

# *WAY OF THE* **SAMURAI**



Japanese Kanji Symbol "**Samurai**"  
Free Vector Art (<http://vector-clipart-eps.com/>)

*A solitaire rpg by:*  
*Adam P. Covington*

**INTRODUCTION**

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# ***Samurai: is the term for the military nobility of pre-industrial Japan.***

EDO PERIOD (year: 1623)

Three clans of Amana are at odds with each other: The Yamato Dynasty, The Tokugawa Clan, and Ouka clan. You are a ronin, a samurai without a master, you may join one of the three clans and claim victory, or try to stop the war, cause an era of peace threw out the land. The choice is yours!

In Way of the Samurai, you will make your own choices, which will effect you later. This game takes place within a center of events, depending on the time of day, what of the 6 areas your, and more will determine what events take place. But you will NOT be some over-the-top superhero, but not a regular person, depending on what you learn threw your travels will shape your samurai into something unique.



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## ***CHARACTER CREATION***

The first step in playing Way of the Samurai is to make a samurai.

NAME: the name of your samurai

Gender: male only, samurai women were wives who did house work and protected the family home, but were not real samurai, I am committed to make this a realistic experience.

Details: a summary of your character. His past, his intentions, etc.

Alignment: lawful good, chaotic good, lawful evil, chaotic evil.(determines if you can do some missions or not)

- Lawful good: +1 on assertive speech and passive, -1 on aggressive. (+1 personality, -1 strength)
- Chaotic good: +2 on aggressive, -1 passive. (-1 intelligence, +1 stamina)
- Lawful evil: +1 aggressive, +1 assertive, +1 passive (-1 dexterity)
- Chaotic evil: +3 aggressive, -1 assertive, -1 passive (+1 strength,+1 endurance, -1 personality)

STATS: (roll d6)

Strength: determines your strength modifier. (-2 roll)

Endurance: hp bonus at start (b+10), how much you can carry (b+20)

Dexterity: determines how well you hit (hit modifier) (-2 roll)

Personality: how well you interact with others(conversation modifier) (-2 roll)

Intelligence: starting skill points. (I+2)

Stamina: bonus stamina at start (b+3) (-2 roll)

SKILLS: (INTELLIGENCE +2)

Crafting: weapon making modifier (max 5)

Blocking: blocking modifier (max 3)

Agility: fleeing modifier (max: 3)

Barter: discounts at stores (1 point equal 5% off) (max: 5)

Fellowship: how many mercenaries or friends you can have with you. (1 point=+1 mercenaries or friends) (max: 5)

Repair: repair modifier (max: 5)

Long Sword proficiency: critical dmg modifier with long swords (1 point=+2 critical dmg)(max=3)

Short sword proficiency: critical dmg modifier with short swords (see above rules)(max=4)

Spear proficiency: critical dmg modifier with spears (see above x2) (max=3)

Dagger: critical dmg modifier with daggers (see above x3) (max:5)

Herbiest: knowledge of planets with healing capabilities. (1 point=+3 hp heal with herbs)(max=3)

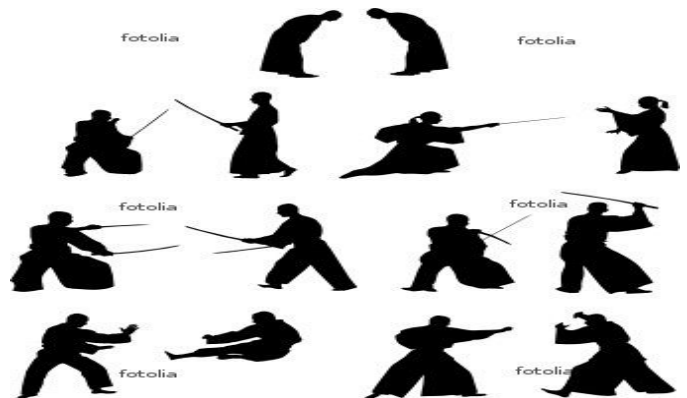
Parry training: parry counter (1 point=+1 to parry) (max=2)

Speech: aggressive:modifier with aggressive responses(max=3)

