GETTING STARTED

The Alternate Realm (AR) Gaming System uses dice of multiple sides and basic arithmetic to configure elements of game play. The AR System follows a basic pattern of: Control Roll, Action vs. Reaction Roll, all potentially effected by something called Roll Modifiers, to determine outcomes that drive exciting imagery and gameplay.

Ninja vs. Samurai is a *Role-Playing Game* (RPG). In an RPG, the player takes on the role of a fictitious character and plays through situations that have no predetermined outcome. These situations are designed by a *Game Manager* (GM).

In Ninja vs. Samurai there are two types of characters; *Playable* and *Non-Playable*. The first, Playable Characters (PC), is any character created and controlled by a player of the game. The second, Non-Playable Characters (NPC), are all the other good, neutral, evil, and creature characters found in the Ninja vs. Samurai RPG universe not being controlled by a Player. These characters are controlled by the GM.

Supplies Needed to Play

The supplies that all players need in order to play are: paper, pencils, index cards, a flat surface and at least one of each "gaming dice" consisting of: 4, 6, 8, 12, and 20 sides.

About the Dice

The dice are the things that make the world of Ninja vs. Samurai RPG go round. In order for a character to function, or any major action to take place, a player must roll the dice in an *Attribute Test*. During an Attribute Test dice are used to modify actions governed by character attributes. It is important to know which die is appropriate to perform a task.

Throughout this Guidebook certain clusters of numbers and letters will inform players which dice are to be used; for example: **1D6**. In this equation, the first number indicates how many die are to be rolled. The letter <u>D</u> stands for "Die" or "Dice". To prevent players from using larger than necessary die, the last number tells a participant how many sides the necessary die to be used must have.

BASICS OF NINJA VS. SAMURAI RPG

Defining the Character Attributes

The first thing to understand in order to control a character of Ninja vs. Samurai RPG are the responsibilities of each *Attribute*. An attribute is a number that quantifies a character's proficiency in any given skill. All characters will have nine attributes. All of the attributes can be found in the *"Character Attributes"* box on the character sheet.

The first attribute is *Health Points* (HEA). Health Points are the character's "Life Points" or "Hit Points." Health Points govern the energy of a character. Damage or applied bonuses to a character's energy are regulated with this attribute.

The second attribute is *Carry Points* (CAR). The Carry Points attribute determines how much a character can carry before the weight of an item or combined weight of items being carried hinders the character's movement (see Encumbrance on page 45). This attribute is never utilized through the rolling of die. Instead it limits the total weight of objects a single character may carry.

The third attribute is *Physical Beauty* (PhB). Physical Beauty determines how attractive a character is. This attribute governs Attribute Tests of persuasion or charisma.

The fourth attribute is *Movement Points* (MOV). These determine how far a character may move per turn in a walking manner.

The fifth attribute is *Awareness Points* (AWA). This attribute determines how intelligent the character is. It also determines how well the character is able to discover or search for something.

The sixth attribute is *Defense Points* (DEF). Defense Points determine how many attacks a character may defend against during an opposing character's turn. A character may only defend with the allotted points in this blank.

The seventh attribute is *Strength Points* (STR). This attribute indicates how hard a character is able to hit and damage a target during unarmed combat. This attribute governs damage done from a character and determines attack damage.

The eight attribute is *Stamina Points* (STA). Stamina Points determine how many actions a character may perform during combat. A *melee* is a term used to identify a player's turn. Consequently, a *melee round* is the inclusion of the reaction to a player's melee. You can think of a melee round as a full inning of baseball; both top and bottom. Players do not have to use all of the Stamina Points, yet in contrast they may not exceed that allotted number governed by this attribute.

The final attribute is *Stealth Points* (STE). Stealth Points govern several actions depending on the situation, when a character is trying to go unnoticed, the Stealth Points attribute governs how well a character is able to move undetected. This attribute is applied when another character is performing an Awareness Test. The character sneaking should apply a **1D6** roll of their own to their Stealth Points. Should the total (die cast + attribute) be greater than the searcher's total, the character remains undetected.

Throwing Range and *Ki Energy* are not attributes, but are found in the Attributes Box on the Character Sheet. Throwing Range (TR) determines how far the character is able to hurl an object they are able to carry.

Ki Energy allows a character to used his or her *Acquired Techniques* or *Mystic Ability*. A character must have a certain amount of Ki Energy points to perform certain abilities. More information about these game features is available within the following pages of this chapter.

MOVEMENT

The Different Types of Movements

There are two different types of movements in Ninja vs. Samurai RPG: *General Movement* and *Individual Movement*. General Movement describes the movement a character does while the GM is describing the scene and moving the characters along a path. All characters move with this type of movement, collectively, as fast as the fastest character in the group. When the GM stops the characters, the players gain Individual Movement control and can only move within the limits of their respective Movement Points Attribute.

Free Movement

A *Free Movement* is a movement that does not take much time to perform. Examples of this type of movement would be a turn of the head or looking from right to left, switching items to different hands, pulling out an item from a pocket, or dropping an item. At any time during their turn a player may perform this feat.

Individual Movement

An *Individual Movement* is an action that require one (1) Stamina Point to perform, or roughly, slightly more than one second. When using a single Stamina Point, the player may move the character a particular distance, and in as many directions of the allotted Movement Points. This distance is measured in three foot increments (or yards). As an example, a character with a designated four (4) Movement Points may move up to 12 feet per Stamina Point. Multiplying a character's Movement Points attribute by its Stamina Points attribute will give a player the total yards a character may travel per turn should all Stamina Points be designated solely for movement.

To walk, a player must employ the Movement Points attribute and only move the character that amount of spaces in any direction. During Individual Movement, a player does not have to use all of the character's Movement Points. However, the combination of the character's Movement Points and Stamina Points do set the maximum distance a character may travel per turn.

To make a character run, an addition of half the character's Movement Points attribute, rounding down, is used. The added modification will increase the amount of yards the player is able to move during a melee.

In order for a character to jump an obstacle, subtract however many yards high or wide the obstacle is from the character's Movement Points. If the character cannot jump the obstacle (with a running start or otherwise) the jump cannot be successfully performed.

To climb, players roll **1D6** versus a **1D4** roll by the GM. If the player wins, the character climbs the amount of feet allotted or necessary to traverse the obstacle. If the obstacle's distance exceeds the

Movement Points, another roll is required to continue the climb. Failed rolls indicate that the character falls from the obstacle a distance of **1D6** yards rolled by the GM. A this time a second **1D6** vs **1D4** roll against the GM will determine if the character catches themselves on the fall. Should the player fail this roll, the character falls from the obstacle, receiving falling damage and needing to begin climbing again should the character survive the fall.

To swim, the player must add a **1D4** roll to the Movement Points attribute. The added bonus will increase the amount of yards the player is able to move during one melee. A player may swim underwater for a maximum amount of time that is equal to the character's Stamina Points. The last Stealth Point should be used to resurface, in order to take a breath. Once that turn is taken, the player may return underwater and continue traveling.

Movement During a Melee

During a melee, a character is able to move away or toward an opponent. To move toward an opponent, a player must know the *Attack Range,* which is how far away the opponent is from the character or target. Attack Range is the key stat to know when trying to determine how far away two characters must be in order to engage. Hand-to-hand combat is the only combat type where two opposing characters must be within the same space in order to engage. Projectile and Non-Projectile Weapon combat, however, deals in various Attack Ranges potentially allowing characters to attack others without occupying the same space while expands a character's attack capabilities (see Basic Rules of Armed Combat found on page 55).

