

Main Phase: What You Can Do

Drama Scene

1. The Scene Player rolls on the Scene Chart.
2. Determine characters and time; act out scene.
3. Choose Recovery/Information/Emotion Resolution.
4. Choose Skill that closest matches action in the scene; Action Resolution occurs.

If the Resolution is a success...

Recovery Recover 1 previously lost Life Point.

Info Choose a single character. Receive their **Location** or **Secret** information.

Emotion Choose a single character appearing in the same scene. You and that character both roll 1d6 and determine **Emotional Bonds** from the chart at random. In the case of previously existing **Emotional Bonds**, the new ones overwrite them.

● You may share **Location** or **Ohgi** information with characters appearing in the same Drama Scene.

● When in the same scene as a character attempting a Resolution, a character with an **Emotional Bond** towards that character may use it to modify their roll. (Once per cycle)

Battle Scene

1. The Scene Player may determine a random Battlefield on the Battlefield Chart.
2. Battle
3. Deal with attacks
4. End of the Round

If you win in battle...

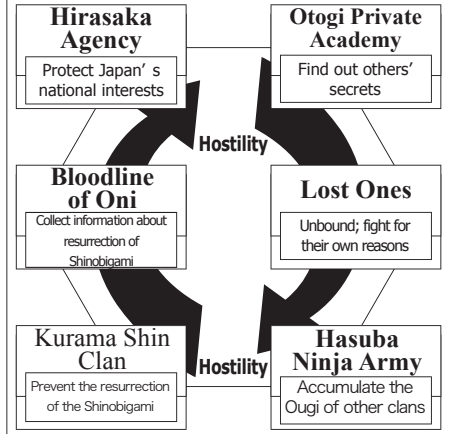
Emotion Choose defeated character. Set any **Emotional Bond** toward that character. Then, make that character set an **Emotional Bond** of your choice towards you. (If that character already has an **Emotional Bond** towards your character, you may overwrite it.

Info Choose a defeated character. You may receive their **Location** or **Secret** info.

Prize Choose a defeated character. You may receive a **Prize** they are holding.



Clan Correlation Chart



Emotional Bonds Let You Do These

- 「Info Sharing」
- 「BattleBurst」
- 「EmoMod」

Scene Chart

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|----|--|
| 2 | The scent of blood floods the area. Signs of battle litter the area. Wait--the battle isn't over yet..! |
| 3 | Is this a dream? This all happened in the past. I can't ever forget what happened... |
| 4 | A row of houses stretches out below. You could see the entire city from here, but... |
| 5 | It's so dark, you'd think the world had ended. In the darkness, you whisper... |
| 6 | You are spending time peacefully. You almost feel as though you could forget all about the world of shadows... |
| 7 | An air of purity drifts through this forest. You can hear the songbirds and feel a cool wind... |
| 8 | A terrible crowd. A raucous noise. Chatter both inane and productive fill the air. |
| 9 | A strong rain begins to fall. People are pulling out their umbrellas, trying to get out of the rain. |
| 10 | A heavy wind blows wildly. Hair and clothing whip about madly. It feels as something is about to happen... |
| 11 | A drunken roar. The sounds of vendors calling to passersby. The street is lively. |
| 12 | The sun smiles down on you. It's way too bright out here for someone who belongs in the world of shadows... |

Fumble Chart

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| 1 | You feel a bit strange. For the rest of the cycle, all of your Action Resolutions have a -1 modifier. |
| 2 | Oh no! You lost 1 ninja tool. |
| 3 | You've spilt the information! The secret assigned to you for this session is revealed to all characters. |
| 4 | You've let your guard down! The action fails and you lost 1 Life Point at random. |
| 5 | It was a trap! You've been caught up in your opponent's plot and suffer 1 random status effect. |
| 6 | Phew! That was close. Nothing really happens. |

Emotion Chart

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| 1 | Sympathy (+) / Doubt (-) |
| 2 | Friendship (+) / Anger (-) |
| 3 | Affection (+) / Jealousy (-) |
| 4 | Loyalty (+) / Contempt (-) |
| 5 | Admiration (+) / Inferiority Complex (-) |
| 6 | Fanaticism (+) / Murderous Intent (-) |

Status Ailment Chart

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| 1 | Disabled You are unable to use any ninja tools. At the end of every cycle, you may attempt an Action Resolution using Engineering. On a successful roll, this status ailment is cured. |
| 2 | Paralyzed Choose one of your character's skills at random; that skill may no longer be used. At the end of every cycle, you may attempt an Action Resolution using Contortionism. On a successful roll, this status ailment is cured. |
| 3 | Serious Injury On your next turn, choose a random Skill Category; this Skill Category takes 1 Life Point of damage. At the end of every cycle, you may attempt an Action Resolution using Survival. On a successful roll, this status ailment is cured. |
| 4 | MIA After this battle concludes, you may no longer participate during the Main Phase. At the end of every cycle, you may attempt an Action Resolution using Finance. On a successful roll, this status ailment is cured. |
| 5 | Amnesia Choose an Emotion connection at random; this connection may not be used. At the end of every cycle, you may attempt an Action Resolution using Memory. On a successful roll, this status ailment is cured. |
| 6 | Cursed Choose a ninpo at random; this ninpo cannot be used. At the end of every cycle, you may attempt an Action Resolution using Curse. On a successful roll, this status ailment is cured. |