- Speech: passive: modifier with passive responses (max:3)
  - Speech: assertive: modifier with assertive responses (max:3)
  - Grave digger: modifier to find items on dead bodies (max=3)
  - Search master: modifier to find items in the field (max=3)
  - Armor breaker: modifier to break armor (1 [point=+1 dmg vs. armor) (max=5)
  - De-header: modifier with decapitations (1 point=+1 on decapitations) (max: 3)
  - Survival training: saving throw modifier (1 point= +1 to save) (max=4)
  - Stealth training: stealth modifier (1 point= +1 stealth)
  - \*Ninja training: allowed to use ninja skills (max=1)
  - \*General training: allowed to use general skills (max=1)
  - \*Rogue training: allowed to use rogue skills (max=1)
  - \*Berserker training: allowed to use berserker skills (max=1)
  - \*\*Upper stance mastery: +1 to hit with weapons with upper stance (max:1)
  - \*\*Lower stance mastery: +1 to hit with weapons with lower stance (max:1)
  - \*\*Middle stance mastery: +1 to hit with weapons with middle stance (max:1)
  - \*\*Draw stance mastery: +1 to hit with weapons with draw stance (max:1)
  - \*\*Side stance mastery: +1 to hit with weapons with side stance (max:1)
  - \*\*Spear Stance mastery: +1 to hit with weapons with spear stance (max:1)
- \*can only select one of the four.
- \*\*can only select 2 of the 6.

## **HOW TO PLAY**

Way of the Samurai is played with one person, count em'1 person, that is YOU. That what make WotS unique, being deep, while being able to be played by one person, isn't it amazing?



Gameplay in WotS is varied, from deep melee combat, to mini-games like "samurai sudoku" to conversations with NPCs to dice games like craps. The fun never ends also because of how the events take place, for example you might not be in at the abandoned castle at the same time you did when you last played the game and something entirely different will happen!

### **COMBAT:**

Combat might seem simple, but is also very deep, it might take a while to get used to the rules but they'll grow on you.

#### **BASIC COMBAT:**

Initiative: roll d12 for all combatants when a combat encounter begins, add stamina to it, highest goes first, lowest goes last.

Hit: first you must try to hit an enemy, to do that you must roll a d12, you add your dexterity and you must hit above 8 to hit the enemy, this might be more or less depending on the enemy.

Damage: depending on your weapon and strength, is how much dmg you do when you hit something, if armor is in the way, your attacks dmg it first, and you cannot start to subtract hp from a target with armor that is not broken.

Saving Throws: whenever the need arises for one, you will attempt a saving throw for you, or one of the enemies. Every round, if needed, roll 1d12, if you roll a 10, you are successful, if not, the effect keeps going.

Blocking: to block your defense must be higher then the attacker's dmg and hit roll. This cuts ½ of the regular dmg. But to block you must declare to ready a block on your turn which takes 2 stamina.

Durability: depending on your weapon, you have different durability, every time you hit subtract 1 durability and +1 to that for every consecutive hit so if you hit 3 times in a row you would have -3 durability, and if the enemy

blocks or parries you have -1 durability, and if you block or parry you have -1 durability. You recharge 3 durability a round. When your weapon breaks you do ½ dmg.

Armor: as explained above, armor prevents dmg from affecting your hp, and can save your life, but can weight you down by putting space into your inventory and limiting your stamina, and armor may have other effects, be them good or bad.

Critical hit: if you roll a 12 your weapon does +3 dmg.

Stealth: if you are attacking group you can attempt stealth, to do stealth you must roll a d12, if it is above there intelligence and Dexterity scores you instantly kill that enemy, if it is a boss +4 dmg.

Decapitation: this can be used to instantly kill a enemy (-2 chance on bosses) But it uses 5 stamina, but you must roll d12 if it hit's the enemy, he is dead.

Parrying: to parry, you must roll a d12 and your roll must be higher then the enemy's hit roll. Parrying prevents all dmg. costs 1 stamina.

Fleeing: to attempt to flee, roll d12 if you roll a 10 or above you can flee, but you cant flee all situations.

Items: you can used items during or outside of combat, in combat, when you use an item, that turn is used.

Hand-to-Hand combat: to use hand to hand combat you must have no weapon equipped and is not advised while in combat with a enemy with a weapon.

- To do dmg, you must attack the enemy until they have 0 stamina, (attacking takes 1 stamina, then you start doing dmg(2 dmg)

STANCES

Stance Name	Counter
Upper stance	Middle stance
Lower Stance	Upper stance
Middle stance	Lower stance
Draw stance	Spear stance
Side stance	Draw stance
Spear stance	Side stance

Stances each have a counter stance, against that stance, they have +1 to hit, +2 dmg, and +1 to parry.

