

# Yellow Chrysanthemums

A Legend of the Five Rings Adventure

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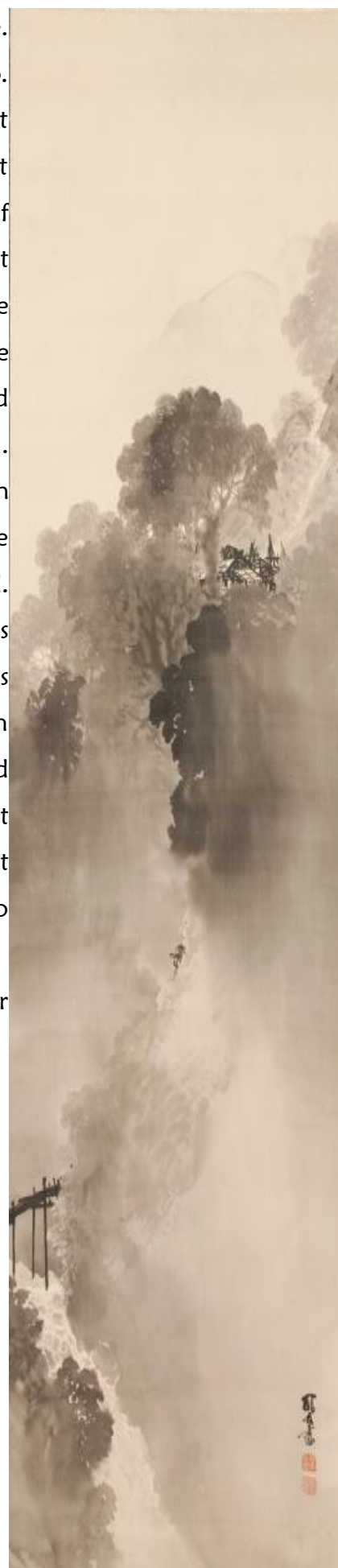
## Introduction

This is a three hour scenario designed for five players. The PCs are all Rank 3 and Character Sheets are attached at the end of the scenario. NPC stats are also listed at the end of the scenario. The scenario is set in 1107 during the reign of Hantai XXXVIII (pre-Scorpion Clan Coup and current timeline). This scenario was written using 3<sup>rd</sup> Edition Rules.

## Story Background

For nearly two years the Ronin bandit known as Naga had plagued the lands of the Shinjo family. Every magistrate who hunted him, every bounty hunter who tracked him had met a grisly end. So the Daimyo of the Shinjo family charged his most trusted magistrate, Shinjo Tadashi, with bringing him to justice. Tadashi suspected that Naga could not be operating with such impunity without help, help that only a member of the Daimyo's court in Shiro Shinjo could provide. Knowing he could not trust anyone within the palace he recruited a young magistrate not long arrived in the city by the name of Shinjo Tadan as an assistant. He was quickly impressed by the young magistrate and when his brother-in-law asked him to find a good husband for his niece he could think of no better man. The couple proved a good match, they were betrothed and the wedding date set. Tadashi left Tadan to making arrangements for his new life but at the same time picked up the scent of the traitor; a letter arranging a meeting between someone in the palace and Naga. The location of the rendezvous was vague, the only specific that it was near Shinden Koshin. Shinden Koshin consisted of a temple and the monastery that had grown up around it and on hearing Tadashi's request, the abbot had sent a young monk called Ikkyu with him as a guide. They found the rendezvous and concealed themselves to watch and wait. Their patience was rewarded when Naga with his men arrived and soon after a lone horseman; a man that Tadashi

