

# Japan in the Sengoku Era

A rules package for Revolution D100



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This rules package lets you play in Sengoku Jidai Japan (warring states period, circa 16<sup>th</sup> Century). You can adapt it to other moments of Japanese history but some of the characteristics provided here are peculiar of the warring state period.

## Character creation

The Cultural Background is **Japanese** for everyone, and includes the following traits

- Close Combat [Kenjutsu for Samurai, any non-sword for others]
- Communication [Japanese]
- Knowledge [Buddhism]
- Survival [Home Province]
- [any one non-combat trait]

Playing non-human creatures (*yōkai*) or foreigners (*gaijin*) may be very fun but goes beyond the scope of this package.

## Profession table

Profession	Status (Wealth)	Skill Bonuses	Traits	Notes
Akutō (highwayman)	Outcast (poor)	Athletics +10%, Stealth +10%, Survival +10%	Climb, Dagger, Disguise, Forest, Hide, Jump, Sleight, Sneak	Yakuza member or enforcer: replace Forest with Streetwise, Jump with Intimidate, gain the appropriate Status Trait
Ashigaru (mercenary)	Peasant (average)	Close Combat +10% Ranged Combat +10% Specialty Skill ## +10%	Bow, Brawl, Dagger, Dodge, Endurance, First Aid, Kenjutsu, Specialty Trait #	Pick one of these three: ## Close Combat, # Yari ## Ride, # Horse ## Ranged Combat, # Firearm
Bounty Hunter	Peasant (average)	Perception +10% Stealth +10% Survival +10%	Acute Hearing, Acute Sight, Bow, Dagger, Forest, Hide, Sneak, Tracking	Monster Hunter variant: Replace Tracking with one spell
Constable	Peasant (average)	Agility +10%, Close Combat +10% Communication +10%	Club, Dodge, Insight, Jump, Persuasion, Streetwise, Tracking, Yari (polearm)	
Entertainer	Outcast (poor)	Communication +20%, Perform +10%	Dagger, Dance, Folklore, Insight, Literacy, Persuade, Recite, Sing	
Fortune-teller	Peasant (average)	Communication +15%, Knowledge +15%	I Ching, Chinese, Folklore, Insight, Literacy, Persuasion, Sing, one Spell	
Itinerant Monk	Monk (poor)	Communication +10%, Knowledge+10%, Concentration +10%	First Aid, Insight, Persuasion, Staff, Willpower, three Spells	Replace Buddhism with a specific Buddhist School and pick spells from the school.
Kannuchi/Miko	Shinto Priest (average)	Allegiance +10%, Communication +10%, Knowledge +10%	Endurance, Insight, Literacy, Persuasion, <i>Shintō</i> , Sing, Willpower, one <i>Shugendō</i> Spell	<i>Shintō</i> includes general Folklore. Can learn Blessings.
Merchant	Chonin (affluent)	Communication +20%, Knowledge +5%, Craft +5%	Bargain, Boat (or Ship), Cart, Evaluate, Insight, Literacy, Persuasion, one Craft or Knowledge Trait	Inferior in status to a peasant, even if richer.
Ninja	Outcast (poor)	Athletics +10%, Craft +10%, Stealth +10%	Climb, Dagger (or sword or Shuriken), Disguise, Hide, Jump, Lockpicking, Mechanisms, Sneak	May have a higher Status if disguised as a peasant or artisan.
Onmyōji (wizard)	Peasant (average)	Knowledge +10%, Concentration +20%	Onmyōdō, Literacy, Six among Onmyōdō spells or Manipulation Stunts	
Physician	Peasant (average)	Communication +15%, Knowledge +10%, Craft +5%	Dagger, Endurance, First Aid, Healing, Insight, Literacy, Persuasion, Surgery	
Samurai	Samurai (affluent)	Close Combat +20% Ranged Combat +10%	Bow, Command, Dodge, Horse, Kenjutsu, Literacy, one Kenjutsu stunt, one other weapon	Ronin variant: Endurance instead of Command, status Ronin (average)
Sōhei (warrior monk)	Monk (poor)	Close Combat +10%, Ranged Combat +10%, Concentration +10%	Firearm or Bow, Brawl, Dagger, Dodge, Sword, Yari, two Spells	Replace Buddhism with a specific Buddhist School and pick spells from the school.
Yama-bushi (hermit)	Monk (poor)	Concentration +20%, Survival +10%	First Aid, Endurance of Willpower, Forest or Mountain, Staff, four spells	Replace generic Buddhism with the Shugendō school and pick spells from the school.