Weapon Types:

- Long-Sword: +2 to parry (upper stance, side stance, middle stance)
- Short-Sword: +1 stamina (lower stance, draw stance, middle stance)
- Dagger: +2 critical dmg (lower stance, draw stance)
- Spear: +2 dmg vs. armor (spear stance)

Ninja skills:

- Stealth mastery: +1 stealth modifier, +7 dmg on bosses instead of 4 (max:1)
- Dagger mastery +: +1 dmg with daggers (max: 3)
- Rapid Fire: attempt to do 3 attacks with one stamina, -2 to hit with each attack(max:1)
- Blow dart: can only use 2 times per encounter, does poison (-2 hp per turn, armor doesn't count. -2 to hit, 3 turns)(max:1)
- Ninja star: only 2 times per encounter, dmg: 4, enemy cannot parry. (max:1)

General skills:

- Armor+: +2 armor for armor (max: 3)
- Full defense: all allies lose -1 hp when attacked (max: 3)
- CHARGE! All allies have +1 stamina for 3 turns (max:2)
- Ration supplies: herbs and other items with healing properties give ½ of there hp values to the entire group. (max:1)

Rogue skills:

- Thief: if a NPC is around you can attempt to steal a random amount of yen (1d12x2), roll 1d12, if 8 you steal some yen, if below 9 your likeness that NPC is -2.(max1)
- Thief training: +1 to steal (must have the thief skill)(max: 3)
- Trickster-Dirty move: you throw sand in your enemy's face (can only use once per encounter) (enemy cannot attack for 2 turns) (max:1)
- Trickster-bribe: you can give enemies 20 yen to leave you alone (per enemy, does not work on bosses) (max:1)

Berserker skills:

- Hp up: +2 hp (max: 4)
- Power attack: +4 dmg, -2 to hit can only be use 5 times per encounter (max 1)

Strength up: +1 strength (max: 3)

Berserk: can only be used once per encounter, +3 dmg, attacks against you do -2 dmg. (max 1)

### INTERACTING WITH NPCs

Interacting with NPCs is one of the main parts of WotS, you can buy things from them, accept quests from them, converse with them, and even play some games with them.

Conversing with NPCs: there are 3 ways of conversing with NPCs

Aggressive: being all about you, telling the truth or accusing that person in a aggressive way.

Passive: agreeing with the person, not standing up for yourself, and wanting what that person wants.

Assertive: Expressing your feeling but listing to what the other person is saying, like a nice aggressive, but less effective at really getting your feelings out there.

Conversation rules:

- When the situation arises to converse with NPCs you start a conversation. This could be a sudden event, or quest you are doing.
- Make your conversation decision, and add personality and any other modifiers.
- Roll on the reaction table for that NPCs
- Giving characters yen (if you can), or completing quests for them, or having successful passive or assertive skill challenges makes the person like you more.
- Completed quests (+2), Yen bribe (20 yen) (+1), yen bribe (40 yen) (+2), attack them (-2), failed challenge (-1), steal from them (-1), killing a friend, family member (-3)
- If you have a successful conversation (A.P.A.) its time to start the 2<sup>nd</sup> part, roll 1d12 +the NPC's intelligence and personality, you roll 1d12 and add all relevant modifiers including how much the charter likes you, and personality.

#	Aggressive	Passive	Assertive
1	Roll again`	Roll again	Roll again
2	SCARD(challenge over success	Pity (challenge again)	Unheard answer (challenge again)
3	Challenged (challenge again)	Proud (challenge success)	Unimpressed (failed)
4	Treated (unsuccessful)	Pity	Agreed (success)
5	SCARD	Proud	Unheard answer (challenge again)
6	Challenged	Pathetic (failed)	Agreed

### MAKING WEAPONS

**A sword is the samurai's heart and soul, and his weapon.**

Making weapons is also a Gameplay element unique to WotS, although there is only 30 pre-made weapons in the game, the weapon making system has made the weapon possibilities virtually endless! Some weapons require some different parts like spears, they require a completely different set of weapon materials to make, but short swords and long swords only need differences in blade length and what stances are available for that weapon, but every weapon piece is different, adding durability,



Also there is misc. attachments to add different effects like poison, knock back, piercing, armor breaking, and other effects. Weapons can only hold 2 misc. when crafting them, but costs more yen. The following table is the weapon parts needed to make a type of weapon.

