

AKIYAMA CHIHIRO

Daughter of Green Mountain Clan Nispa



TRAITS

COMPASSION	HONESTY	LOYALTY	RESPECT	WISDOM
2	3	3	3	2

SKILLS

AIM	3	NOTICE	2
ATHLETICS	2	PERFORM	1
HIDE	2	SCHOLARSHIP	2
INTIMIDATE	2	WARFARE	2
MYSTICISM	3	WEAPONRY	1

About Akiyama Chihiro

Bold, headstrong and self-assured, she wields her familial authority like a hatchet. While she is intelligent and noble, she can also be stubborn and slow to change or adapt to new ideas. She does not like when her preconceived notions are challenged, in particular her authority. The only thing to truly give her pause in such matters is her spirituality and connection to magic: more often than not she heeds the wisdom of the spirits, even when she disagrees with it.

Play her if you want to:

- solve your problems with **immediate, bold action or calm spirituality**; nothing in-between.
- be **the rightful heir of a powerful clan**, and fight for your birthright.
- play a character who **hangs out with a super-cool bear** that would do anything to protect you.

Advantages

Kannushi: See *Mysticism in Fuso*, page 13.

Trusted Companion (Koinu, a terrifyingly large bear): If your ally directly aids you in a Risk, you gain a Bonus Die if you describe specifically how she aids you. If you send her out to accomplish something else and she needs to make a Risk (GM discretion), she rolls five dice. Your Trusted Companion can take 5 Wounds before she becomes Helpless, and will more than likely require you to rescue her.

Deadeye: You gain 1 Bonus Die when you make an Aim Risk using a pistol, blunderbuss or thrown weapon such as a knife or axe.

Fish in a Barrel: Your Hero must have the Deadeye Advantage in order to purchase this Advantage. When you make an Aim Risk using a pistol, blunderbuss or thrown weapon such as a knife or axe, spend a Raise to reduce the Strength of a Brute Squad by your Ranks in the Trait you used for your Approach.

Imperious Glare: Spend a Hero Point to use your authority (real or perceived) to cause another character to leave you alone, get out of your way or dismiss your actions as nothing more than a tantrum thrown by a haughty noble.

Small: You are smaller than average. Much smaller. If your small size makes a Risk easier—using Hide to squeeze into a tiny space and escape a guard patrol or using Athletics to slip between the bars of a jail cell—gain 1 Bonus Die.

Virtue

Willful. Activate your Virtue and target a Villain. Until the end of this Scene, you cannot spend Hero Points and the Villain cannot spend Danger Points.

Hubris

Stubborn. You receive a Hero Point when your Hero is stubborn and refuses to change her mind in the face of evidence.

Quirks

Earn a Hero Point when you prove there is more to nobility than expensive clothes and attending court.

Earn a Hero Point when you put yourself in danger to protect the honor of your Clan.

ISHIKAWA KATSUO

Wise Old Samurai
and Advisor



TRAITS

HONESTY	LOYALTY	PEACE	RESPECT	WISDOM
3	2	3	2	3

SKILLS

AIM	3	RIDE	3
ATHLETICS	2	SCHOLARSHIP	3
BRAWL	2	WARFARE	2
EMPATHY	2	WEAPONRY	3

About Ishikawa Katsuo

You've seen war and pain and suffering. You've inflicted your fair share of all of the above, and your greatest aspiration is to put an end to all of it. You still wear your sword, but you now know that it is a burden, not the blessing you thought in your youth. Patience, wisdom and mercy are your weapons of choice as you advise not only your daimyo, but the daimyo's young and headstrong daughter. If called upon, however, you *do* still have your katana, and you still remember how to wield it.

Play him if you want to:

- solve your problems with **patience, wisdom and peace**. Or **the edge of your katana**, if there is no other way.
- be deliberate and **strive for peace**.
- play **someone so badass** that you don't even have to draw your sword to end a fight.

Advantages

Duelist School: You can perform Duelist Maneuvers and have a special Maneuver called *Iaijutsu Focus* which increases the immediate numerical effects of the next Maneuver you perform by one. If you perform Iaijutsu Focus and next Round perform Slash, your Slash deals an additional Wound. If you perform Counter, it deals and prevents an additional Wound. You can perform Iaijutsu Focus once per Round, but you may extend the duration of the Focus an additional Round by spending a Raise on your Action, also increasing the bonus granted.

