage is Brawn + 3, critical rating is A.

Some weapons should be treated as two-handed weapons: *kusarigama*, *naginata*, *ōdachi*, *rokushakubō*, *tetsubō*, *yumi*. If *katana* and *wakizashi* together are too good (see *Niten Ichi-Ryū*) you may want to rule that a *katana* must be used two-handed to get the benefits of its reduced critical rating.