<b>Weapon Type</b>	<b>Needed parts</b>
<b>Long-sword</b>	<b>Long blades, pummel, guard, grip(long)</b>
<b>Short sword</b>	<b>Short blades, pummel, guard, grip (short)</b>
<b>Spear</b>	<b>Spear blade, staff, guard</b>
<b>Dagger</b>	<b>Short blade, pummel, grip(short)</b>

The process of making a weapon is as follows:

- First you must check that you have all the wanted items before attempting to make a weapon
- Seconded you must go to a black-smith, they can be found in all the 3 towns
- Third you must confirm that you want to make the weapon, adding what parts you want on the weapon, remember you must have ALL the required part types. And also chose a stance for that weapon.
- Fourth the weapon making begins, roll 1d12, adding all modifiers. If above a 8, the weapon is successfully made, if not choice one of the parts and destroy it, and you lose all the yen you paid for the attempt at making the weapon. If the person likes you, you get a 10% discount on your next purchase, AT THAT SHOP.

Modifying a weapon: you can modify your current weapons with different items that increase durability, attack strength, defense strength, and other stats. But cost 100 yen for every time you modify one stat, each stat can only be modified 3 times.

### ***TIME ZONES:***



There are

- Dawn
- Mourning
- Midday
- Afternoon
- Midnight

Time zones occur every time you go from one area to the next, or do 2 encounter in one area. Time zones are important because some events and shops are open at certain time zones. Shops are open from dawn-to-afternoon. Some illegal shops are open at midnight.

### ***MJNJ-GAMES***



#### ***Craps***

Craps may have originated in Europe, but was introduced to Japan, the first time Japan opened itself up to other countries in the Sengoku period. The rules are simple and can be played at Sherrie's Tea-House. This is a simplified version of Craps.

RULES of PLAY:

- First you must make a bet, and the other player makes a bet (the amount you bet). You must roll 2 six sided dice, if it is in the range you bet, you take the pot, if not the other player takes the pot.
- Your betting ranges can only be 3 numbers deep, for example, 1-3, 4-7, 8-11, 9-12, or any others, you think of.

#### ***Dragon***

Dragon is a Japanese version of an American game called PIG, but has a longer estimated play time.

RULES OF PLAY:

- Roll one d6, that will be the target number.
- Both players then roll 1d6, the player who is closer doesn't lose one of the letters.
- Who ever has no letters, must give there bet to the other player.

#### ***Rogue***

Rogue is a dice game from Japan usually played by high ranking officials, in there spear time.

RULES OF PLAY:

- To start you must place a bet (the AI's bet is the same as yours)

- Then you roll 5 d6's, and add the numbers up, that is your score. Then the other player rolls 5 d6's. you repeat the rounds 5 times, most points at the end wins the pot.
- Roll the dice one at a time, if at the first 3 dice or, 3 in a row, are lower to higher, you get rogue, in which you instantly win the game.

## Samurai Sudoku

Samurai Sudoku is a more advance version of Sudoku, it is played like regular sudoku but on 5 boards! Here some sample puzzles each with a yen reward. (1000 yen for each completion)

The image displays 15 individual Samurai Sudoku puzzles. Each puzzle is a 9x9 grid. Some cells are pre-filled with numbers, while others are empty. The puzzles are arranged in a grid-like pattern, with some overlapping. The numbers in the pre-filled cells vary across the different puzzles, providing a variety of starting points for the solver.

					7				
			9	6	5				
2				4					
	6					9			
1									
		2	3			8			
		5	6				6	1	
							5		9
							9	1	3
4					8		6	5	