If a character needs to move during a battle, the character may do so during an "Action or Reaction Roll" or via Odds & Evens roll before the first "Action Roll" die is cast.

If a character wants to give chase to a fleeing opponent, that player must also apply the Individual Movement rules of running. To catch someone trying to flee, the character giving chase must at least equal the amount of yards traveled by the character running away. If the pursuing character catches their quarry, an automatic "Action Roll" is earned. However, after three failed attempts to catch a fleeing character it is ruled that they escaped.

Encumbrance

Encumbrance is a hindrance or burden to a character's ability to move. One becomes encumbered when the amount of weight from object(s) they are carrying exceeds the Carry Points a character has. When this occurs, the Movement Points receive a penalty. The amount over a character's Carry Points limit is the amount be subtracted from the Movement Points rounding down. However, a character's Movement Points cannot drop below 1 Movement Point. A character can become unencumbered when they no longer possess an item or items whose weight exceeds the Carry Points.

To use Stealth while swimming underwater, the player may move underwater for a maximum amount of player melee equal to their Stamina Points.

When not moving underwater, each Stamina Point equals 10 seconds. The sum of Stamina Points will give a player the amount of time a character can remain motionless underwater.

When surfacing near guards however, an Awareness Test is to be performed verse the GM or guarding player's character. The outcome of the roll will determine the path of the situation. Should the swimming character win, they have successfully surfaced and are undetected. If the guarding character wins, they may handle the situation as deemed necessary.

T*hrowing Range (TR)* and *Ki Energy* are not attributes, but are found in the Attribute Box on the Character Sheet. Throwing Range is the distance a character can throw calculated by adding the Strength Point and Awareness Point attributes together.

Ki Energy is the unseen life force that penetrates everywhere uniting all the manifestations of the Ninja vs. Samurai RPG. This is the point system that allows characters to utilize acquired techniques and Mystic Abilities. More information about these game features is available within this chapter.

Using Stealth for Sneak Attacks

A *Sneak Attack* is an attack done to a character without their knowing. To perform a sneak attack, a player attempts to move a character into attack range unnoticed. Any other bonuses from apparel, armor or weapons may also be applied to modify this action.

Every ensuing melee requires an Awareness Test by the character that is unaware of the actions around them. In the event that a character is spotted, the surprise element is eliminated and the characters may act accordingly. If the character is not spotted any type of attack may be performed. These attacks receive a bonus of +5 to the Action Roll.

How to Pick Locks

Inside a room, box, chest, etc. there may be treasures that a character may be attempting to obtain. Standing between the character and potential fortune may often times be a lock. To open locks, a player may use a key. However, when a key is not in possession, the characters may use a lock pick or some other tool to gain access.

There are three levels of locks in Ninja vs. Samurai RPG: Normal, Hard, and Special. Each lock has a degree of difficulty to access its contents without the use of a key. To pick a lock, a **1D6** roll versus the GM needs to occur. Each attempt takes place during the Action Roll and takes one Stamina Point to perform.

If the player's roll is greater than that of the GM, the lock is successfully picked and the contents inside may be accessed. If the test is failed, the lock is not picked and the pick is broken and unable to be used again. Also, the items inside remain unattainable. A player may make as many attempts to pick a lock as the have lock picks. However, once a player runs out of lock picks, no more attempts to pick the lock may be made until more lock picks are owned. A character may attempt to break the container open to obtain what is inside, but the noise made may alert others and cause a the theft attempt to become more complicated than initially intended.

How to Guard

When guarding, the player employs the character's Awareness Points attribute. There are two ways to guard, *Pacing* and *Posting*.

To Pace guard, the player or **GM** must designate a pattern that the character is going to patrol. The character may walk the pattern pacing. At any given time during the player's melee, this guard may call for an *Awareness Test*. To do so, the guard need only apply a **1D6** roll to the Awareness Points attribute. If the die cast is greater than an infiltrator's Stealth Points, the infiltrator is discovered and the situation may be handled however seen fit by the guard.

To Post guard, a character must stand in a spot and employ an Awareness Test. This test takes place during the character's turn. A character may only perform one test during their turn taking 1 Stamina Point. However, other Stamina Points may be used to perform other tasks. A player may also pass on the opportunity to perform this test. Every hour of guarding requires the GM to call for an Awareness Test versus the guarding character to check the alertness of the guard due to boredom. Failed rolls mean that the Character loses one (1) Awareness Point due to fatigue.

Using the Attribute Stealth

If a player wants the character to move and not be detected, they need to employ their Stealth Points attribute. The Stealth Points Attribute allows characters to move undetected, and is applied when another character is performing an Awareness Test. The character sneak should apply a **1D6** roll of their own to their Stealth Points. Should the total (die cast + attribute) be greater than the searcher's total, the character remains undetected.

To use Stealth while underwater, the player may move underwater for a maximum amount of player melee equal to their Stamina Points.

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Using the Attribute Physical Beauty

Characters have opportunities to persuade others to listen to them, follow orders or suggestions and even have other characters join them as temporary companions through an attribute test of Physical Beauty. To take advantage of one's looks or influence the player may call for an Attribute Test during their turn. This test may deescalate a situation before it is too late or even provide for the extraction of information from a stubborn character. After the declaration of the Attribute Test, the player will cast a **1D6** to attempt to influence or persuade characters on one action or decision. Additional actions require additional Attribute Tests.

Techniques of persuasion or influence. such as "Accent" or "Acting" act as modifiers that can add to the **1D6** die cast of a player. After declaring the action for the Attribute Test, declare that the desired technique is to be applied. Subtract the Ki Energy points needed to use the technique, and add the modifier bonus to the **1D6** die cast according to the situation. Be mindful that the use of an "Acting" technique requires the use of a costume to match the performance. For example, a character who has no costume will fail their attribute test automatically and simply be viewed as acting foolishly.

COMBAT

In Ninja vs. Samurai RPG, a player may enter a situation that may only be resolved through violence. Therefore, a basic understanding of the one-on-one combat system is necessary. Players should understand that without utilizing techniques (See: Techniques on pages 49-52) an attack may only be directed at the torso or the largest area (should a torso not be available) of a target. The following is a step-by-step instruction of basic combat.

Basic Rules of Engagement

Step 1- "*The Control Roll*"

The purpose of this roll is to determine who will attack first. Think of this roll as the fastest draw of a gun. In this roll, the participants involved will cast **1D12** at the same time, applying any bonuses. The highest of the dice rolled wins and becomes the attacker while the other becomes the defender.

Step 2- "*Choosing at Target*"

Next, the attacker must select an opponent. When the player is in control, he or she simply needs to verbally state who they are attacking.

Step 3- "*Action Roll vs. Reaction Roll*"

In this step, the player rolls the **1D6** to see if the character will hit the opponent. This roll is called the "*Action Roll*". Players should roll an Action Roll for every attack they perform during their turn.

The alternate roll belongs to the defender and is called the *Reaction Roll*. After the Action Roll the DEF attribute determines whether or not the defending character is able to perform a Reaction Roll. It is not mandatory for a player to perform a Reaction Roll. However, not performing this roll results in the defending character yielding to whatever technique the attacking character is attempting which may result in taking full damage.

If an attacking player's die cast is higher than the defending player's, the action is considered a success. If the defending character wins the roll, the action being performed is considered a failed or blocked attempt. A tie on any Action vs. Reaction Rolls is considered a miss.