The Old Traditions: You know the old rites of hospitality and can request them from another when you need food, water, shelter, medical aid or something similar. The other character offers you this aid so long as she does not believe it places her in danger, and so long as you make assurances to do the same for others.

This Advantage has no effect against a Villain or his direct underlings or characters who have some reason to already dislike or distrust you.

Specialist (Weaponry): When you make a Risk using any other Skill during an Action or Dramatic Sequence, you do not have to pay additional Raises to Improvise with your Specialist Skill.

Indomitable Will: After another character attempts to intimidate, seduce or otherwise goad you, spend a Hero Point to automatically resist.

Beyond Sight: Spend a Hero Point. Until the end of the scene, you ignore any impediment to your vision. For example, if you are blindfolded or plunged into complete darkness, you are treated as if you can see normally. Heroes with this Advantage have the ability to focus their other senses in order to compensate for the loss of sight.

Time Sense: You always know what time it is. You know how long until the next sunrise or sunset, with less than a one minute margin of error.

Virtue

Exemplary. Activate your Virtue and choose another Hero in the same Scene to pool your Raises for the round, spending Raises to take Actions from your shared pool.

Hubris

Proud. You receive a Hero Point when your Hero refuses an offer of aid—for example, if a Hero tries to spend a Hero Point to give you Bonus Dice and you turn them down.

Quirks

Earn a Hero Point when you resort to the edge of your blade to defend a noble ideal.

Earn a Hero Point when you go out of your way to avoid the death of an adversary or outright refuse a course of action because it could result in another person's death.

NAOKO

Twice-Orphaned
Warrior Monk



TRAITS

COMPASSION	JOY	PEACE	RESPECT	WISDOM
3	3	2	3	2

SKILLS

ATHLETICS	3	MYSTICISM	2
BRAWL	3	NOTICE	3
CONVINCE	2	SCHOLARSHIP	2
EMPATHY	2	THEFT	1
HIDE	2		

About Naoko

Your home was destroyed by bandits, and you were the only survivor. You were taken in by monks who raised you, educated you, and taught you how to defend yourself and others. They tried to teach you mercy and forgiveness, but those lessons didn't stick as well as some others. Now that violence has taken your adopted family from you as well, you've decided that the only thing the violent respect is pain, and you'll bring them the justice they deserve.

Play him if you want to:

- solve your problems with **rash action**, and be ruled by emotion and tragedy.
- be on a **personal crusade for justice** against anyone who would hurt others.
- play a young person who has **suffered the loss of two families**, and come Hell or high water, you won't let anyone go through that same pain.

Advantages

Student of Combat: You can perform the Slash, Parry and Counter Maneuvers as if you were a Duelist. You use Brawl to determine the effects of your Maneuvers, instead of Weaponry.

Boxer: You gain 1 Bonus Die when you make a Brawling Risk to punch, kick, headbutt or otherwise injure another character using nothing but your own body.

Haymaker: When you make a Brawl Risk to punch, kick, head-butt or otherwise injure another character using nothing but your own body, you can choose to spend all of your Raises on your first Action. You inflict a number of Wounds equal to the Raises you spend. The character you hit loses half of his current Raises, rounding down.

Valiant Spirit: You begin each game with 2 Hero Points instead of 1.

Perfect Balance: Spend a Hero Point to move across a thin beam, jump from one place to another or otherwise perform a feat of perfect agility and balance.

Legendary Trait (Compassion): Whenever you roll a Risk using Compassion, you remove one die from your pool before you roll. That die is always considered to roll a 10. If your 10s explode, your free Legendary Trait 10 explodes as well.

Virtue

Insightful. Activate your Virtue to discover a Brute Squad's type or to know a Villain's Rank and Advantages.

Hubris

Hot-Headed. You receive a Hero Point when your Hero flies off the handle and loses his temper, causing trouble.

Quirks

Earn a Hero Point when you put yourself in harm's way in pursuit of knowledge.

Earn a Hero Point when you set aside the rhetoric and take action to practice the virtues you preach.

DAEJUNG

Hero from Han



TRAITS

HONESTY	JOY	LOYALTY	PEACE	RESPECT
2	3	3	2	3

SKILLS

CONVINCE	3	PERFORM	2
EMPATHY	3	RIDE	1
INTIMIDATE	2	SCHOLARSHIP	2
MYSTICISM	1	TEMPT	2
NOTICE	2	WEAPONRY	2

About Daejung

You are not native to Fusō originally hailing from the Kingdom of Han. There, you served as a courtier under the King—a man who is completely mad and obsessed with the past. You heard the Call to Adventure and it brought you to the friends you travel with now. You are a master of "the delicate skills," specializing in manners, etiquette and protocol. Some call you "foppish," but you always know the right thing to say at the right time and sometimes even know the wrong thing to say at the right time.