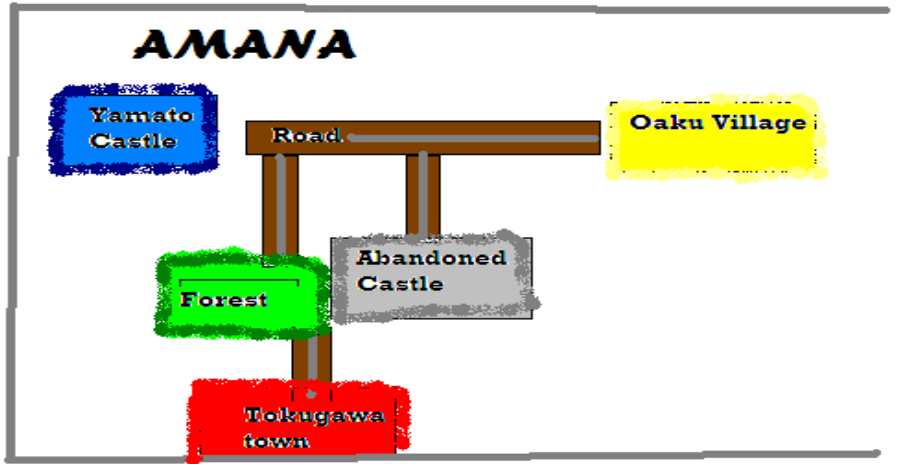
	7		8	3				2	
					5		6	3	
		8				6		9	
2	5		1						
							9	6	4

		8	6	3					
		1	3		2				
			9						
9				4	1				
6	3			8	5				
5	8				2				

7						4	5	9	
		1				8	7		
9	3						2	8	
						8	2		
		9				7		4	
						6	4		

	2			6				7											1
8			5	2		9		3				1							
9	4			6							1								6
5	9											7							
2												6							
		3				9													
4			1																9
1			2	9															7
	8																		5



- Amana consists of 6 areas which are as follows:
- Yamato Castle: home of the Yamato dynasty, this area is an urban, civilized place, on which the "true" ruler of Amana lives. A road stretches from the castle gates to the forest
  - Ouka village: a small village near a Abandoned castle and a vast road, the Ouka clan call this place home, with the houses just being small huts, and the village making money mostly off rice and herbs, this is not a exciting place to live.
  - Tokugawa town: a fairly large town near a forest which leads to a road. This town has almost anything you can want, women, food and drink, and some of the best music ever.
  - Road: a long wilderness highway of sorts, this road leads to a forest and Yamato Castle, and a Abandoned Castle, highway men and brigands patrol this place.
  - Forest: a forest filled with beautiful plants and the sounds of nature, but is littered with thieves and other vermin trying to make a living.
  - Abandoned Castle: a strange castle near Ouka village, and the road leads to here. People have said that they have heard strange noises coming from a once great castle.

- YAMATO CASTLE:**  
Areas:
- Guard Gate
  - The Keep
  - Sherrie's Tea-house
  - Army Blacksmith
  - Court-yard

Guard Gate: The first place you go when you enter Yamato Castle.  
 NPCs: Guard #1, Guard #2, Guard Captain(dawn, and night), rogue salesman(midnight), lonesome child(afternoon, mid-day)  
 The Keep: the heart the Yamato Dynasty, the place where all the magic happens.  
 NPC: Geisha #1, Geisha #2, Lord Yamato, Hideki, Itsuki, Kenshin



Sherrrie's Tea-house: Sherrrie's tea-house, kinda like a bar, but serves tea, and has a lot of stories to tell.

NPCs: Sherrrie the proprietor, Geisha #3, Unknown Samurai, Mayu, Yoshi the craps player, Yoko "dragon" Misho  
Army Blacksmith: the home and store of Natsuko the blacksmith.

NPCs: Natsuko the Blacksmith

Courtyard: a place where villagers sell goods, and others converse

NPCS: Michi the market overseer, Nobu the general stores men, Li-bu the dresser.

Ouka Village:

Areas:

- Peddler's riverbank
- Huts & Hotels
- Rice Fields
- Ouka Shop stands
- Ouka clan house

Peddler's Riverbank: a beach by a small river going south.

NPCs: The Peddler.

Huts & Hotel: A row of huts and a hotel.

NPCs: Peasant #1, Peasant #2, Peasant #3, Noburo the hotel manager, Missionary #1.

Rice Farm: The head farmer, farmer #1, farmer #2

Ouka Shop stands: Ouka dresser,

Tokugawa town:

Areas:

- Market
- Sunshu's brothel
- Tokugawa clan house
- Poor residential area
- Rich Residential area

Road:

- Main road
- Sub road 1
- Sub road 2

Forest:

- Dense Forest area
- Light forest area
- Forest Lake
- Secret road

Abandoned Castle

- Castle outskirts
- Inside the Castle 1
- Inside the Castle 2
- Inside the castle 3

### ***WEAPONS (pre-existing)***

Weapon Types:

Long-Sword: +2 to parry (upper stance, side stance, middle stance)

Short-Sword: +1 stamina (lower stance, draw stance, middle stance)