recognised as Shinjo Kaii, a minor bureaucrat within the palace. Tadashi swore Ikkyu to secrecy and then returned to Shiro Shinjo. He planned to root out any other confederates of Kaii then arrest him and Naga at their next meeting. He was to be dead before it could happen. Kaii learned Tadashi's was following him and of Tadashi's trip to Shinden Koshin the day of the rendezvous. That was to be Tadashi's downfall. Naga had his men attack the monastery and then simply sat in wait for the magistrate, who he knew would come. He was right. On learning what had happened Tadashi sent for Tadan and they set off for the Shinden Koshin. Tadashi had shared what he knew with no-one, not even Tadan whose wedding was barely a few days away. He would not have the chance either as Naga's men ambushed them on the road. Tadan was beaten near to death and then forced to watch as Tadashi was tortured to death. Only Tadan's ignorance saved his life. A patrol would find him, half dead on the road and bring him back to Shiro Shinjo. Before the court he recounted what happened to the Daimyo. On its conclusion he asked for the right to commit seppuku, to rid his family of the shame of his failure to protect Tadashi and of the humiliation he had suffered. His Daimyo granted his request and the next dawn he met his end. Meanwhile on the road to Shinjo Shiro travelled five men on their way to the wedding of a friend...





## GM Information

This scenario is composed of 5 scenes, each one relating to a location that the PCs will/are likely to visit and detailing the most significant NPC(s) that they will encounter there. Information that each NPC can provide is attached accordingly and combats that they will/may face outlined. While this is unlikely to cover every eventuality, it should provide for most of the PCs actions.

The basic motivator for the PCs is to avenge the death of their friend Tadan who died at the hands of the bandit Naga. Naga has escaped capture for over two years, so simply riding out into the plains will not suffice and will give him the advantage of location and numbers. For the PCs to avenge Tadan they must follow in the footsteps of Shinjo Tadashi. Tadashi had learned the identity of the traitor Shinjo Kaii and this is what led to his death. The monk Ikkyo who witnessed the meeting between Naga and Kaii still lives however and Naga's men still hunt for him. Finding Ikkyo is the key to bringing down Naga and also revealing the traitor who allowed him flourish.

The key to the PCs finding Ikkyo lies at the monastery with the abbot, Ueda. After Tadashi left he had meditated on what he he'd witnessed. Nothing that entailed such secrecy boded well and he saw his secret could bring harm to himself and the monastery. With Ueda's blessing, Ikkyu had left without revealing his destination, except in a letter which he sent to Tadashi. Ueda had told the same to Naga's men. What he didn't mention was that the letter was not addressed to Tadashi's apartments in the palace but to the Four Leaf Clover Inn in Shiro Shinjo. Suspecting that someone in the palace was in Naga's pay, Tadashi had taken a room there and had any confidential correspondence sent to it instead. Ikkyu's letter, along with Tadashi's faithful servant Natsuo are to be found there.



## **Opening Scene: The House of Shinjo Tadan**

**Description:** Tadan's home lay on the outskirts of Shiro Shinjo, in a tranquil residential area overlooking the bustling city. A high wall topped with ceramic tiles faced onto the street, its wooden gate opening onto a stepping stone walkway to the front entrance. The garden and house were dimly lit and white paper lanterns hung from the eaves of the house. The sight of the lanterns had sent a shiver up your spine; they marked a house a mourning not one preparing for a celebration. You had one foot on the veranda when its door slid open and an elderly woman dressed in white stepped out.

## **NPC Description: Shinjo Fumiko**

Tadan's mother, she had come to stay with her eldest son after the death of his father. Now she wore the same clothes she had mourned her husband in. A small woman in her late forties her face is creased by sorrow and her eyes swollen and red. Her tone holds an edge of anger when speaking of Tadan and she takes any slight real or imagined to his memory as an insult.

Fumiko brings the PCs inside and offers them refreshments before dealing with their questions. From a room nearby comes the sound of a woman softly weeping which she pointedly ignores.

## **Key Points**

- Tadan was dead. He had committed Seppuku three days before. Messages had been sent to all the guests to inform them of the turn of events but they mustn't have met them on the road.
- It all began four days previously. As she and Tadan were having breakfast a runner had arrived from Shinjo Tadashi, a senior Magistrate who Tadan had worked with on a number of occasions. A monastery had been attacked by bandits and Tadashi required Tadan's assistance in the investigation. He had seemed strangely distressed by the event and left immediately for the palace. She later learned that they had set out that morning for the monastery. En-route they were ambushed by the same bandits responsible for the attack. Tadan and Tadashi had been overpowered. Tadan was beaten and then forced to watch as Tadashi was tortured to death. The bandits let Tadan live. A patrol discovered him and brought him to Shiro Shinjo. The next day before his Daimyo he recounted what had occurred. On its completion he had requested the right to commit Seppuku.