After determining the Status for your character according to his or her profession, consult the wealth equivalency table provided later in this chapter, or simply use the wealth level provided in brackets, and roll to determine the character's initial possessions in cash and portable items:

Rich	Affluent	Average	Poor
3d6x300 mon	3d6x100 mon	3d6x30 mon	3d6 mon

## Skills

Operate is not available, so Lockpicking and Mechanisms should be listed under Craft.

## Traits

Buddhism can be replaced by a specific Buddhist school, especially if the character is a monk. This may happen during play, too, as the character starts following the school, in which case the school Trait occupies the same slot where generic Buddhism used to be. The general syncretism of the era implies that everyone is somehow aware of the general tenets of Buddhism, even Shintō priests.

Folklore also includes knowledge of the bases of Shintō, and the Shintō or Local Kami Trait may replace it during play as it happens for Buddhism and Buddhist schools.

Kenjutsu is the Japanese swordsmanship technique, which is still being developed during the Sengoku period. It allows usage of the sword with either one or two hands and includes several stunts (see below). Japanese weapons used by characters who have Western swordsmanship skills only impale on an advantage. The Japanese polearm (*yari*) covers both simple spears and the equivalent of Western polearms (*naginata*).

All high-tech weapons and Traits are unavailable. However, Musket and Artillery are known, as this kind of weapon was imported from Portugal and eventually manufactured in Japan. Shields are no longer used, so the Shield Trait is absent, too. The classic Japanese martial art of Karate is not developed yet, so no unarmed Martial Arts traits or stunts are available.

## Status

The Japanese society of the era is strictly based on castes, but mobility among castes is permitted. Status is very important, and religious and criminal organisations (*yakuza*) have their own status Traits. Commoners' wealth and status are not proportional, as merchants and crafters are considered wealthy parasites inferior to farmers. If a character has several Status Traits, they all use the same slot.

The following table shows which positions outrank which others, and a rough equivalence between Status and wealth. However, in Japanese society a high status will let you get special items more easily than wealth.



Wealth equivalent	Common folks	Samurai	Imperial nobility	Buddhism	Shintō	Yakuza
Poor	Eta (pariah)			Monk		
Average	Artisan				Miko <sup>##</sup>	
	Farmer	Ronin		Priest	Kannushi <sup>##</sup>	Enforcer
Affluent	Merchant <sup>#</sup>	Samurai		<i>Jushoku</i> (head monk)		Member
Rich		Samurai Leader	Imperial noble ( <i>kuge</i> )			Boss
Beyond		<i>Daimyo</i>				

<sup>#</sup> A merchant is richer than a Farmer, but his Status is in fact lower. Place him between the artisan and the Eta on the social ladder

<sup>##</sup> A miko is a female attendant to a Shintō shrine. The Kannushi is the male equivalent and outranks the miko. Both ranks are not always full-time occupations as most shrines of the time are small and only attended at specific times of the year.

## Stunts

**Above you** (Samurai or Kuge Status Stunt). Japanese nobles and Samurai are expected to show contempt for their inferiors, and simply ignore them as irrelevant. This stunt subtracts one point per level of difference in Status to any Resolution Point loss suffered in a social conflict.

**Shuriken (Fast Draw)** (Shuriken Stunt) allows to fire a shuriken every five SR, provided that the weapon can be drawn quickly from a sash or other location on the fighter's body. The firer can only fast draw shurikens from a concealed location if he or she has the Sleight Trait.