Dagger: +2 critical dmg (lower stance, draw stance)

Spear: +2 dmg vs. armor (spear stance)

Katana: the basic samurai weapon, every samurai starts with. (long-sword/ high-stance)

<b>Attack:</b>	<b>Defense:</b>	<b>Durability:</b>	<b>Weight:</b>	<b>Special #1</b>	<b>Special #2</b>
6	14	5	3	None	none

Staff: just a plain long stick, used by some in combat. (spear/spear stance)

<b>Attack:</b>	<b>Defense:</b>	<b>Durability:</b>	<b>Weight:</b>	<b>Special#1</b>	<b>Special #2</b>
3	14	2	4	Stun (1)	None

Stun(1): enemy cannot attack for one round.

Yugagusa: the basic short sword, commonly used by ninjas (draw stance/short sword)

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2
4	10	4	2	None	None

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Kitchen Knife: a common knife used by chef to cut up food, to be servable. (dagger/lower stance)

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2
3	10	3	1	Bleed (1)	none

Bleed(1): -1 hp per turn. (3 turns/save ends)

-----  
Hoe: a tool for working in the field, doubles as a last resort weapon. (long-sword/middle stance)

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2
3	10	3	3	Tool(farming)	None

Tool(farming): used to dig up plants (search in plant fields)  
Michi: commonly known as the traveler's weapon, light and reliable. (spear/spear stance)

Attack:	Defense:	Durability	Weight:	Special #1	Special #2
4	10	6	3	None	None

-----  
Akane: a sharp red sword commonly used by a far away clan of demon worshipers. (shorts sword/low stance:

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2
7	10	3	2	Bleed (2)	Hate(1)

Bleed(2): -2 hp for 4 turns (save ends)/Hate(1) if you have this sword: -1 personality.

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Akio: this sword is the pure symbol of a man. (long sword/middle stance)

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2
8	11	5	5	Strength(1)	None

Strength(1): +1 strength while you have this equipped.

-----  
Aya: a beautiful spear of bright colors and beautiful designs. (spear/spear stance)

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2
6	15	6	6	Personality (1)	

Personality(1): +1 personality if you have this weapon equipped.

-----  
Cho: a small dagger, with a sun emblum on the hilt> (dagger/dagger-stance)

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2
4	9	6	2	Daze(2)	none

Daze (2): when you parry an enemy's attack they have -2 to hit the next time they attempt to hit you.

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Matchlock rifle: a strange weapon from a faraway land, that cannot be parried or blocked (special)

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2
15	0	3	5	Cannot be b/p	Piercing 2

Cannot be blocked or parried/ piercing (2): +4 dmg vs. armor

-----  
Christian spear: a spear from the land of Christians, can be found on Christian samurai (spear/stance)

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2
5	12	5	3	Hate: (1)	none

Hate(1): if you have this equipped, people like you -2.

Goro: a long blade with serrated edge, it cuts skin like a knife threw warm butter. (long sword/high stance)

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2
9	11	4	4	Bleed (2)	none

Bleed (2): -2 hp for 4 turns (save ends)

Hana: a beautiful knife with an elegant design (dagger/low stance)

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2
5	10	4	3	Personality(1)	none

Personality(1): when you have this weapon equipped, you have +1 personality.

Nori: a ceremonial dagger used for various rituals (dagger/draw stance)

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2
7	10	3	2	Bleed(1)	none

Bleed(1): -1hp for 3 turns.

Rikuto: a powerful staff cable of crushing bone. (spear/ spear stance)

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2
12	11	4	8	None	none

Goruo: a long sword with 5 marks down the center of the blade (long sword/ upper stance)

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2
8	12	5	6	Armor breaker (1)	none

Armor breaker (1): +2 dmg vs. armor.

Hackiro: the short sword of a shogun's son, said to give the owner a sense of nobility(short sword/middle stance)

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2
6	14	5	4	Personality (2)	none

Personality(2): +2 personality when you have this equipped.

Hayato: A long sword with an eagle on the pommel. (long stance/side stance)

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2
7	14	6	6	None	None

Takara: a spear with a golden blade. (spear/spear stance)

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2
13	10	4	7	Daze(1)	none

Daze(1): when you parry with this weapon, enemies have -2 to hit you, for 2 rounds.