- Her knowledge of what occurred is limited to that recounted above. She sees the circumstances as trivial compared to the reality that her son is dead. A bureaucrat came the day after his death to remove any papers relating to his duties and the one person she knows who could fill in the blanks; Shinjo Hoitsu, a name she speaks with disgust.

The PCs will undoubtedly wish to pay their final respects. Tadan has been laid out in his bedroom and it is from here that the sound of weeping originates. Akoda Isako, the woman Tadan was to marry is there. While highly unorthodox she had begged Fumiko to act as his honor guard while he lay in state and Fumiko could not refuse such a sincere request. Fumiko enters the bedroom ahead of the PCs and the weeping ends abruptly before they enter.

### **NPC Description: Akoda Isako**

No older than twenty, Isako is a beauty. Grief has left its mark and she cannot hide the tears that she has shed. Now she stands as Tadan's honor guard, her katana to hand as she watches over his body until it is cremated.

### **Key Points**

- Isako's marriage into the Unicorn Clan originated from a peace treaty with the Lion Clan. Her mother had been from the Shinjo family and her uncle Shinjo Tadashi was a Magistrate in Shiro Shinjo. Her father had trusted him to find a suitable match and it was he that introduced her to Tadan. It had been love at first sight and her uncle obviously favoured Tadan as he backed the suit. With Tadan dead however she was still obliged to marry.
- Isako can barely conceal her scorn for Hoitsu. Hoitsu and her uncle were once friends but there had been a falling out. She only knew that it related to an investigation of her uncle's that Hoitsu had sought him to drop. The two hadn't spoken since, but the morning of her uncle's death she had heard that he had sent a runner to Hoitsu as well. Hoitsu had not responded.

As the hour is late Fumiko insists on the PCs staying as her guests, Tadan having already made the preparations for their stay before his demise.



## Combat

In the dead of night some of Naga's men break into the house. With the whereabouts of the monk still unknown and no clues in the papers that were seized, Naga gambled that Tadan might have concealed his most valuable papers within the house. What they did not calculate on was the presence of a small band of bushi.

Naga's men are lightly armed and have sacrificed armour for stealth. They enter through the rear of the house and move immediately to secure Isako and Fumiko. This commotion is what alerts the PCs to their presence. The PCs are in their nightclothes and while their weapons are to hand donning their armour takes as long for Naga's men to search Tadan's room, kill the women and then turn en masse to search the rest of the house including the guestrooms.

Naga sent men to search the house with others outside to keep watch. If the PCs capture any of Naga's men under torture they reveal that they were to rendezvous outside the city. Allow the PCs to see figures fleeing in the street outside so they understand that no-one will be at the rendezvous.

## Aftermath

How the PCs proceed from here is at their discretion. If they raise a hue and cry the local peasant officials will set after any of Naga's men who managed to flee and set a watch on the house. Alerting the palace elicits the response that the matter will be brought to the attention of Shinjo Hoitsu, the magistrate now charged with bringing Naga to justice. Seeking him they are told they need to make an appointment, but any guard will hint they should try their luck at the Steel Choko Sake House.

The PCs will undoubtedly suspect that Tadashi's apartments may be subject to the same attention but they lay within the palace itself and enquiries reveal they have not been violated (they were thoroughly searched by Shinjo Keii). The palace guards however do ask if the PCs queries relate to Shinjo Tadashi's missing servant Natsuo, who disappeared after his masters death and is sought for questioning.

## **Scene: The Steel Choko Sake House**

**Description:** Hoitsu's favourite sake house lies on a busy street in the affluent silk sellers district. Outside most of the passers by are under hats or parasols to escape the hot summer sun though some pause in the heat to watch a group of dancers under a huge two-tiered parasol perform.

## **NPC Description: Shinjo Hoitsu**

A middle aged man gone to fat, Hoitsu has been in his cups since Tadashi's death. His kimono is unkempt, his eyes bloodshot and cheeks ruddy from the rice brew. The Daimyo has charged him with bringing Naga to justice, a task he sees akin to a death sentence. At a table nearby sit three ronin, his new bodyguards.