Should the first attack against a character be declared a miss or is blocked, both players return to Step 1: Control Roll. In the event of a tie during any other Action vs. Reaction Roll, where a miss or block is declared, the respective Stamina Point and Defensive Point are spent for that melee, no damage is received, and the action continues under the control of the aggressor.

Step 4- "*Taking Damage*"

A successful hit occurs when the attacking player casts **1D6** higher than the defending player during the Action vs. Reaction phase. To apply damage, the attacking player looks at his or her character's Strength Points attribute and subtracts that number from the target's Health Points attribute.

After calculating damage, the players continue the confrontation from the step 3 (unless a counter or parry technique is employed) for every Stamina Point. Once the melee round ends, the two combatants return to Step 1. Steps 1-4 repeat until one the of character's Health Points declines to 10. Once that occurs, the character is declared knocked out.

Knockout, Coma, and Death

Knockout occurs when a character's Health Points falls to 10. To determine how many hours a character is knocked out, the afflicted must roll **1D12**. During this time, the attacking character has the option to continue attacking. If the attacking character elects to continue attacking, each ensuing hit constitutes double damage.

A character will fall into a *coma* when the Health Point attribute falls below 10. To recover from this state, the character needs to be taken to a safe place

where they can begin methods of regaining Health Points. Even without assistance, a character is able to regain Health Points. The character's Defense Points determine how many Health Points may be regained per day until 10 Health Points is achieved. Once the character regains 10 points, they are no longer in a coma, yet must roll **1D12** to determine how many hours longer it will take them to regain consciousness.

If a character continues to attack, the downed character will eventually die. Death may occur when a character's Health Points drop to zero. Instead of death, there is a chance to determine that the character may fall into a coma instead of dying, and the rules for recovery apply. To determine whether a character immediately dies, roll **1D6** vs the GM. This is known as a *Fortitude Test*. Should the player win, the character lives (unless they receive additional injury). However, a failed die roll declares death. Once dead a character is no longer able to continue in Ninja vs. Samurai RPG. All earned points are lost, and a new character must be created for the player to resume gaming.

Regaining Health Points

There are several ways for a character to regain Stealth Points. The first is Food. Food will return a predetermined amount of Health Points to a character. The best way to replenish Health Points using food is to select the character's *Favorite Food*. When in an area where there is food, ask the GM if the favorite food is available. If so, purchase the food, roll **1D6**, and add the cast number to the number in the Favorite Foods blank. Apply the sum to the character's Health Points.

A second method to regain Health Points is through Rest. Simply take the character to a safe place and take a nap. Roll **1D8x2** to determine how many Health Points are regained.

Another method to regain Health Points is through Medical Attention. Medical care is the only guaranteed way a character will regain all lost Health Points in one treatment. This method, however, entails the character spending time in the hospital rehabilitating, as well as spending money for the care given. To find out how long a character need remain under medical care roll **1D12x2**. This will determine how many days the character's treatment will take in order to achieve fully restored health.

Rules of Engagement for Multiple Combatants

Step 1- "*The Control Roll*"

During this step, all party members roll the **1D12** to establish order. Both enemy and players have an opportunity to control a portion of the fight due to control being staggered. If attacking one enemy, the players, who rolled below the enemy, will defend, while the players who roll above, will attack. If a tie occurs, the tied participants must roll **1D12** again to decide who will attack first. From this step, the first attacker will follow steps 2-4 as mentioned under Basic Rules of Engagement. After their turn, they will return to Step 1 and the next character may take their turn.

Step 5- "*The Next Character's Attack*"

Instead of the same character attacking again, the next player begins at Step 2. Like the first attacker, this player will select an opponent and perform a desired action or actions (depending on the number of Stamina Points available). The players have a choice of action, be it defensive, or attacking. Once they've had their turn, the next player may go, and so on through the melee round..

If an attacker should miss or have their first attack defended, that character must perform a "Control Roll" to re-establish their order in the fray.

Line of Sight

Line of Sight rules are primarily used in environments where vision is obstructed by objects and/or the amount of light in an area, such as wilderness or urban settings. The type of terrain should be determined by the GM during the scenario.

In the event that conflicting characters come within imminent distance of each other, all characters should roll a **1D6** Awareness Test to determine if they actually spot each other (applying any modifiers). The casters who roll the highest win and can then plot a course of action. If there is no time to plan due to proximity, the players are awarded an automatic Control Roll versus opponents to perform any action.

In the event of a tie, all parties spot each other at the same time and combat may ensue using the applicable rules of combat.

For characters who are using projectile weapons, the line of sight can also determine whether or not a successful shot can be taken.

CREATE A PLAYABLE AREA

The areas of play are created by the GM long before the players begin their quest, campaign or game of Ninja vs. Samurai RPG. The amount of prefectures, and which types of towns should be created, depends on how big the game is going to be. There are three sections that are to be created in order for a playable area to be considered created. These sections are the areas: Population, Economy, and the Culture. Each of these sections governs various aspects of the gaming surroundings and add a dimension of realism to the game. The selection can be done using the dice recommended or through the GM assigning amounts to the variables on their own.

Creating the Population of an Area

The creation of any prefecture's population governs how many people, are in the prefecture on average. Low amounts of population are considered rural areas while high density prefectures are considered urban or even metropolises.

Villages- Typical villages have a population range between 50-300. Villages are usually farming communities and provide little more than the basic source of food and land-stability in a prefecture.

Towns/Provinces- Range in population from 500-1,800 people, with typical average somewhere around 1,200. Towns tend to have walls only if they are frequently threatened.

City- Tend to have a population from 2,500-5,000 people, with an average in the middle of that range. Universities tend to be in cities of this size, with only the rare exception thriving in a Big City.

Metropolis- Range from 4,000-8,000 people, with some exceptional cities exceeding this scale.

To create the population of any prefecture the GM can use a cast of the **1D20** to determine where the population level will be set using the following chart.

If a High density area is selected the GM need to select a population number that is closer to or exactly the same as the high number for the type of area (Village, Town/Province, etc.) that is being created.

If Medium-High is selected select a number within 200-500 of the highest population of an area.

If Moderate is selected a population at the mean between the high and low population settings should be used.

If Moderate-Low is selected select a population density that is 200-500 higher than the low density number.

If Low is selected utilized the low number of population for that area.

Chart 3-1: Population

1-4= High Density

5-9= Moderate-High Density

10-14= Moderate Density

15-19= Moderate-Low Density

20= Low Density

Creating the Economy of an Area

Setting the economy of a prefecture is what will govern aspects such as how many shops are in the area, the quality of merchandise in the shops -be it animals, weapons or armor- and the price of the items in the shops.

Creating the Commerce of an Area

To determine the amount of shops in a prefecture the GM must understand the correlation that exists between the area's economy and population. This relationship directly affects each other. It takes a certain amount of population size to keep a business going in an area.

When creating prefectures the GM should use the Business Sustainability Chart below to determine if a particular shop is able to be maintained in a particular area . The number to the right of the occupation is the amount of citizens needs for one of those types of businesses to be sustained in the area (Supply and Demand).

Chart 3-2: Business & Sustainability

Alcohol Vendor	200
Armorer	300
Bakery	600
Blacksmith	250
Butcher	200
Chandler	4,000
City House	10
Cobbler	400
Confectionery Merchant	650
Doctor	600
Farm House	5
Fishmonger	100
Food Stand	125
Geisha Compound	1,000
Glass Blower	2,000
Inn	250
Jeweler	3,500
Kimono Maker	600
Lumber Camp and Building Materials	400
Luxury House	20
Mat Maker	300
Mineral Mine	275
Painter	3,000
Police Station	250
Rope Maker	2,000
Saddler	1,000
Samurai	5,000
Sculptor	3,575
Spice Merchant	1,700
Tailor	500
Tavern	450
Teahouse	525
Temple	500
Toy Merchant	900
Umbrella Maker	1,500

Economic Level

To determine the Economic Level, simply count the number of available business types, and find that number on the Economic Level Chart. The number set will determine the areas Economic Level. The Economic Level will later couple with Resource Availability and assist in determining prices.

