

Main Phase: What You Can Do

Drama Scene

1. The Scene Player may roll 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 or Status Ailment.

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 your own Ninja Gear or **Location/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

(Location Required)

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

If you win in battle...

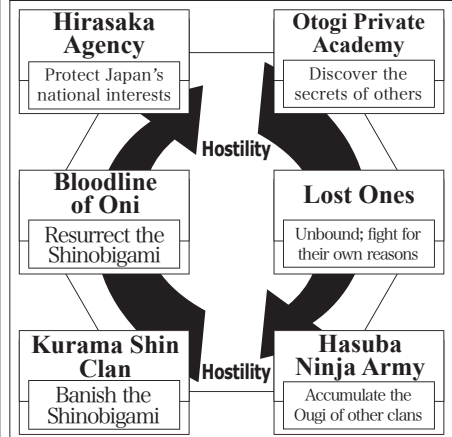
Emotion Choose a defeated character. Choose 1: set any **Emotional Bond** toward that character, or make that character set an **Emotional Bond** of your choice towards you. If that character already has an **Emotional Bond** towards your character, you may overwrite it.

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

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



Clan Correlation Chart



Emotional Bonds Let You Do These

- 「InfoShare」
- 「Incursion」
- 「EmoMod」

Scene Chart

2	The scent of blood fills the air. Signs of a recent battle... Wait, what's this? It appears that the battle is still going on!
3	Is this a dream? What's done is done... and yet, I can never forget what happened...
4	Buildings stretch out in rows below you. From here, you can see across the whole city...
5	It's so dark, it's like the world has ended. And yet, in this absolute darkness, you begin to whisper...
6	You peacefully pass the time. You almost begin to forget about the war in the shadows...
7	The air in this forest is pure and clear. The cries of songbirds and the sound of leaves rustling are carried on the wind...
8	A chattering, raucous crowd surrounds you; the inane, naive babble of those blind to the Shadow War fills your ears.
9	A heavy rain begins to pour down; people pull out their umbrellas and begin a mad dash for cover under the building overhangs.
10	The wind begins to blow madly, whipping hair and clothing about. Something is about to happen...
11	Drunks yell at passersby, touts call out to anyone who looks promising, hostesses entice potential customers. Ahh, just another night downtown...
12	The sun smiles down on you, filling you with light and warmth. For those who spend their lives warring in the shadows, this light blinds, this warmth burns...

Fumble Chart

1	Something isn't right... For the rest of the Cycle, you take -1 to all Checks.
2	Crap! You lose one Ninja Gear of your choosing.
3	Information leak! Every other character can learn either your Location or one of your Secrets.
4	You let your guard down! Lose a Life Point in the Category of your choice.
5	You've fallen into a trap, and receive a Status Ailment. Roll on the Status Ailment table.
6	Whew, that was close. Nothing special happens... this time.

Emotion Chart

1	Empathy (+) / Mistrust (-)
2	Friendship (+) / Anger (-)
3	Affection (+) / Envy (-)
4	Loyalty (+) / Contempt (-)
5	Admiration (+) / Inferiority (-)
6	Devotion (+) / Murderous Intent (-)

Status Ailment Chart

1	Breakdown All of your Ninja Gear becomes unusable. At the end of every Cycle, make an Engineering Skill Check: A success removes this Ailment. This Ailment does not stack.
2	Paralysis One of your Skills (randomly selected) becomes unusable. At the end of each Cycle, make a Contortionism Skill Check: A success removes all instances of Paralysis. This Ailment is stackable; each instance targets a different Skill.
3	Heavy Wound When you make an Attack Check, Information Check or Emotion Check, you take a point of Close Combat damage. At the end of every Cycle, make a Survival check: A success removes this Ailment. This Ailment does not stack.
4	MIA During the main phase, you can no longer appear in any other character's scenes, just your own. At the end of every Cycle, make a Finances Check: A success removes this Ailment. This Ailment does not stack.
5	Amnesia A randomly selected EmoBond no longer has any effect, as if it didn't exist. At the end of every Cycle, make a Memory Check: A success removes all cases of Amnesia. This Ailment is stackable; no EmoBond can be chosen twice.
6	Cursed Randomly select one of your Ninpo: This Ninpo is sealed, as if you never had it. At the end of every Cycle, make a Curse Check: A success removes all curses. This Ailment can stack a number of times equal to your Ninpo count.