

HONOR ONI

YOU HAVE: a ring (with the symbol of Lord Darushi, signifying your status), a horse, a knife, and equipment (and appropriate clothing) based on your role:

- Warrior – Katana, Bow
- Monk – Juzu (prayer beads), Bō (staff)
- Priest – Juzu (prayer beads), Shaku (scepter)
- Sorcerer – Divination Implements
- Diplomat – Letters of Credit
- Merchant – Scales, Trinkets
- Ninja – Disguise Kit



You are a group of noble samurai living in mythical Ōyashima, the Land of Eight Islands. You operate at the behest of your daimyo, who rules over the region. The daimyo, known as Lord Darushi, has fallen ill and has left his estate without guidance. You must investigate what has happened and embark on a treacherous journey to find a cure.

PLAYERS: CREATE CHARACTERS

- 1 Choose an attitude for your character: **Brash, Honorable, Adaptable, Passionate, Creative, Rational, Benevolent**
- 2 Choose a role for your character: **Warrior (bushi), Monk, Priest (kannushi) or Priestess (miko), Sorcerer (onmyōji), Diplomat, Merchant, Ninja**
- 3 Choose your number, from 2 to 5. A high number means you're more attuned to **Earth** (motion; force; wild, passionate, or brute action). A low number means you're more attuned to **Heaven** (intuition; diplomacy; calm, disciplined, precise action).
- 4 Give your character a cool **Fantasy Samurai Name**, like Hokama Akihiro or Kimura Izumi. Remember, in Ōyashima, the surname comes first!

PLAYER GOAL: Get your character involved in fantasy samurai adventures and try to make the best of them.

CHARACTER GOAL: Choose one or create your own: Do Great Deeds, Gain a Kami's Blessing, Meet the Emperor, Avenge Your Master, Restore Your (or Your Family's) Honor, Defeat a Worthy Foe, Acquire Wealth, or Serve Your Lord (you have nothing to prove).

PLAYERS: CREATE YOUR TECHNIQUE

You each get one cool **technique, style, or ability**. Name your technique and say what it allows you to do (Eagle Eye Jutsu, which lets you see far away; Stone Fist Style, which lets you punch like a hammer; Dancing Flame Technique, which lets you conjure fire; etc.). It is recommended that only **sorcerers** and **monks** be able to choose elemental or magical techniques, although this is up to the GM.

Then give your character one of the following **flaws**: Arrogant, Selfish, Ill-Tempered, Lecherous, Drunk, Peasant (you have no noble status), Impatient, Indecisive, Timid, Forgetful, Obsessive, Stubborn, Greedy, Secret (you or your family has a terrible secret that must be protected), Bad Reputation, Cursed by Spirits (bad luck follows you), Compulsive Liar.

ROLLING THE DICE

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're prepared and **+1d** if you're an expert. (The GM tells you how many dice to roll, based on your character and the situation.) Roll your dice and compare each die result to your number.

- ↓ If you're using **Earth** (motion, passion, brute force), you want to roll under your number.
- ↑ If you're using **Heaven** (intuition, spirituality, discipline), you want to roll over your number.
- If none of your dice succeed, it goes wrong. The GM says how things get worse somehow.
- 1 If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.
- 2 If two dice succeed, you do it well. Good job!
- 3 If three dice succeed, you get a critical success! The GM tells you some extra effect you get.

If you roll your number exactly, you achieve **mushin**, the clear state of **no-mind**, where you can act with fluidity and intuition. You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. **Some good questions:** What are they really feeling? How could I get them to __? What should I be on the lookout for? What's the best way to __? What's really going on here?