Chart 3-3: Economic Level

Economic Level	#of Shops
	1
Low	2
	3
	4
	5
Moderate-Low	6
	7
	8
	9
	10
	11
Moderate	12
	13
	14
	15
	16
	17
	18
Moderate-High	19
	20
	21
	22
	23
Thriving	24
	+25

Resource Availability

Resource availability lends it's hand to the quality of products due to more resources being available in an area. To determine the availability of resources, the GM need to roll **1D6** on the following chart.

Chart 3-4: Resource Availability

1- High

2- Low

3-5- Medium

6- Low

Item Pricing

The prices of items depends upon the correlation between Business Sustainability and the Resource Availability of the area. To determine how to set the prices of an area apply the results from of the areas Economic Level and Resource Availability to the chart below.

Chart 3-5: Area Item Pricing

Economic Level	Resource Availability	Adjusted Pricing
Low	Low	-10<Avg.
Low	Medium	-5<Avg.
Low	High	+5>Avg.
Moderate-Low	Low	Avg.
Moderate-Low	Medium	Avg.
Moderate-Low	High	+10>Avg.
Moderate	Low	+10>Avg.
Moderate	Medium	+12>Avg.
Moderate	High	+15>Avg.
Moderate-High	Low	+15>Avg.
Moderate- High	Medium	+20>Avg.
Moderate-High	High	20>Avg.
Thriving	Low	Avg.
Thriving	Medium	Avg.
Thriving	High	Avg.

Areas of high resources lend it self to having a better quality product. The GM may add +1 to one of the attributes of the product being purchased. However, if the resources are low the quality of merchandise is low, and the GM must subtract one point from one attribute of the product.

Level of Law Enforcement

Determining the level of law enforcement of area can be a big deal in any game. This can give the prefecture an ability to be anything from a highly populated and justly governed area to having a low population and under great turmoil. To determine the sta-

bility of the prefecture the GM may roll a **1D20** die on the following chart.

Chart 3-6: Law Enforcement Level

1-4= Highly Regulated

5-9= Moderate-High Regulation

10-14= Moderately Regulated

15-19= Moderate-Low Regulation

20= Low Regulation

High Regulation- has a very low chance of criminal activity. This area will have police on nearly every corner, and a crime response time of **1D4** melee rounds. This means that within 4 melee rounds Law Enforcement will be present to stop any altercations as necessary. A ratio of one Law Enforcement person to three citizens could be used in a highly regulated area (1:50).

A highly regulated area also breeds opportunities for law enforcement to be unjust. In an unjust culture Law Enforcement will often falsely accuse/convict innocent people and/or set a fee for them to regain their civil freedoms or allow bribes. To determine if the area is unjust the GM can roll a **1D4** Odds & Evens check. If the area is unjust the GM can utilize the following Unjust Law Enforcement Fine Scale.

CREATE NPC FACTIONS, GANGS AND GROUPS

Aside from the already created families, dojos and clans in Ninja vs. Samurai RPG, the GM may create other groups that have minor influence in comparison to those that are included. These groups of people may be gangs, factions, etc. and may have an agenda that coincides or goes against the ruling entity placed in the scenario. This is different than creating a single NPC character as there is an organizational structure to characters within the group. Because of this organizational element there are a few rules to abide by when creating any group.

Determining Size of the Group

To determine the size of the group being created the GM needs to understand the ratio between the population of an area and the amount of people in the group. If the GM were to create a group larger than the population of any given area that group would be able to over throw or change the area to adhere to the agenda being pursued by said group. In order to prevent this from happening use the charts below depending on the type of residential area and the population within. Roll **1D20** below to find the amount of people in the group being created.

Chart 3:17 Group Sizing Charts

Village- populations of 50-300

Die Cast	Numbers of Members
1-5	Very Small
6-10	Small
11-16	Medium
17-18	Large
19-20	Very Large

Town/Province- populations of 500-1,800

Die Cast	Numbers of Members
1-5	Very Small
6-10	Small
11-16	Medium
17-18	Large
19-20	Very Large

City– Populations of 2,500-5,000

Die Cast	Numbers of Members
1-5	Very Small
6-10	Small
11-16	Medium
17-18	Large
19-20	Very Large

Metropolis- Populations of 4,000-8,000

Die Cast	Numbers of Members
1-5	Very Small
6-10	Small
11-16	Medium
17-18	Large
19-20	Very Large

Developing an Organizational Flow Chart

After determining the size of the group the members need to be determined. First, the definitions of the levels of the will be given with any character attribute bonuses that ma apply. Following the requirements for having each level will be determined. The positions in any group are as follows:

Boss: The one with absolute or near-absolute control over his subordinates is greatly feared by his subordinates for his ruthlessness and willingness to take lives in order to exert his influence, and profits come from the endeavors of his organization.

Consigliere: The advisor or counselor to the boss, with the additional responsibility of representing the boss in important meetings both within the boss's organization and with other organizations. The Consigliere is a close, trusted friend and confidant, who is devoid of ambition and dispenses disinterested advice.

Underboss: The underboss is second in command to the boss, and is often times a family member, such as a son, who will take over the family if the boss is sick, killed, or imprisoned.

Caporegime: A head of a branch of an organized syndicate who commands a crew of soldiers and reports directly to a boss or an underboss.

Soldier: The first level of the organization in the formal hierarchy. The promotion to the rank of soldier is an elevation in the chain of command from the associate level.

Associate: A member attempting to prove himself to the organization in order to be considered a member. These characters perform simple tasks.

As stated previously, there must be a boss in all of the organizations no matter the size. The rest of the positions in the organization are determined by the size of the organization, and the size of the area population. Below is a chart to help create the organization of the group being created.

Ratios of Gang Members:

10 Soldiers : 1 Caporegime

5 Caporegime : 1 Underboss

10 Underbosses : 1 Consigliere

To discover how many Associates are in the group, divide the number of Soldiers by 5 (round up when applicable). Subtract from number of Associates the other positions to get actual group numbers.

Chart 3-18: Ratio of Gang Members

Village

Very Small	1 Boss, 4 Associates
Small	1 Boss, 2 Soldiers, 7 Associates
Medium	1 Boss, 4 Soldiers, 15 Associates
Large	1 Boss, 6 Soldiers, 23 Associates
Very Large	1 Boss, 8 Soldiers, 31 Associates

Town/Province

Very Small	1 Boss, 3 Soldiers, 11 Associates
Small	1 Boss, 4 Soldiers, 15 Associates
Medium	1 Boss, 1 Caporegime, 10 Soldiers, 38 Associates
Large	1 Boss, 1 Caporegime, 15 Soldiers, 58 Associates
Very Large	1 Boss, 2 Caporegimes, 25 Soldiers, 97 Associates

City

Very Small	1 Boss, 6 Soldiers, 23 Associates
Small	1 Boss, 1 Caporegime, 10 Soldiers, 38 Associates
Medium	1 Boss, 3 Caporegime, 30 Soldiers, 116 Associates
Large	1 Boss, 1 Underboss, 5 Caporegime, 55 Soldiers, 213 Associates
Very Large	1 Boss, 1 Consigliere, 2 Underbosses, 10 Caporegime, 100 Soldiers, 337 Associates

Metropolis

Very Small	1 Boss, 3 Caporegime, 30 Soldiers, 116 Associates
Small	1 Boss, 4 Caporegime, 40 Soldiers, 155 Associates
Medium	1 Boss, 1 Underboss, 8 Caporegime, 80 Soldiers, 310 Associates
Large	1 Boss, 1 Consigliere, 2 Underbosses, 11 Caporegimes, 110 Soldiers, 425 Associates
Very Large	1 Boss, 1 Consigliere, 3 underbosses, 16 Caporegimes, 160 Soldiers, 619 Associates

The GM's Role in Creating Playable Characters

During the process of creating a character the GM's responsibility to provide the guidelines and any necessary explanation of any part of this process. An in-depth understanding of the character creation is necessary to fulfill this requirement.