**Iaijutsu** (Kenjutsu Stunt) is the fast draw technique with the curved sword and permits the samurai to treat the sword as being already drawn even when he starts combat with the blade in the sheath. It requires that the fighter carries the scabbard with the sword edge up, which is a clear sign of hostility and thus not allowed when in society. The straight ninja blade does not allow this technique.

**Shuriken (Impale)** (Shuriken Stunt). This Stunt is required to make shurikens impale on a simple success, otherwise they will only impale on an Advantage.

**Jumonji** (yari stunt) allows a fighter to use the Entangle attribute of the Jumonji Yari.

**Yari (Slash)** (yari stunt) allows use of the Naginata as a slashing weapon with the Slash (effect) attribute, otherwise the weapon only slashes on an Advantage.

**Ni-to-jutsu** (Kenjutsu Stunt) is the dual wield technique in which the samurai holds the Wakizashi in the off-hand and the Tachi or Katana in the right hand. It is not common in the Sengoku era.

**Flail (Nunchaku)**. A nunchaku requires the basic Flail trait, plus the Entangle stunt which allows the wielder to use the Entangle effect on a successful attack and to bestow a Penalty on any Parry (not Dodge).

**Sword Catching** (Dagger or Club Stunt). Allows a fighter to use some peculiar Japanese weapons like the Sai or the Jitte which have special protrusions used to disable an opponent with non-lethal techniques. The wielder can thus use the Entangle on Parry combat effect. Sai users usually know the Dual Wield (sai) stunt, too, which is the equivalent of the standard Dual Wield from the core rules.

**Yadomejutsu** (Kenjutsu Stunt) is a formidable technique which allows the samurai to cut an arrow in flight. It costs more Strike Ranks than dodging but completely neutralizes the ranged attack and suffers no penalty for using it against arrows, unlike Dodge.

### Unavailable stunts

Japanese archery is deadly but less flexible than its Mongol equivalent. Fast Draw for bows and Horse Archery are not available to samurai. However, the Japanese longbow (*daikyu*), unlike its British counterpart, is usable from horseback, although not when galloping.

As explained before, no Martial Arts stunts are available.



# Equipment

## Light weapons

Weapon	Trait	SR	A/P	Damage	Parry	Toughness	STR	Weight	Wealth	Rarity	Cost	Notes
Tonfa <sup>#</sup>	Brawl or Club	3	3/2	1d3	2	6[w]	-	-	Poor	6	12	+1 Might
Knife	Dagger	2	3/2	1d2	1	8[m]	3	-	Poor	4	8	Impale (effect)
Tanto	Dagger	3	3/2	1d3	1	8[m]	4	-	Average	3	60	Impale (effect)
Sai	Dagger or Club	4	4/2	1d3	2	8[m]	5	-	Average	6	120	Entangle (effect, on parry)*, Impale (advantage)
Tambo	Club	4	8/4	1d3	2	6[w]	4	-	Poor	4	8	+1 Might
Jitte	Dagger or Club	5	5/3	1d3	2	8[m]	6	-	Average	5	100	Entangle (effect, on parry)*
Hatchet	Axe	3	6/3	1d4	1	6[w]	7	-	Poor	3	6	+1 Might, Slash (effect)
Nunchaku	Flail	4	6/4	1d4	1	6[w]	6	1	Average	5	100	+1 Might, Entangle (effect, on attack)*, Penalty to Parry*

# A Tonfa can be used either as a peculiar club or as a brawl enhancer. In the latter case it still does 1d3 damage, adds +1 to Might and brings Parry to 2, allowing to parry heavy weapons, but it does not add its Reach to the wielder's Strike Rank.