## **Key Points**

- The bandit known as Naga was responsible for both the attack on the monastery and the murder of Tadashi. Tadan and Tadashi had been tracking the bandit for months and Tadashi had alluded that he believed there was a traitor within the palace.
- Tadashi had sent a runner to Hoitsu that fateful morning and Hoitsu had responded. He'd advised Tadashi not to do anything rash and bring a force from the palace. His words had fallen on deaf ears. He did not know the urgency of Tadashi's departure to Shinden Koshin but presumed it was linked to the visit he had made there some weeks before.
- The investigation into Tadashi's death was closed; the murder of a magistrate and the seppuku of another reflected badly on the Daimyo and there was no doubt as to who was responsible. As for Naga, Hoitsu was now charged with bringing him to justice, thus the bodyguards.

Hoitsu truly mourns Tadashi's death and is ashamed of his behaviour. He will assist the PCs if he can but fears acting opening against Naga. He is at heart though a good man and if given an opportunity to end Naga's threat once and for all he would take it.

## **Combat**

It is possible that the PCs and Hoitsu's bodyguards could come to blows. The ronin will attempt to prevent the PCs harming or intimidating Hoitsu. If a PC draws their blade then they react in kind. Their aim is to protect Hoitsu so they fight not to kill but to allow him to



flee. This means that they will attempt to tie the PCs up in combat, fighting defensively.

### **Scene: Shinden Koshin**

**Description:** The road you followed cut across the famed plains of the Unicorn, only a gentle breeze disturbing the lush grassland. The temple of Koshin, the Fortune of Roads had once marked the meeting point of two great caravan routes, but over time the routes had shifted and now few travellers passed beneath its torii gates. The monastery had grown around the temple and its monks were renowned for their knowledge of the Clans land.

### **NPC Description: Ueda, Abbot of Shinden Koshin**

Ueda greets you cordially, his tanned and leathered face creased with a sincere smile. He wears only a simple robe without adornment and only the difference paid him by his fellow monks marks his station.

### **Key Points**

- The Magistrates Shinjo Tadashi had arrived at Shinden Koshin three weeks before seeking a guide. Ueda had sent Ikkyu, a monk of the monastery with him and they had returned later that night. Shinjo Tadashi had informed Ueda that for his own safety he had asked Ikkyu not to divulge what had occurred. Ueda had told him that what didn't trouble Ikkyu's conscious did not trouble his.
- A week later Ikkyu had come to Ueda and told him that after much reflection he thought he might leave the monastery for a short time. Ueda trusted Ikkyu's reasons and gave his blessing. **Ikkyu did not divulge his destination but did write a letter to the magistrate before he left, which Ueda ensured was carried to his lodgings at the Four Leaf Clover Inn.**
- When the bandits had attacked they had sought to know Tadashi's business at the monastery. Ueda had told them of his visit and Ikkyu's role as guide. Their leader had taken his oath that Ikkyu was no longer with them and that they did not know where he was.

### **Combat**

On the road to Shiro Shinjo the PCs are beset by a small band of Naga's men on horseback, seven in total. They launch a flight of arrows before crashing into their flank. This combat is optional and the PCs could instead be harried by riders following in their wake, attempting to intercept them.

## Scene: Four Leaf Clover Inn

**Description:** This two story inn stands close to Shiro Shinjo's northern gate and does brisk business. Popular with locals and travellers alike its common room bustles with people, a steady stream of which pass through its doors.

## NPC Description: Natsuo

A thickset man, his hair thinning and streaked with grey, Natsuo has not left this room since he arrived here. His purple cotton kimono is stained by sweat, and his eyes are ringed by darkness from lack of sleep.

## Key Points

- For the past few months Tadashi had become increasingly paranoid about the secrecy of his correspondence, scrutinising every letter for signs of tampering. A month ago Tadashi took the room here and began to have some of his letters sent to the inn instead. He'd also given instructions that in the event he died suddenly, Natsuo was to take his personal papers and wait there until someone came to reclaim them. Natsuo had presumed that Tadashi had meant Ide Tadan by this, but his death had changed that.
- Among Tadashi's correspondence is a letter from Ikkyu. It reads "Honourable Shinjo Tadashi, I write to inform you that I have left Shinden Koshin for a short time. I intend to be back by the date we set but if you should need to reach me, I will be at the hot springs of Heigen no Yoake. May Koshin favor your path, Ikkyu."