The GM should guide all players through this short process and verify roles designated for everything from attributes to favorite food and beyond. A GM may also set requirements such as acceptable role location, designating where die casts do and do not count, as well as determining how many (if any) re-roles players may execute during the creation of the character.

THE POINT SYSTEM

Awarding Experience Points

Experience Points are the icing on the cake that drives players to create characters and spend countless hours rolling dice, solving riddles, and conquering challenges brought on by the GM. It is very easy for players to understand that once they defeat a challenge they are to receive rewards, but what they do not know is that one of the greatest challenges to Game Managing is fairly and reasonably distributing experience points at the right times, the right reasons, and how many points to give a player for their character's victories.

The first thing a GM must understand is when points should be given to characters. To keep the game moving smoothly, and arguments or debates with the players at a minimum, a rule of thumb is to distribute the points at the end of a scenario or campaign, or at a gaming session's stopping point. To do this properly the GM should keep a tally of points earned for each character.

Secondly, GMs should understand that there are several reasons to give points and even extra points to players as their characters succeed during a game. Defeating enemies is a vague term as there are several ways to "defeat" an enemy. For example, if the goal of the PCs is to infiltrate the Kushihara castle, it might be easier to use Stealth instead of combat to defeat the guard and achieve the goal of getting infiltrating the compound. Extra points may be mandated by the player if good game play is displayed.

To assist the GM with this important feat is the **Chart 5-1: Experience Points Award Chart** on the following page. This chart outlines the Belt Levels of Characters who use martial arts and attributes points to the challenge of defeating them. The GM will notice, for example, that a Master level character earns very little points for defeating players lower, and not many for defeating players of equal strength. However, the white belt character gains several points for defeating higher level characters.

PCs never receive experience points for encounters of which they do not experience. Should the party spilt up during an scenario, and half of the party encounters an enemy while the other half does not,

only the characters who encounter the enemy will be rewarded. Moreover, a character within the party that encounters an enemy may not earn experience points should they not take part in engaging the enemy.

To calculate the amount of experience points that should be awarded, GMs should follow the following steps:

1. Reference the PC's belt level found in the left column of the Experience Points Award Chart.

2. Reference the opponent/target character's belt level.

3. The amount shown for the combination of the categories is the base amount of points that should be awarded for the challenge.

4. Should the accomplishment be completed by a group of PCs, multiply the amount earned by the total characters involved.

5. Finally, adjust the amount of points earned by the individual performance of the player citing good role play, penalties, etc.

NINJA VS. SAMURAI

CHART 5-1: EXPERIENCE POINTS AWARD

Opponent Belt Level (columns) × **Playable Character Belt Level** (rows)

Playable \ Opponent	Master	9th Black	8th Black	7th Black	6th Black	5th Black	4th Black	3rd Black	2nd Black	1st Black	Red	Brown	Purple	Blue	Green	Orange	Yellow	White
White	175	150	125	100	80	70	60	50	30	25	20	15	10	9	8	7	6	5
Yellow	150	125	100	80	70	60	50	30	25	20	15	10	9	8	7	6	5	4
Orange	125	100	80	70	60	50	30	25	20	15	10	9	8	7	6	5	4	3
Green	100	80	70	60	50	30	25	20	15	10	9	8	7	6	5	4	3	2
Blue	90	70	60	50	30	25	20	15	10	9	8	7	6	5	4	3	2	1
Purple	80	60	50	30	25	20	15	10	9	8	7	6	5	4	3	2	1	N/A
Brown	70	35	30	25	20	15	10	9	8	7	6	5	4	3	2	1	N/A	N/A
Red	50	30	25	20	15	10	9	8	7	6	5	4	3	2	1	N/A	N/A	N/A
1st Black	30	25	20	15	10	9	8	7	6	5	4	3	2	1	N/A	N/A	N/A	N/A
2nd Black	25	20	15	10	9	8	7	6	5	4	3	2	1	N/A	N/A	N/A	N/A	N/A
3rd Black	20	15	10	9	8	7	6	5	4	3	2	1	N/A	N/A	N/A	N/A	N/A	N/A
4th Black	15	10	9	8	7	6	5	4	3	2	1	N/A	N/A	N/A	N/A	N/A	N/A	N/A
5th Black	10	9	8	7	6	5	4	3	2	1	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
6th Black	9	8	7	6	5	4	3	2	1	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
7th Black	8	7	6	5	4	3	2	1	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
8th Black	7	6	5	4	3	2	1	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
9th Black	6	5	4	3	2	1	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Master	5	4	3	2	1	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

Belt groupings (Playable Character Belt Level):
- **Beginner:** White, Yellow, Orange, Green, Blue
- **Intermediate:** Purple, Brown, Red, 1st Black, 2nd Black
- **Advanced:** 3rd Black, 4th Black, 5th Black, 6th Black
- **Expert:** 7th Black, 8th Black, 9th Black, Master

Awarding Experience Points vs. Inanimate Objects

Not all opponents in Ninja vs. Samurai carry Experience Points awarded to them. Some opponents, such as inanimate objects, do not have belt levels and therefore, players can not be awarded via Chart 4-1. In this instance Experience Points can be awarded via an inanimate object's AR or LiE attribute. For example, if a PC is attacked by another character wielding a standard bo staff (LiE= 40), and the PC makes an attempt to break the weapon and is successful, that PC may be awarded part of the weapon's LiE as Experience Points. Should the PC want to breakdown a door, or smash an object the AR or LiE of that door or object is to be used as Experience Points earned.

To calculate the amount of Experience Points to award a player simply divide the LiE attribute or AR by the amount of attempts the character took to break the target. In the event that more than one character attempted to break the object divide the LiE or AR of the object by the amount of attempts, then divide the awarded points among the contributing party members.

Awarding Experience Points for Non-Combat

Some Attribute Tests do not involve combat, however, those tests can still be used to earn Experience Points. Non-combat attribute tests against an NPC or another PC are awarded in the same manner as combat attribute tests. Simply refer to the Experience Points Awards chart and assign the points from the interaction between the two belt levels.

Should the non-combat situation not involve another character, in a situation such as solving a riddle or puzzle, the GM can award Experience Points. The amount of points awarded should rarely exceed the points award for the PC or the average of the party's belt rank. To know when to award points keep in mind that the test should carry some sort of negative consequence for the character(s) of the situation. This rule of thumb will make awarding points for non-combat situations less biased.

Awarding Experience Points for Role-Playing

It is not uncommon to also ward points for role-playing. Many players, especially beginners, find it difficult to separate their perspective of a situation from that of their character's, and perform as though they themselves are battling. Disregarding key aspects of role-playing such as the character's quirks and personality. Therefore, it may be beneficial to the experience to award players who are able to stay within the realm of their character.