## Heavy weapons

Weapon	Trait	SR	A/P	Damage	Parry	Toughness	STR	Weight	Wealth	Rarity	Cost	Notes
Ono	Axe	5	10/5	1d6	2	8[w]	11	2	Poor	3	5	+1 Might, Slash (effect)
Wakizashi	Kenjutsu	5	5/3	1d6	2	8[m]	6	1	Average	10	200	Impale (effect)*, Slash (auto)
Ninjato <sup>#</sup>	Kenjutsu	6	6/3	1d6	2	8[m]	7	2	Average	12	240	Impale (effect)*, Slash (effect)
Katana <sup>##</sup>	Kenjutsu	7	7/4	1d8	2	8[m]	8	2	Average	14	280	Impale (effect)*, Slash (auto)
Tachi	Kenjutsu	8	8/4	1d8	2	8[m]	9	2	Average	17	340	Impale (effect)*, Slash (auto)

[#] This straight-bladed ninja weapon is less effective at slashing and cannot perform *iaijutsu*, but you can conceal it under a kimono.

[##] The katana is not yet very popular in the Sengoku era. The standard weapon for a samurai is the Tachi.

## Two-handed weapons

Weapon	Trait	SR	SR to Att/Def	Damage	Parry	Toughness	STR	Weight	Wealth	Value	Cost	Notes
Yari	Yari	12	12/6	1d8	3	10[w]	9	2	Average	4	40	Impale (effect), Keep distance (auto)
Nagae Yari	Yari	16	16/8	1d8	3	10[w]	11	3	Average	6	60	Impale (effect), Keep distance (auto)
Jumonji Yari	Yari	12	12/6	1d8	3	10[w]	9	2	Average	6	60	Entangle (effect)*, Impale (effect), Keep distance (auto)
Naginata	Yari	10	10/5	1d6	3	10[w]	11	2	Average	10	200	Slash (effect) *, Impale (effect)
Tetsubo	Maul	6	12/6	2d4	3	10[w]	11	3	Average	12	240	+2 Might
Bo	Staff	8	8/3	1d4	3	10[w]	7	2	Poor	4	8	+1 Might
Nodachi	Kenjutsu	11	11/6	2d6	4	10[m]	13	4	Affluent	9	900	Slash (effect)



## Ranged weapons

Weapon	Trait	SR to fire	Might	Ammo	Range	STR	Wealth	Value	Cost	Notes
Shuriken	Shuriken	5	#	Itself (1d3)	20 (C)	7	Average	2	40	Impale (advantage)*
Javelin	Yari	5	#	Itself	50 (S)	11	Average	5	50	Impale (effect)
Shortbow (hankyū)	Kyudo	5	1	Arrow (1d6)	100 (M)	9	Affluent	3	150	STR 11 to use from horseback
Longbow (daikyū)	Kyudo	5	2	Arrow (1d6)	300 (M)	12	Affluent	8	400	STR 14 to use from horseback
Musket	<i>Gaijin</i> Firearm	4	5	Pellet (1d4)	80 (S)	12	Affluent	10	500	1-shot, Hand-carried, 5 Rounds to reload

[#] Thrower's Might bonus.

While the names were different, Japanese arrows (*ya*) used types of arrowheads roughly equivalent to their Western counterparts. Use arrows from the standard Ammunition table to represent them.

## Armour

All armour is custom-made by artisans, who are traditionally discouraged from making and selling samurai-type armour to non-samurai customers. This means that you need a conflict of your Status vs the Value of the item to purchase any kind of armour above 'light' armour. This is a matter of Status and not wealth, as a master artisan's honour would suffer if he sold armour to an unworthy customer.