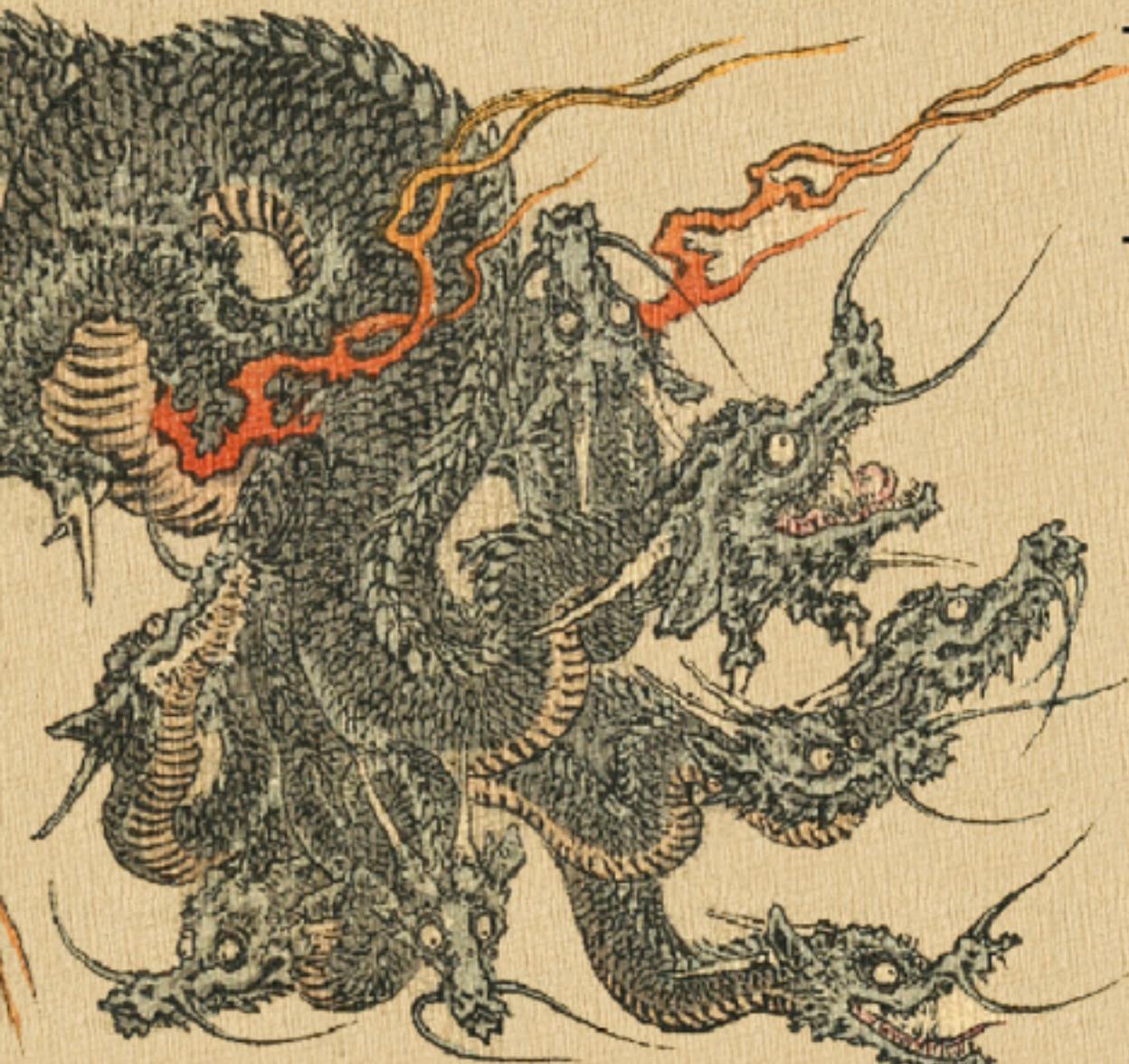
You can change your action if you want to, then roll again.

HELPING: If you want to help someone else who's rolling, say how you try to help and make a roll. If you succeed, give them **+1d**.



HONOR ONI

GM: Create a samurai adventure. Roll or choose from the tables to the right. For a shorter game, choose (or roll) a Verb, a corresponding Object, Person, or Place of Interest, and a Location. Even a short story needs a villain, so choose (or roll) an Enemy to oppose the characters.



YOU MUST...

- | | | |
|--------------------|-----------------|------------------------|
| 1. Secure/Rescue | 3. Locate/Find | 5. Seek the wisdom of |
| 2. Visit/Travel to | 4. Cleanse/Heal | 6. Learn the secret of |

THE...

- | | | |
|-------------------------------------|----------------------------------|----------------------------|
| 1. Emperor himself | 3. Ancient Demon Gate | 5. Spirit Realm |
| 2. Lord Darushi's only son/daughter | 4. A small and mysterious island | 6. A wise and ancient sage |

IN ORDER TO...

- | | | |
|-------------------|---------------------|---------------------------|
| 1. Locate/Find | 3. Rebuild/Restore | 5. Cleanse the evil from |
| 2. Protect/Defend | 4. Acquire/Retrieve | 6. Contact the spirits of |

THE...

- | | | |
|----------------------------|---------------------|------------------------------|
| 1. Sword of the Four Winds | 3. Hammer of Wishes | 5. Talisman of the Spirits |
| 2. Jewels of the Tides | 4. Mirror of Wisdom | 6. Statue of the Serpent God |

HIDDEN IN OR TAKEN TO THE...

- | | | |
|-------------------------------|--------------------------------|--------------------------------|
| 1. Land of the Burning Sands | 3. Shrine of the Crescent Moon | 5. Land of the Misty Forests |
| 2. City of the Golden Emperor | 4. Land of the Frozen Peaks | 6. Cavern of the Restless Dead |

OPPOSED BY...

- | | | |
|---------------------------|--|---------------------------|
| 1. A clan of bandits | 3. A group of ninja | 5. A rival lord |
| 2. A monstrous Oni (ogre) | 4. A mischievous or evil kitsune (fox) | 6. The Demon King Jaakuna |

GM: RUN THE GAME

Play to find out how to save Lord Darushi. Introduce the quest and let the players know what their mission is (but don't tell them who stands in their way). Perhaps the threat is responsible for the daimyo's condition, or perhaps the threat is merely an obstacle.

Before a threat does something to the characters, show signs that it's about to happen, and then ask them what they do. *"The geisha begins to pour you a cup of tea, and you catch the flash of a knife hidden under her kimono. What do you do?" "The bandit king Ikebara points his spear at you and charges. What do you do?"*

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers. *"Have any of you ever heard of the Red Hand ninja? Who told you? What rumors did you hear?" "Have any of you ever spoken to a kitsune/kami before? What was it like?"*



CREDITS: Based on Lasers & Feelings by John Harper (onesevenadesign.com) and Rockerboys & Vending Machines by Encoded Designs (@encodeddesigns). The textual elements of this game are licensed under a CC BY-NC-SA 3.0 license. <http://creativecommons.org/licenses/by-nc-sa/3.0/us/> Written by Ian Lambert (smallbitedesigns@gmail.com). Layout and design by Ian Lambert. Illustrations sourced from Japanese Fairy Tale Series, published by T. Hasegawa, accessed via www.archive.org.