Several aspects can, and should effect the way a character is played in many aspects of character development. For example, characters with the acrophobia quirk (fear of heights) will find it difficult training the Advanced and Expert level training of the Uchitori Ninja Clan, because it centers on flight. A character with the Promoter personality type should find it daunting to consistently work in a group, not because the player doesn't appreciate or understand group dynamic, but because the character needs alone time. All these things and more are indicative of truly playing the role of the character, and are deserving of a reward. These bonuses do not have to be very large. The recommended amount is no more than 10 Experience Points per adventure.

Experience Point Penalties

The daunting task of awarding points to players is the most important task of the GM. In some instances, however, the GM must subtract points from players. This is the most unfavorable task of any Game Manager. The number one reason to take points from players is disruptive game play. Players who stray outside of the confines of the character and realm of Ninja vs. Samurai RPG should be penalized. The penalty should not exceed the character's belt level however, the deduction could be enforced when the GM feels as though a player is not acting as a means toward a goal. This slippery slope is a difficult one, and before a deduction is taken, the GM should pause the game, provide the disruptive player or players a waring and discuss the offensive action, coming to an accord before game play is resumed.

Points of Renown

Another point system a GM needs to understand is the Points of Renown System. These points are used to determine a character's ability to be recognized, celebrated, or feared in the game. Being able to be recognized can lead to benefits such as discounted prices, free items, etc. when it comes to

game play or may make shop owners close their doors when a notorious character enters town. GMs should be mindful of the environment, as it pertains to witnesses when awarding players these points.

These points can be earned when a player does something, such as defeat a terror in a town, or assist or solely defeat an organization that is causing mischief or trouble in a town or area. These points can also be gained when assisting an NPC with a quest or mission.

To Give these points GM only need to add the amount of witnesses to a PC's action to determine the point total. When the amount of witnesses is undetermined, the GM has the responsibility of approximating this number. GMs should also remember that party members do not count in this point total. After determining the point total, that point total is given to all party members and is not divided amongst them.

Rewarding Good and Bad Deeds

As the saying goes, "there are two sides to every story". Therefore, the Points of Renown system offer both bonuses and hindrances to players, and allow for one to adjust their character's moral compass depending on their recognition for deeds done. Good deeds are rewarded by both the class of character and the amount of characters that witness a positive deed done by a PC. Inversely, the Points of Renown reward a character in the same manner. The point system offers an opportunity for characters to be either loved or feared.

Points of Renown, whether for fame or infamy, are valued on the same scale. The determining factor that increases or decreases a single character's contribution to the points awarded is that character's place in the class system of feudal Japan. It is more beneficial for a higher class citizen to witness a deed. The GM can determine the amount of points to reward players with using the Chart 5-2.

Chart 5-2: The Points of Renown Scale

Citizen Class	Points of Renown
Noble	1,000
Samurai/Official	500
Farmer/Peasant	100
Artisan	50
Merchant	25
Hinin	10

For every one of the characters who witness a deed the character is awarded the represented points. For example, a character who defeats a known gang of thugs in front of 1 noble (1,000) 2 samurai (500x2) 16 peasants (1,600) and 2 merchants (50) is awarded a total of 3,650 Points of Renown: Fame. Ridding the area of a gang is undoubtedly a good thing for the area. Showing authority figures and several members of the society that you are there to defend them or secure their lives would also be viewed as a positive thing. Therefore the GM, would classify the deed as "good" and award Points of Renown for Fame.

On the reverse side, should the same group of character's witness a PC assault another, they will be awarded the same point total, but instead the earned point total (3,650) would count toward Infamy.

Bonuses From Points of Renown Earned

Each time 25,000 Points of Renown is earned the player is eligible for a reward. This total is the minimum Points of Renown total for reward eligibility. Players may want to save their earned points and select a reward from a higher point total. Some of the perks have a "Maximum" which indicates that the reward can be elected more than once, and up to as many times as noted. For example, where a Fame bonus of 25,000 points may earn a player –2% off the total cost at a restaurant and food stand this amount can be raise to up to 10% off , with the addition of more bonuses purchased. After a reward is selected that character may uses the reward in times of game play that suit the needs of the situation.

Points of Renown have a point limit. This limit is determined by the total population of a prefecture, found in the Ninja vs. Samurai RPG Player's Manual Chapter 1, under one of the many prefectures. When a character earns more Points of Renown (for either Fame or Infamy) than available in an area, they are eligible to receive a "Community Bonus". A Community Bonus means that the character is so popular that the citizens receive them in a certain manner. For characters who have an abundance of Fame points, they receive free meals and hotel stay. The

GM may elect to give them free items as well or other perks from the local community. However, for those who have an abundance of Infamy points, citizens they encounter will be forthcoming with information, goods, and will gain the automatic assistance of gang and members of criminal organizations.

The following are the charts for the Points of Renown for various point totals. The "A" charts are bonuses for fame, the "B" charts are for points earned for infamy.

Chart 5-3: 25,000 Points of Renown

A. Fame

1	-2% off the total cost at area restaurants and food stands (Maximum total: 5)
2	-2% off the total cost of stay and a local hotel or inn (Maximum: 5)
3	-2% off total cost at area clothing vendors (Maximum: 5)
4	Once per day, Odds & Evens roll to have one (1) restaurant owner offer a free meal
5	-2% off the total cost of grocery type items from all area locations (Maximum: 5)

B. Infamy

1	-1 Affiliation Point to join a local gang (Maximum: 3)
2	Once per day, Odds & Evens roll to have one (1) local gang member assist with a task.
3	Once per day, Odds & Evens roll that target cooperates during a theft attempt
4	Shop owners follow the character during all shopping experiences
5	Shop owners pay less attention to character during all shopping experiences

Chart 5-4: 50,000 Points of Renown

A. Fame

1	-5% off items: Standard Weapons (Maximum: 5)
2	-5% off items: Standard Armor (Maximum: 5)
3	-5% off Ferry rides (Maximum: 3)
4	Once per day, Odds & Evens roll for 2x Points of Renown: Fame earned.
5	-5% off items: Traditional Clothing (Maximum: 5)

B. Infamy

1	Once per day, Odds & Evens roll for 2x Points of Renown: Infamy earned.
2	Once per day, Odds & Evens to find 20 Hansatsu in a container declared "empty"
3	Once per day, Odds & Evens roll to find Fistload weapon in containers declared "empty"
4	Three times per day, Gang members will help you escape capture by getting in the way of pursuing
5	Once per day, Odds & Evens roll to recruit help from one (1) character for 50 Hansatsu

Chart 5-5: 75,000 Points of Renown

A. Fame

1	-5% off total cost for Standard weapon repair (Maximum: 5)
2	-5% off total cost for Standard armor repair (Maximum: 5)
3	-20% off item: Pet dog
4	-20% off item: Pet bird
5	-5% off the cost of any animal training (Maximum: 5)