Element	AP/Coverage	Enc	Location(s)	Wealth	Value	Cost	Notes
<i>Yoroi Shita</i> *	2/2+	3	Torso 2/0+, Legs 2/3+, Arms 2/2+	Average	8	80	Underarmour, often made of silk. Bonus to extracting impaled arrows.
<i>Kozane Gusoku</i> *	5/2+ 6/5+	5	Torso 5/1+, 6/4+; Limbs 5/3+, 6/6+	Affluent	7	670	Old fashioned scale armour with chain parts, usually worn with a <i>kabuto</i> . Locations also have chain.
<i>Kusari Katabira</i> *	5/4+	3	Torso 5/0+; Arms 5/1+	Affluent	5	480	Chain shirt. The ninja version costs 50% more and can be worn under clothes.
<i>Kusari Gusoku</i>	5/1+	5.5	All 5/0+; Head 5/1+	Affluent	10	1000	Full chain mail. The ninja version costs 50% more and can be worn under clothes.
<i>Karuta Katabira</i> *	5/4+ 7/7+	3	Body 5/0+,7/3+; Arms 5/2+, 7/5+	Affluent	5	680	Chain shirt with plates sewn on.
<i>Karuta Gusoku</i> *	5/2+ 7/4+	5	Body 5/0+, 7/3+; Limbs 5/2+, 7/5+	Affluent	12	1200	Full chain mail with plates sewn on.
<i>Tosei Gusoku</i>	5/1+ 7/3+ 8/4+	7	Body 5/0+, 8/2+; Limbs 5/2+, 7/5+; Head 8/1+	Affluent	16	1600	Plate chest ( <i>do</i> ) and <i>kabuto</i> , completed with iron bands and mail over joints.
The following armour pieces usually complement armour suits. They protect the head on an armour coverage roll of 9+ and decrease the coverage number of an armour suit by one if it lacks protection on that location (for example, when adding a hachi a Kusari Katabira becomes 5/3+, 8/9+, while a Kusari Gusoku becomes 5/0+, 8/9+ as it already includes a lesser head protection).							
<i>Jingasa</i> (Leather)	3/9+	-	Head 3/6+	Poor	3	6	Armoured version of the Japanese conic hat, made of leather or wood, for lightly armoured <i>ashigaru</i>
<i>Jingasa</i> (Metal)	8/9+	+0,5	Head 8/6+	Average	3	30	Metal version, for <i>ashigaru</i>
<i>Hachi</i>	8/9+	+0,5	Head 8/3+	Average	14	140	Foldable, portable helmet
<i>Kabuto</i>	8/9+	+1	Head 8/1+	Affluent	17	340	Full helm with face protection

[\*] – decrease all coverage numbers by one if a helmet (*hachi* or *kabuto*) is worn.

Most warriors will also wear a hachi or kabuto together with headless suits of armour (identified by a star after the name). Add protection, encumbrance and cost to obtain the actual statistics for the armour suit.

Examples:

- Poorly armoured ashigaru with yoroi shita and leather jingasa, 2/1+, 3/9+, Encumbrance 4
- Ronin with antique kozane armour and hachi, 5/1+, 6/4+, 8/9+, Encumbrance 6
- Ninja with kusari gusoku, 5/0+, Encumbrance 6
- Ranking samurai with Tosei Gusoku, 5/1+, 7/4+, 8/7+, Encumbrance 7

### Unavailable equipment list

All high-tech equipment and shields are unavailable. Crossbows are rather common in China, but not in Japan.

## Magic

Sengoku magic is always closely related to one's religious tradition: there aren't any 'atheist' magicians in East Asia. Below is a summary of the options available and how they influence a character's ability to do magic.

- Buddhist schools provide the equivalent of Cantrips. Buddhism is the most widespread source of magic in Sengoku Japan.
- Kamis (spirits or deities of the land) can provide a limited number of Blessings to practitioners of the traditional Japanese religion (Shintō). As the syncretism of the period encourages double membership, most practitioners of Shintō also learn Buddhist spells.
- The practice of Onmyōdō provides the equivalent of Arcane Magic. This form of magic is incompatible with the other two, as it implies following very different beliefs.

## Buddhism

In Sengoku Japan, Buddhism had almost completely incorporated the traditional religion practices of Japan. Buddhism encourages its followers to abandon the quest for mundane satisfactions and become monks. Some monks live in hermitages or on the roads, others gather in schools or monasteries with a strictly hierarchical organisation which has a Status system of its own. In any case, all characters can learn some magic from friendly temples or from the Buddhist school they follow.