## **Aftermath**

The PCs have a number of courses of action they can follow, the most likely being to head directly to Heigen no Yoake or to seek assistance from some quarter in Shiro Shinjo. If they do turn for aid the most likely sources are Shinjo Hoitsu or the palace. The problem the PCs face is that they have learned the location of a man sought by Naga but still do not know the reason why he is sought. Hoitsu promises the PCs that if they bring this monk to him he will act upon anything that he can testify to. At the palace they are intercepted by Shinjo Kaii who makes the same promise, then sends word to Naga.

## **Scene: The Hot Springs of Heigen no Yoake**

**Description:** At the heart of the Heigen no Yoake (the Plains of Dawn) stands a great rock formation reknowned for its many hot springs. A path climbs up the rock to its summit where a bathhouse and stables cater to the travellers who come seeking the rejuvenating qualities of the springs.

## **NPC Description: Ikkyu**

Lying in one of the hot springs Ikkyu is a picture of serene contentment. His youthful face is split by a wide grin and his head lolls back against the steaming rock.

## **Key Points**

- Ikkyu met Shinjo Tadashi when he arrived at Shinden Koshin seeking a guide. Tadashi had warned before they set out that there might be danger, but then all life was danger. When they arrived at the place Tadashi sought, they'd found a concealed vantage point and waited. Their patience was rewarded when a band of ronin arrived and soon after a lone horseman; a man that Tadashi named Kaii. Tadashi had been silent throughout but on the return to the monastery had asked him if he would testify to what he had witnessed and he'd assented. Tadashi asked him to tell no-one and arranged to meet again in a month.
- After Tadashi left he had meditated on what he he'd witnessed. Nothing that entailed such secrecy boded well and he saw his secret could bring harm to himself and the monastery. So with Ueda's blessing he's left without revealing his destination, except in the letter which he sent to Tadashi.

## **Combat**

After their first encounter with Naga's men, the PCs were put under watch. If their path led to the monk, Naga was more than happy to follow. So as the PCs speak with Ikkyu, Naga and his men cross the plains towards the hot springs.

Naga himself does not care if the monk lives or dies; if he was ever to be captured he would be executed with or without his testimony. He pursues the matter to protect his cat's paw Kaii. He has no scruples, will kill anyone that gets in his way and sacrifice his men without thought.

Accordingly he sends his men in first to take the brunt of any defenses the PCs might have in play and to wear them down. As a baseline allow Naga to be accompanied by twenty men, adjusting up and down by how well the PCs prepare and the injuries they may carry. This is the scenario's climax so ensure that the tension is as high as the stakes.

## **NPC Description: Naga**

Tall and brutish, Naga received his name from the great serpent tattoo that wraps around his scarred torso and shoulders. While his manner is that of a thug his eyes hint at the cunning that earned him his infamy.

## **Conclusion**

If the PCs fail then they are dead and so is Ikkyu. If they die but Ikkyu lives then Kaii is brought to justice and Naga is either already dead or greatly crippled by the loss of his informant. If they survive then so does Ikkyu, Kaii is arrested and Naga is dead. Their friend is dead but at least his murderer is brought to justice.



## **NPCs**

### **Naga's men**

Air: 2 Earth: 2 Fire: 2 Water: 3 Void 2

Agility: 3

Honor: 1.5 Status 1.0 Glory: 1.0

School/Rank: Ronin Warrior 1

Skills: Athletics 2, Commerce 1, Defense 2, Horsemanship 3, Hunting 2, Jiu-jitsu 2, Kenjutsu (Katana) 3, Kyujutsu 3

Primary Weapon: Katana. Roll to Attack: 6k3. DR: 6k2

Secondary Weapon: Daikyu (Bow). Roll to Attack: 5k2. DR: 5k2 (Horseback only)

Armor: Light. TN to be Hit: 15 (reduced to 10 unarmored)

Wounds: 4 (+0), 8 (+3), 12 (+5), 16 (+10), 20 (+15), 24 (+20), 28 (+40), 38 (Out)

### **Hoitsu's bodyguards**

Air: 3 Earth: 2 Fire: 3 Water: 2 Void 3

Honor: 2.5 Status 2.0 Glory: 2.0

School/Rank: Ronin Yojimbo 2

Skills: Athletics 3, Commerce 1, Defense 3, Etiquette 2, Hunting 2, Iaijutsu 3, Investigation 2, Jiu-jitsu 1, Kenjutsu (Katana) 3, Kyujutsu 3, Medicine 1.