Takehiko: a sword with a dragon carved into the blade. (short sword)

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2

Takeshi:

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2

Ume:

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2

Aoi:

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2

Aya:

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2

Mei:

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2

Kouta:

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2

Kenta:

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2

Izumi:

Attack:	Defense:	Durability:	Weight:	Special #1	Special #2

### *List of Usable items*

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***Items use 1 inventory space each.***

- Rice ball: +3 hp/ +1 stamina. (20 yen)
- Sake': +3 stamina (30 yen)
- Dried Tuna: +5 hp/ +1 stamina. (30 yen)
- Bandages: stops bleeding (5 yen)
- Shaded Glasses: (keeps daze from effecting you) (100 yen)
- Green Herbs: +3 hp (15 yen)
- Blue Herbs: +6 hp (22 yen)
- Red Herbs: +10 hp (30 yen)
- Blade powder: +1 attack/ +1 durability (75 yen)
- Grindstone: +1 attack/ +1 defense (75 yen)

Sword oil: +1 defense/ +1 durability (75 yen)  
 Scroll of Control: allows to control a regular enemy for 5 rounds. (50 yen)  
 Scroll of Daze: keeps daze from effects you for one encounter (45 yen)  
 Scroll of Personality: +2 personality for 1 day. (50 yen)  
 Scroll of Turn Evil: makes all unnatural evil beings not attack you for 1 encounter. (50 yen)  
 Scroll of Summon Demon: summons a minor demon for 1 encounter. (75 yen)  
 Scroll of the Cage: traps one enemy for 5 rounds (enemy cannot do ANYTHING) (45 yen)  
 Scroll of the Demon: +2 dmg, for 5 rounds. (35 yen)  
 Scroll of stone-skin: 10 armor for one encounter (40 yen)  
 Scroll of Shadows: +2 on stealth rolls for 1 day. (40 yen)  
 Scroll of Iron-skin: 20 armor for one encounter (50 yen)  
 Scroll of Aim: +2 to hit for one encounter. (40 yen)  
 Scroll of Luck: +15 yen for every time you find or get yen for one day. (40 yen)  
 Scroll of Stamina: +4 max stamina for one day. (50 yen)  
 Scroll of Strength: +10 carried items for 3 days. (75 yens)  
 Orb of Strength: +1 strength (120 yen) can only be used 3 times  
 Orb of Endurance: +1 endurance. (120 yen) can only be used 6 times  
 Orb of Dexterity: +1 dexterity. (120 yen) can only used once.  
 Orb of Intelligence: +1 intelligence. (120 yen) can only be used 4 times  
 Orb of Personality: +1 personality. (150 yen.) can only be used 3 times.  
 Orb of Stamina: +1 stamina (130 yen) can only be used 4 times.  
 Bucket: used to carry water (being attacked 5 times caused water to spill) (10 yen)  
 Sun hat: a hat used by villagers to block the sun (10 yen)  
 Demon Mask: a paper mache mask that resembles the face of a demon. (20 yen)  
 Baby mask: a paper mache mask that resembles the face of a infant. (15 yen)  
 Fox mask: a paper mache mask that resembles the face of a fox. (20 yen)  
 Demon horns: the pointy red horns of a demon. (10 yen)  
 Demon tail: the red demonic tail of demon. (15 yen)  
 Glasses: an item that improves your vision and makes you look smarter. (20 yen)  
 Eye Patch: a small piece of leather that covers your eye. (15 yen)  
 Head band(armored): +2 armor, a head band with a iron plate on the front. (20 yen)  
 Head band: a piece of cloth tied around your head. (5 yen)  
 Samurai helm: +5 armor, the common helmet whorn by samurai. (30 yen)  
 Helm ornament(moon): a decoration to be put on a samurai helm. (10 yen)  
 Helm ornament(sun): a decoration to be put on a samurai helm. (10 yen)  
 Helm ornament(love): a decoration to be put on a samurai helm. (10 yen)  
 Pipe: a wood crafted for spoking tobacco. (10 yen)  
 Ninja scrool: a purple scroll that makes you feel more light. (+1 on stealth rolls) (30 yen)  
 Ninja Star: a big suriken used by ninja. (20 yen)  
 Sake' bottle: a bottle used to carry the popular drink "sake'" (10 yen)  
 Gauntlent: a metal armband. (10 yen)  
 Shoulder guard: a metal guard to place on your shoulders. (10 yen)  
 Bead necklace: a necklace full of oversized white beads. (15 yen)  
 Red sash: a red piece of cloth wrapped around your waste. (10 yen)  
 Dice: used to play the various dice games. (20 yen)