There are three fundamental approaches to accessing one's inner powers in Buddhism, which correspond to the three magical traditions of Zen, Mikkyō and Shugendō. While the Zen and Shugendō traditions can be considered as a single school, Mikkyō is further split into several schools. Please note that this is a simplification, there is much more in Buddhism than this short explanation.

Zen (*Chán*) is a form of Buddhism based on asceticism, popular mainly among the nobility. Sub-vocalization of a simple mantra is enough for a Zen master to activate its powers, allowing the practitioner to do magic when wielding weapons, and even when gagged or restrained. The advantage for those using powers while in combat is obvious, and it is not a coincidence that this is the favoured magic tradition for samurai.

Esoteric Buddhism (*Mikkyō*) relies more on material practices that aid the visualization of transcendent beings or concepts, often coming from Hindu or Shintō tradition. Magic is based on *Dhāranī* (scripture excerpts more complex than mantras that one must recite aloud), *Mandala* (geometrical diagrams that one must observe), and *Mudrā* (hand gestures that one must make). This means that the practitioner cannot be restrained when casting magic, and his or her hands must be free to hold a mandala and trace the appropriate mudra, preventing contemporary use of weapons. Any attempt to use *Mikkyō* magic while wielding weapons suffers one Penalty.

The reclusive and mysterious monks living on mountaintops (*yama-bushi*) followed *Shugendō*, a mixture of esoteric Buddhism and Shintō which gives them peculiar powers and is not, technically, even a Buddhist practice but rather a different religion. The term *shugenja* (practitioner of Shugendō) is often used as a synonym for sorcerer, although only *onmyōji* (see below) can be considered equivalent to Western sorcerers. A human practitioner suffers the same limitations as a *Mikkyō* user when casting magic with *Shugendō*. However, non-human practitioners of *Shugendō* are not subject to the same limitations as humans.

### Buddhist magic

Buddhist magic is equivalent to Cantrips, with a Channelling value based on the character's Concentration skill divided by ten. The limit of Might 4 for Cantrips is still valid for simple practitioners of Buddhism, but not for Buddhist monks, who can cast their spells up to a Might equal to their Channelling. However, the cost in Concentration actions, Exertion points and Channelling occupied discourages usage of very powerful magic.

All Buddhists have access to the following spells: Detect Magic, Improve [School Favoured Trait], Heal, Neutralise Magic, Protection, Second Sight. Access to other powers depends on one's temple affiliation, see Schools below.



## Buddhist schools

In the Heian and Sengoku period, Buddhist temples and schools have both temporal and spiritual authority in Japan. Player characters are advised to join a Buddhist school to benefit from cheaper character improvement and other perks. While studying at a school, you will spend one less Improvement Point if you choose to improve one of the skills taught there. The list of schools that follows is far from complete: there are many more, particularly in the Esoteric tradition.

### Hokke-shū

This school was founded by the monk Nichiren, and as such is also known as “Nichiren Buddhism”. It is based on the study of the Lotus Sutra and opposes Zen and Shingon Buddhism.

*Magical tradition:* Mikkyō

*Special spells:* Confusion, Enhance CHA, Fanaticism

*Skills taught:* Communication, Craft

*Favoured Traits:* Bargain, Persuasion

### Shingon

This esoteric Buddhist school has absorbed and integrated a great deal of Shinto practices. Its members are the most likely candidates for double worship of Kamis and Buddhas.

*Magical tradition:* Mikkyō

*Special spells:* Confusion, Skin of Life, Speedart

*Skills taught:* Concentration, Knowledge

*Favoured Traits:* Deceit, Disguise, Mechanisms, Rifle, Staff

### Shugendō

Shugendō fuses ascetic, shamanic and Shintō practice with the tenets of Buddhism into one unique religion. Its monks are seclusive hermits who live on mountaintops (*yama-bushi*), and its temples are hardly accessible to the common folks. Widespread rumours claim that not all practitioners of Shugendō are human.