B. Infamy

|	
1	Add **1D12** roll to extend official response time to criminal activity in an area
2	Once per day, use intimidation tactics for desired effects from a Beginner level target
3	Once per day, enter one (1) shop, tavern or inn and all Beginner level "good" characters exit
4	Once per day, gain one (1) PhB when talking with law officials
5	Once per day, Odds & Evens roll to eliminate one (1) quirk
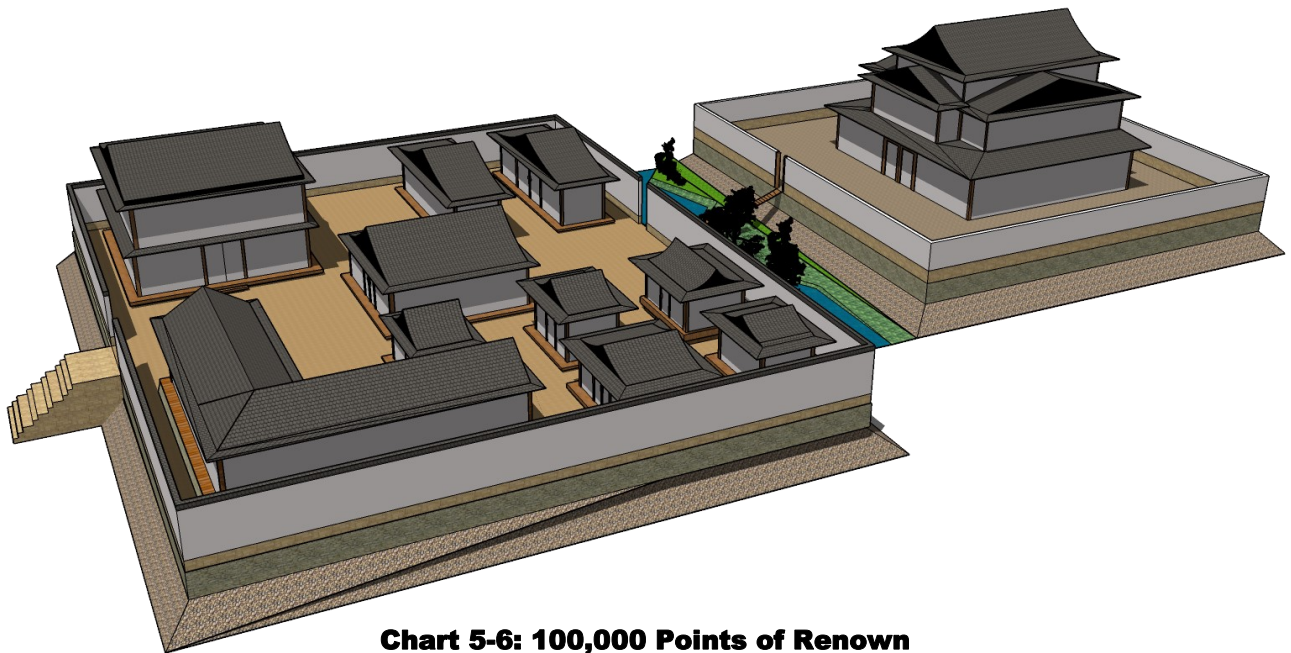
Chart 5-6: 100,000 Points of Renown

A. Fame

1	-10% off total cost of any equipment repair (Maximum: 5)
2	-10% off item: Pet horse (Maximum: 5)
3	Once per day, Odds & Evens roll for free stay at hotel, inn or tavern and/or free meals in the area
4	Once per day, Odds & Evens roll for citizens to grab fleeing criminals
5	Odds & Evens roll to recruit one (1) citizen to help cause for the day (Maximum: 3)

B. Infamy

1	Once per day, gangs will fight police officers or other government officials to aid in escape
2	Odds & Evens roll to recruit help from one (1) character, free of fee, for a cause (Maximum: 5)
3	Eye witnesses will not report crimes of violence for fear of backlash
4	Geisha house function as safe houses from officials and other authority figures
5	Odds & Evens roll officials are more likely to take bribes

CHARACTER CREATION PROCESS

Gender

The player is permitted to select the gender of his or her character. Select a gender and write it in the blank.

The Character's Name

When a player is creating a character they do not have to stick to the names that are listed below. A player may blend and compound female and male first names, as well as last names, to create a name that may not be common. However, if the player cannot think of a name, they may roll **1D20** on the following charts to select a first name.

Male characters may use Chart 3-1, while Female characters may use Chart 3-2 to select a name. Should a player want to scramble their own name, Chart 3-3 is available to assist.

Chart 3-3: Name Scrambler Chart

A= ka	I= ki	Q= ke	Y= fu
B= tu	J= zu	R= shi	Z= zi
C= mi	K= me	S= ari	
D= te	L= ta	T= chi	
E= ku	M= rin	U= do	
F= lu	N= to	V= ru	
G= ji	O= mo	W= mei	
H= ri	P= no	X= na	

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Character Last Name

Next, roll **1D20** to select a surname for your character and write it in the blank for Last Names in the Character Profile Box. This is the character's family name, and is of utmost important to them. When introducing the character within the game, players should lead with this name.

Chart 3-1: Sample Male First Names

1– Jube	11– Ren
2– Ryu	12– Ryota
3– Saito	13– Daichi
4– Ghoda	14– Tatsuo
5– Yagahira	15– Utesemi
6– Hanza	16– Akira
7– Genma	17– Jin
8– Naoki	18– Ito
9– Daiki	19– Sano
10– Shun	20– Kesai

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Chart 3-4: Sample Surnames

1- Minamota	11- Yuk
2- Seiji	12- Rokkatu
3- Kawaji	13- Najo
4- Uta	14- Sadate
5- Odo	15- Uichi
6- Abe	16- Muri
7- Fujihama	17- Li
8- Soho	18- Donma
9- Hato	19- Achigo
10- Okumarro	20- Mishigoro

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Chart 3-2: Sample Female First Names

1– Kiku	9– Haruka	16– Misaki
2– Sakura	10– Rina	17– Kaede
3– Jo	11– Mai	18– Ayano
4– Nana	12– Aya	19– Nabiki
5– Akane	13– Yui	20– Mikado
6– Kasumi	14– Rei	
7– Ikiuki	15– Rumiko	
8- Tomomi		

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Character Attributes

Now it's time to get down to the real nitty-gritty. Follow the Attributes Chart below to create your character. Roll the die designated for the attribute, and write that number or sum in each blank provided.

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Chart 3-12: Character Attributes

HEALTH POINTS: 100+**1D20**

CARRY POINTS: **1D8**

PHYSICAL BEAUTY POINTS: **1D4**

MOVEMENTS POINTS: **1D4**

AWARENESS POINTS: **1D4**

DEFENSE POINTS: **1D4**

STRENGTH POINTS: **1D4**

STAMINA POINTS: **1D4**

STEALTH POINTS: **1D4**

Ki Energy

Players begin with a certain number of Ki Energy Points to help them during the game. Roll **1D20x2** and write the cast die number in the blank designated for Ki Energy Points below the Attributes Box.

Throwing Range

To discover the character's Throwing Range, simply add the Strength Points attribute (to represent how far the character can hurl an object, measured in yards), with the Awareness Points attribute (to represent the character's ability to aim). The total will determine the character's Throwing Range. Place that number in the space provided below the Character Attributes box.

Throwing Range Formula:
Strength Points
+ Awareness Points
Throwing Range

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Hansatsu Chart

Hansatsu is the name of currency used in Ninja vs. Samurai RPG. During the Edo period, feudal domains of Japan issued scrip called Hansatsu for use within the domain. This paper currency supplemented the coinage.

Players should roll **1D8** on the following chart to figure out the amount of Hansatsu the character will start out with at the beginning of the campaign or scenario. Player created characters have an initial item of clothing (shirt, pants and a pair of shoes) regardless of the amount of Hansatsu they roll.