Primary Weapon: Katana. Roll to Attack: 6k3. DR: 5k2

Armor: Light. TN to be Hit: 15

Wounds: 4 (+0), 8 (+3), 12 (+5), 16 (+10), 20 (+15), 24 (+20), 28 (+40), 38 (Out)

### **Naga**

Air: 3 Earth: 3 Fire: 3 Water: 4 Void 3

Honor: 4.5 Status 4.0 Glory: 4.0

School/Rank: Ronin Warrior 4

Skills: Athletics 3, Commerce 2, Craft: Farrier 1, Defense 4, Hunting (Tracking) 3, Investigation 2, Jiu-jitsu 3, Kenjutsu (Katana) 4, Kyujutsu (Yumi) 4, Medicine 2, Stealth 2, Underworld 1.

Primary Weapon: Katana. Roll to Attack: 6k3. DR: 7k2

Armor: Light. TN to be Hit: 15

Wounds: 6 (+0), 12 (+3), 18 (+5), 24 (+10), 30 (+15), 36 (+20), 42 (+40), 57 (Out)

Naga may make two attacks per round

## Moto Fumiaki

The marriage of a friend is an occasion for celebration and sorrow. Celebration for a friend gaining a wife and sorrow at losing him to her. As you'd yet to meet Tadan's bride, you still didn't know how much there was to celebrate. Still the wedding was a good excuse to see your friend again and you were looking forward to the occasion. You, like the others had met Shinjo Tadan when he had traveled with his father to the court of the Moto Daimyo. He had an easy manner and keen sense of humor that won him friends easily and a sense of duty and honor that kept them. He sought to pursue a career as a magistrate and even then his knowledge of law was deep. Some of it had even rubbed off on you.

Now after five days of travel you were at the outskirts of Shiro Shinjo and soon to be at the door of your friend.

Earth: 3	Water: 3	Fire: 3	Air: 3	Void: 3
Stamina 3	Strength 3	Agility 3	Reflexes 3	Spent
Willpower 3	Perception 3	Intelligence 3	Awareness 3	

Honor: 4.5 Status 3.0 Glory: 3.0

School/Rank: Moto Bushi 3

**Skills:** Animal Handling (Horses) 3, Athletics 3, Battle 2, Craft: Farrier 1, Defense 3, Horsemanship 3, Hunting 3, Investigation 3, Kenjutsu (Scimitar) 3, Kyujutsu (Horse Archery) 3, Lore: Gaijin Cultures 3, Lore: Law 3.

**Primary Weapon:** Scimitar, although of gaijin origin the Moto favor this heavy blade.

Roll to Attack: 6k3+3. DR: 8k2+6

**Secondary Weapon:** Shinjo Horsebow, this small bow is designed for use both on foot and on horseback.

Roll to Attack: 6k3+3. DR: 4k2

**Armor:** Light. TN to be Hit: 20

### Techniques of the Moto Bushi School

Wild Strike of the Moto: In stats.

Fist of the Khan: - 6 from all Wounds caused by attacks against you to a minimum of 1.

Desert Wind Strike: You may make an additional attack per round.

**Wounds:** 6 (+0), 12 (+3), 18 (+5), 24 (+10), 30 (+15), 36 (+20), 42 (+40), 57 (Out)

## Moto Hirotaka

The marriage of a friend is an occasion for celebration and sorrow. Celebration for a friend gaining a wife and sorrow at losing him to her. As you'd yet to meet Tadan's bride, you still didn't know how much there was to celebrate. Still the wedding was a good excuse to see your friend again and you were looking forward to the occasion. You, like the others had met Shinjo Tadan when he had traveled with his father to the court of the Moto Daimyo. He had an easy manner and keen sense of humor that won him friends easily and a sense of duty and honor that kept them. You and he had talked much of the lands of the Moto and those that lay beyond the Empire. Now that he was to be shackled with a career as a magistrate and wife you feared he'd never see them.