*Magical tradition:* Shugendō

*Special spells:* Damage Boosting, Disruption, Forest Movement, Glue, Grant Dark Vision, Shimmer

*Skills taught:* Survival

*Favoured Traits:* Endurance, Insight, Track

### Tendai

Based on the teachings of the Lotus Sutra, Tendai Buddhism tried to reconcile the different souls of Buddhism with the traditional religion of Japan, becoming one of the most popular sects in the Sengoku era. These details make Tendai the best candidate for player characters who wish to play a Sōhei.

*Magical tradition:* Mikkyō

*Special spells:* Damage Boosting, Demoralize, Restore Flesh

*Skills taught:* Close Combat, Concentration,

*Favoured Traits:* First Aid, Literacy, Polearm

### Zen

A mix of ascetic practices and Neo-Confucianism, the Zen doctrine privileges pure meditation rather than concentration on scriptures and other tantric practices. It is much more popular among the nobility than the commoners. Zen is the recommended school for Samurai player characters.

*Magical tradition:* Chán

*Special spells:* Enhance [all Characteristics] (works only on self), Light.

*Skills taught:* Concentration, Knowledge

*Favoured Traits:* Chinese, Literacy, Oratory, Perform

## Shintō (traditional magic)

Shintō is the traditional animist worship of Japan, and by the Sengoku era it had lost its original shamanic nature. Buddhism is in any case a faster route to magical power for player characters, although the general syncretism of the period allows clerical characters to use both magic systems. This is most common for the Shingon and Shugendō schools of Buddhism, but mixed worship is not generally frowned upon.

Shintō provides no cantrips (but worshipers are free to learn them from friendly Buddhist temples), only standard Divine Blessings. They are generally reserved to shrine attendants (*miko* and *kannuchi*) and blind mediums (*itako*) whose tradition stems from the ancient native religions of Japan (mostly shamanism and *shintō*). Although some Buddhist schools revere traditional deities like Hachiman and keep a portable Shintō shrine that they use in their rituals (*mikoshi*), very few temples are devoted to great Kami like Amaterasu or Inari. Most worship is directed at local Kami of limited importance, which can grant essentially one Blessing or two. If characters wish to worship a Kami to obtain blessings, it is up to the Narrator to determine what powers the local Kami have available.

Note that, unlike Buddhism which bases Channelling on the Concentration skill, the level of power for Shintō magic is regulated by Allegiance, Holiness and cult rank. Holiness is in fact a complex affair for a Japanese, involving purification and adherence to practices that vary from Kami to Kami, but for the sake of simplicity we will assume that cult rank depends on a character's Allegiance [*shintō*], which starts at 1d6% for all characters and can be improved like all Allegiances and Motivations. A character who has an Allegiance of 11+ qualifies as an Initiate and can learn up to his or her WIL/4 in blessings, although there will be further Allegiance requirements for the most powerful ones. Most temple attendants are simple initiates in game terms. Recording Allegiance to each specific Kami is indeed possible, but only recommended if you are really into Japanese culture – and probably not terribly appropriate to the Sengoku era when Buddhism was prevalent.

## Onmyōdō

Onmyōdō is a strange mix of Daoism, nature worship, and occultism equivalent to Arcane Magic from the Revolution D100 core rules. In Sengoku Japan, *onmyōji* (the followers of Onmyōdō) can learn the following powers:

Confusion, Create Familiar (*Shikigami*) \*, Detect Magic, Detect Supernatural Creature, Diminish [Characteristic], Dominate Human, Enhance [Characteristic], Illusion, Invisibility, Project Senses, Sleep \*\*, Summon [Supernatural Creature]

\* = The *shikigami* is the invisible familiar of an *onmyōji*. Should anyone be able to see invisible creatures, the *shikigami* appears as an animal or a bird.

\*\*= Equivalent to Palsy, but just puts target to sleep (light slumber with a Quick Exit, deep sleep with a complete victory).