Play him if you want to:

- solve your problems with **diplomacy and a keen intuition** of others' desires.
- play the **"outsider" in a foreign land**.
- play the **heroic comedic relief** who is still as capable as his friends.

Advantages

Fascinate: Spend a Hero Point to capture the attention of another character. That character pays attention only to you until the end of the Scene or until you cease speaking/paying attention, whichever comes first.

Friend At Court: When you are at a ball, feast or similar high society function, spend a Hero Point to reveal you have a close friend also in attendance.

Reckless Takedown: Spend a Hero Point to immediately defeat a single Brute Squad, regardless of its Strength. You immediately take 1 Dramatic Wound.

Camaraderie: Whenever you spend a Hero Point to aid an ally, they gain four dice instead of three.

Able Drinker: Alcohol never adversely affects you, no matter how much you drink.

Scathing Indictment: Spend a Hero Point when you make an Intimidate or Convince Risk to reduce the Strength of any one Brute Squad in the Scene by half, rounding down.

The High Sign: You can convey a single-word message (such as *danger*, *help*, *go* or *flee*) to any allies who can hear or see you through an innocuous sound or motion that others won't understand and often even seem perfectly normal. Most often these are bird calls, animal cries or subtle gestures.

Virtue

Friendly. Activate your Virtue when you meet a character (even a Villain) for the first time. She treats you as friendly for one Scene.

Hubris

Trusting. You receive a Hero Point when you accept someone's lies or lopsided deal.

Quirks

Earn a Hero Point when you turn the tide of violence with charm and flair.

Earn a Hero Point when you put yourself in harm's way to protect the artists of Khitai.

ZAN

Shenzhou
Spymaster



TRAITS

JOY	LOYALTY	PEACE	RESPECT	WISDOM
3	3	2	3	2

SKILLS

BRAWL	2	PERFORM	2
CONVINCE	2	TEMPT	3
EMPATHY	2	THEFT	3
HIDE	3	WARFARE	1
NOTICE	2		

About Zan

Information is power, and you wield it with a surgeon's efficiency on behalf of your master. Back in Shenzhou you made a single mistake that caused your exile, but you found success and fortune in the foreign court of Fuso, swearing your service to a daimyo and getting back to work. Other people do not understand that the secrets you keep are to serve a greater purpose, and that when you destroy the fortunes of entire noble lines it is to achieve a better end.

Play him if you want to:

- solve your problems with **subtlety, stealth or a carefully revealed secret** into the right ear.
- be **someone who others fear** not because of how you can hurt them physically, but how you can destroy their livelihood without lifting a finger.
- play **someone who knows everyone's dirty little secret**.

Advantages

Opportunist: When another Hero spends a Raise to create an Opportunity, you can spend a Hero Point to immediately activate the Opportunity for yourself.

Second Story Work: You can spend a Hero Point to locate a way into a building or restricted area. You can bring up to one other character along with you, but everyone else has to find their own way in—or wait for you to open a path for them.

Heartfelt Appeal: Spend a Hero Point to implore another character to follow her conscience, look the other way for the greater good or otherwise do the right thing when it isn't in her best interest to do so.

Shadow Stalker: Spend a Hero Point to move in silence, vanish into the darkness or otherwise demonstrate your affinity with the shadows.

Heedless Assault: When you inflict Wounds to another character, spend a Hero Point. The Wounds you inflict cannot be reduced in any way. For the rest of the Round, you may not spend Raises to reduce Wounds that you or any other character takes.

Brush Pass: Spend a Hero Point to pick a pocket, steal a ring from another character's finger or plant a small hand-held item on another character without him noticing.

Quirks

Earn a Hero Point when you take a great risk to uncover a secret.

Earn a Hero Point when you take a great risk to protect someone else's secret.

Virtue

Subtle. Activate your Virtue when you act behind the scenes, from the shadows or through a proxy. For the next Risk, when you determine Raises, every die counts as a Raise.

Hubris

Curious. You receive a Hero Point when you investigate something unusual, especially if it looks dangerous.