Now after five days of travel you were at the outskirts of Shiro Shinjo and soon to be at the door of your friend.

Earth: 3	Water: 3	Fire: 3	Air: 3	Void: 3
Stamina 3	Strength 3	Agility 3	Reflexes 3	Spent
Willpower 3	Perception 3	Intelligence 3	Awareness 3	

Honor: 4.5 Status 3.0 Glory: 3.0

School/Rank: Moto Bushi 3

**Skills:** Animal Handling (Horses) 3, Athletics 3, Battle 2, Craft: Farrier 1, Defense 3, Horsemanship 3, Hunting 3 (Survival, Tracking), Kenjutsu (Scimitar) 3, Kyujutsu (Horse Archery) 3, Lore: Gaijin Cultures, Medicine 4, Stealth 3.

**Primary Weapon:** Scimitar, although of gaijin origin the Moto favor this heavy blade.

Roll to Attack: 6k3+3. DR: 8k2+6

**Secondary Weapon:** Shinjo Horsebow, this small bow is designed for use both on foot and on horseback.

Roll to Attack: 6k3+3. DR: 4k2

**Armor:** Light. TN to be Hit: 20

### Techniques of the Moto Bushi School

Wild Strike of the Moto: In stats.

Fist of the Khan: - 6 from all Wounds caused by attacks against you to a minimum of 1.

Desert Wind Strike: You may make an additional attack per round.

**Wounds:** 6 (+0), 12 (+3), 18 (+5), 24 (+10), 30 (+15), 36 (+20), 42 (+40), 57 (Out)

## Moto Kenichi

The marriage of a friend is an occasion for celebration and sorrow. Celebration for a friend gaining a wife and sorrow at losing him to her. As you'd yet to meet Tadan's bride, you still didn't know how much there was to celebrate. Still the wedding was a good excuse to see your friend again and you were looking forward to the occasion. You, like the others had met Shinjo Tadan when he had traveled with his father to the court of the Moto Daimyo. He had an easy manner and keen sense of humor that won him friends easily and a sense of duty and honor that kept them. He lacked the gift though for turning a tale, nearly a sin among the Moto. Before he'd left you'd seen to that fault.

Now after five days of travel you were at the outskirts of Shiro Shinjo and soon to be at the door of your friend.

Earth: 3	Water: 3	Fire: 3	Air: 3	Void: 3
Stamina 3	Strength 3	Agility 3	Reflexes 3	Spent
Willpower 3	Perception 3	Intelligence 3	Awareness 3	

Honor: 4.5 Status 3.0 Glory: 3.0

School/Rank: Moto Bushi 3

**Skills:** Animal Handling (Horses) 3, Athletics 3, Battle 2, Craft: Farrier 1, Deceit 3, Defense 3, Horsemanship 3, Hunting 3, Kenjutsu (Scimitar) 3, Kyujutsu (Horse Archery) 3, Lore: Gaijin Cultures, Medicine 1, Storytelling 4.

**Primary Weapon:** Scimitar, although of gaijin origin the Moto favor this heavy blade.

Roll to Attack: 6k3+3. DR: 8k2+6

**Secondary Weapon:** Shinjo Horsebow, this small bow is designed for use both on foot and on horseback.

Roll to Attack: 6k3+3. DR: 4k2

**Armor:** Light. TN to be Hit: 20

### Techniques of the Moto Bushi School

Wild Strike of the Moto: In stats.

Fist of the Khan: - 6 from all Wounds caused by attacks against you to a minimum of 1.

Desert Wind Strike: You may make an additional attack per round.