Chart 3-13: Character Hansatsu

1= 60

2= 50

3= 15

4= 75

5= 20

6= 100

7= 50

8= 45

An image of Hansatsu

Quirks

Quirks are specific things about a character that may help or hinder them in certain situations. To select the character's quirks, roll **1D20** twice against the chart below (once for each quirk). Match each cast number to the list and write the selected quirks in the blanks provided In the *Quirks Box*. In the event where the Player rolls two contradictory quirks, the character they rolled for is said to have a split personality, manifesting either one in applicable situations at the Player's discretion. Those who play within the character's quirks may receive +1 Experience Point to their earned points as per the chart below.

Chart 3-14: Character Quirks

-1 Laziness: Character is lazy, therefore, during the Control Roll, this behavior causes the character to be slow to react *Effect:* -1 to Control Roll.

-2 Allergy: To select an allergy, after rolling **1D20** to receive this quirk, roll **1D6** to select what exactly the character is allergic to. Each allergy has its own Status Effect(s) when the specific allergy applies.

    1- *Food:* Roll **1D8** to select a type of food from the Favorite Foods List to be allergic to. *Effect:* -3 to Carrying Points, -1 to Defensive Points

    2- *Fur:* Character is allergic to things made of, or having, fur. *Effect:* Character exhibits symptoms of Influenza.

    3- *Sinus Infection:* Character has frequent inflammation of the sinuses. Roll **1D4** Odds & Evens once per day. *Effect:* Character exhibits medium level illness symptoms.

    4- *Medicinal*: Character is allergic to all medication. *Effect*: -3 to Strength Points, Awareness Points and Movement Points lasting **1D8** melee rounds.

    5- *Airborne Particle*: Character is allergic to high levels of pollen or dust. *Effect:* -2 Awareness, -1 to Movement Points, and -1 to Stealth Points

    6- *Sting*: Character is allergic to all types of stings and/or bites. *Effect*: Character exhibits Influenza symptoms.

-3 Empathy: This character has a hard time hit-ting an opponent to finish them. *Effect*: -2 to ALL Critical Hit and Fatal Strike rolls.

-4 Phobia: Roll **1D6** to select the phobia of the character. Each fear has its own Status Effects where the specific phobia applies.

    1- Claustrophobia: Fear of small spaces. *Effect*: -2 to Movement Points in areas less than 5ft.x5ft.

    2- Acrophobia: Fear of heights. *Effect*: -2 to Movement Points in areas higher than 10ft (-1per additional 5 ft.).

    3- Zoophobia: Fear of Animals. *Effect*: -1 to all rolls except rolls to flee during all encounters with animals. –1 to OBD Points earned.

    4- Social-phobia: Fear of large crowds. *Effect*: -1 to Control Roll per 10 people in a crowd.

    5- Xenophobia: Fear of strange things. *Effect*: -2 to all rolls during 1st & 2nd encounter w/new Yokai (-1 thereafter).

    6- Ochlophobia: Fear of snakes. *Effect*: -1 to ALL rolls during encounters with snakes.

-5 Acute Hearing: Character's hearing is sharper than most. *Effect*: +1 Awareness Points during Awareness Tests when searching for something.

-6 Asthma: Character's Asthma can be brought on by various reasons. Roll **1D8** Odds & Evens during All encounters. *Effect*: Strength Points -3, Stealth -1 Carry Points -4.

-7 Curiosity: Character is very curious and the slightest noise peeks this interest. *Effect*: Player should play accordingly.+1 Awareness Points during Awareness Tests when searching for something.

-8 Speech Impediment: Character has an effected speech pattern that makes them hard to understand. *Effects*: -2 to Physical Beauty Points

-9 High Pain Threshold: Character is able to take pain well. *Effect*: -1 from the attacks of any opponent.

-10 None: *Effect*: Character demonstrates no quirk.

-11 Self-centered: This character will generally not help anyone in situations of danger unless they are to be rewarded. *Effect*: Player should play accordingly for +2 to earned experience points.

-12 Luck: Character is generally lucky.

Effect: +2 to Critical Hits and Fatal Strikes.

-13 Thrifty: This character does not like to spend money. *Effect*: Player should play accordingly for +2 to earned experience points.

-14 Self-Doubt: Character doubts his or her self thus making tasks difficult. *Effect*: -1 to rolls while using projectile weapons.

-15 Arrogance: This character is arrogant, and has a hard time taking advise from others. *Effect*: Player should play accordingly.

-16 Glory Hound: This character will try to do glorious things. *Effect*: Player should play accordingly. Successful plans warrant +3 bonus experience points.

-17 Natural Leader: This character has the ability to sway crowds. *Effect*: Once per day player may roll **1D6** Odds & Evens to convince others to follow his ideas.

-18 Jack of All Trades: This character is fairly good at manipulating devises of all types. *Effect*: +1 to experience points gained when using a weapon.

-19 Short Temper: This character has a short temper, and will not think twice about confronting something or someone. *Effect*: +1 to rolls for Power Strike.

-20 None: Character demonstrates no quirk. *Effect*:

Creating Your Backstory

Now that the player has the details of their character they may create the character's backstory. What was their life like growing up? What are some specific, fun memories from their childhood? What are some specific negative, scary, or traumatizing memories from their childhood? What is the character's daily life like before becoming an adventurer? All of these things and more can be used to create the character's backstory making them an interesting character of Ninja vs. Samurai RPG.

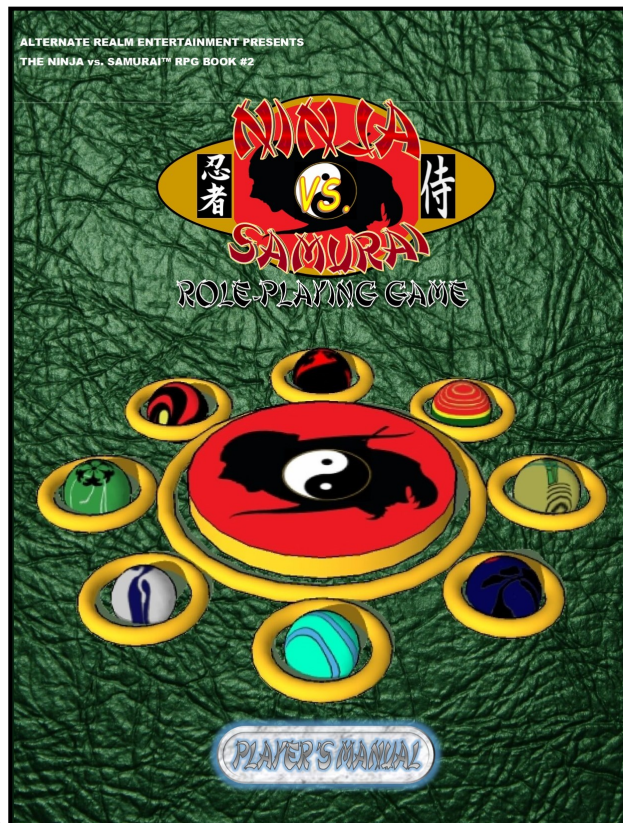# THE CORE BOOKS OF NINJA VS. SAMURAI ROLE PLAYING GAME!

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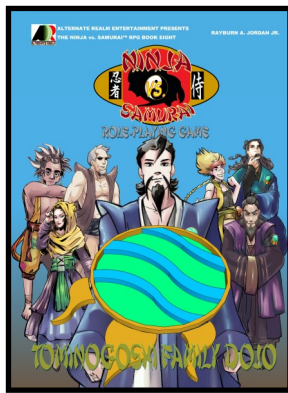
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