## ***List of Weapon Pieces***

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## ***List of Armor***

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Cloth padding: bits of thick cloth tied around important places. (7 armor) (1 weight) (10 yen)  
 Leather Padding: thick leather strapped on various limbs. (10 armor) (1 weight) (15 yen)  
 Leather armor: armor made out of thick leather. (14 armor) (2 weight) (20 yen)  
 Copper padding: plates of copper strapped on various limbs. (13 armor) (17 yen) (2 weight)  
 Copper Armor: armor made out of copper ore. (18 armor) (3 weigh) (29 yen)  
 Light Samurai armor: light armor made for samurai who like to move around. (18 armor) (2 weight) (35 yen)  
 Shin-obi armor: very light armor made by ninja for ninja. (15 armor) (1 weight) (35 yen) (+1 stealth)  
 Iron plating: plates of hard iron positioned on various limbs. (20 armor)(3 WIEGHT) (35 yen)  
 Iron Armor: armor made of hard iron, guaranteed to protect you from ANYTHING!(25 armor) (4 weight) (40 yen)  
 Heavy Samurai armor: armor made for samurai who like to stand and fight. (25 armor)(3 weight)(45 yen)  
 Silver Armor: armor made of silver, said to keep away demons. (18 armor) (2 weight) (45 yen) (demons have dmg)  
 Spiked armor: leather armor with spikes that are extremely sharp. (14 armor) (3 weight) (45 yen) (2 dmg to any enemy who hits you successfully.  
 Yen armor: armor made out of melted yen coins. (10 armor) (1 weight) (45 yen) (+5 yen whenever you find it)  
 Barrel: a big wooden barrel to cover your naked self. (4 armor) (weight: 2) (2 yen)  
 Robe: a traditional robe worn by samurai when not at war. (starting armor, you have this already.) (1 weight) (4 yen)  
 Silk robe: a robe made out of the finest silk. (0 armor) (1 weight) (10 yen)  
 Dragon Robe: a robe that looks like it has red dragon scales on it. (0 armor) (1 weight) (15 yen)  
 Ouka clan garb: a tan vest, and red under wear. (0 armor) (0 weight) (7 yen)  
 Sneak suit: a jumpsuit used by ninjas when being stealthy. (0 armor) (1 weight) (20 yen) (+2 stealth rolls)  
 Happi(moon): a robe with layers and a vest with the moon emblem on the back. (0/1/25)  
 Happi(sun): a robe with layers and a vest with the sun emblem on the back. (0/1/25)

**List of Enemy Types:**



Enemies can be spilt up into 4 categories: foot solders, samurai, oni, and ninja. Foot-solders are the most common enemy, they have no special abilities, no overpowering moves, but usually have numbers on there side. Samurai are kinda upgraded foot solders, they have better armor, better weapons, powerful moves, but usually don't come in big groups. Oni are the super natural beings of Amana, they usually only appear at the abounded castle at night, they are powerful, and 99.9% of the time, you can negotiate with them. Ninja are stealthy, fast, and deadly foes, they are hard to hit, but hit hard, be careful when confronting ninjas.

**NPCs**



**Events**



**Quests:**















## Character sheet

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NAME: \_\_\_\_\_

Alignment: \_\_\_\_\_

Yen: \_\_\_\_\_

Stats:

Strength: \_\_\_\_\_

Endurance: \_\_\_\_\_

Dexterity: \_\_\_\_\_

Stamina: \_\_\_\_\_

Intelligence: \_\_\_\_\_

Personality: \_\_\_\_\_

HP: \_\_\_\_\_/\_\_\_\_\_

Stamina: \_\_\_\_\_/\_\_\_\_\_

Armor: \_\_\_\_\_/\_\_\_\_\_

SKILLS: (max: 8)	DESCRIPTION:	RANK:


Equipment:  
Weapon:

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Attack:	Defense:	Durability:	Weight:	Special #1	Special #2

Armor:

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Armor:	Weight:	Special #1	Special #2

INVENTORY:

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Name of Item: | Description | How many| Yen worth| Weight |

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

- 11.
- 12.
- 13.
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- 15.
- 16.
- 17.
- 18.
- 19.
- 20.
- 21.
- 22.
- 23.
- 24.
- 25.









