**Wounds:** 6 (+0), 12 (+3), 18 (+5), 24 (+10), 30 (+15), 36 (+20), 42 (+40), 57 (Out)



## Moto Osamu

The marriage of a friend is an occasion for celebration and sorrow. Celebration for a friend gaining a wife and sorrow at losing him to her. As you'd yet to meet Tadan's bride, you still didn't know how much there was to celebrate. Still the wedding was a good excuse to see your friend again and you were looking forward to the occasion. You, like the others had met Shinjo Tadan when he had traveled with his father to the court of the Moto Daimyo. He had an easy manner and keen sense of humor that won him friends easily and a sense of duty and honor that kept them. You had matched wits with him in court on more occasions than you could count and thankfully he was a forgiving opponent.

Now after five days of travel you were at the outskirts of Shiro Shinjo and soon to be at the door of your friend.

Earth: 3	Water: 3	Fire: 3	Air: 3	Void: 3
Stamina 3	Strength 3	Agility 3	Reflexes 3	Spent
Willpower 3	Perception 3	Intelligence 3	Awareness 3	

Honor: 4.5 Status 3.0 Glory: 3.0

School/Rank: Moto Bushi 3

Skills: Animal Handling (Horses) 3, Athletics 3, Battle 1, Courtier 3, Craft: Farrier 1, Defense 3, Etiquette 3, Horsemanship 3, Hunting 3, Kenjutsu (Scimitar) 3, Kyujutsu (Horse Archery) 3, Lore: Gaijin Cultures, Medicine 1.

**Primary Weapon:** Scimitar, although of gaijin origin the Moto favor this heavy blade.

Roll to Attack: 6k3+3. DR: 8k2+6

**Secondary Weapon:** Shinjo Horsebow, this small bow is designed for use both on foot and on horseback.

Roll to Attack: 6k3+3. DR: 4k2

**Armor:** Light. TN to be Hit: 20

### Techniques of the Moto Bushi School

Wild Strike of the Moto: In stats.

Fist of the Khan: - 6 from all Wounds caused by attacks against you to a minimum of 1.

Desert Wind Strike: You may make an additional attack per round.

**Wounds:** 6 (+0), 12 (+3), 18 (+5), 24 (+10), 30 (+15), 36 (+20), 42 (+40), 57 (Out)

## Moto Yamato

The marriage of a friend is an occasion for celebration and sorrow. Celebration for a friend gaining a wife and sorrow at losing him to her. As you'd yet to meet Tadan's bride, you still didn't know how much there was to celebrate. Still the wedding was a good excuse to see your friend again and you were looking forward to the occasion. You, like the others had met Shinjo Tadan when he had traveled with his father to the court of the Moto Daimyo. He had an easy manner and keen sense of humor that won him friends easily and a sense of duty and honor that kept them. You and he had sparred together often and talked long into the night of battles long past and ones yet to come.

Now after five days of travel you were at the outskirts of Shiro Shinjo and soon to be at the door of your friend.

Earth: 3	Water: 3	Fire: 3	Air: 3	Void: 3
Stamina 3	Strength 3	Agility 3	Reflexes 3	Spent
Willpower 3	Perception 3	Intelligence 3	Awareness 3	

Honor: 4.5 Status 3.0 Glory: 3.0

School/Rank: Moto Bushi 3

**Skills:** Animal Handling (Horses) 3, Athletics 3, Battle 4, Craft: Farrier 1, Defense 3, Engineering (Siege) 3, Horsemanship 3, Hunting 3, Kenjutsu (Scimitar) 3, Kyujutsu (Horse Archery) 3, Lore: Gaijin Cultures, Medicine 2 .

**Primary Weapon:** Scimitar, although of gaijin origin the Moto favor this heavy blade.

Roll to Attack: 6k3+3. DR: 8k2+6

**Secondary Weapon:** Shinjo Horsebow, this small bow is designed for use both on foot and on horseback.

Roll to Attack: 6k3+3. DR: 4k2

**Armor:** Light. TN to be Hit: 20

### Techniques of the Moto Bushi School

Wild Strike of the Moto: In stats.

Fist of the Khan: - 6 from all Wounds caused by attacks against you to a minimum of 1.

Desert Wind Strike: You may make an additional attack per round.

**Wounds:** 6 (+0), 12 (+3), 18 (+5), 24 (+10), 30 (+15), 36 (+20), 42 (+40), 57 (Out)