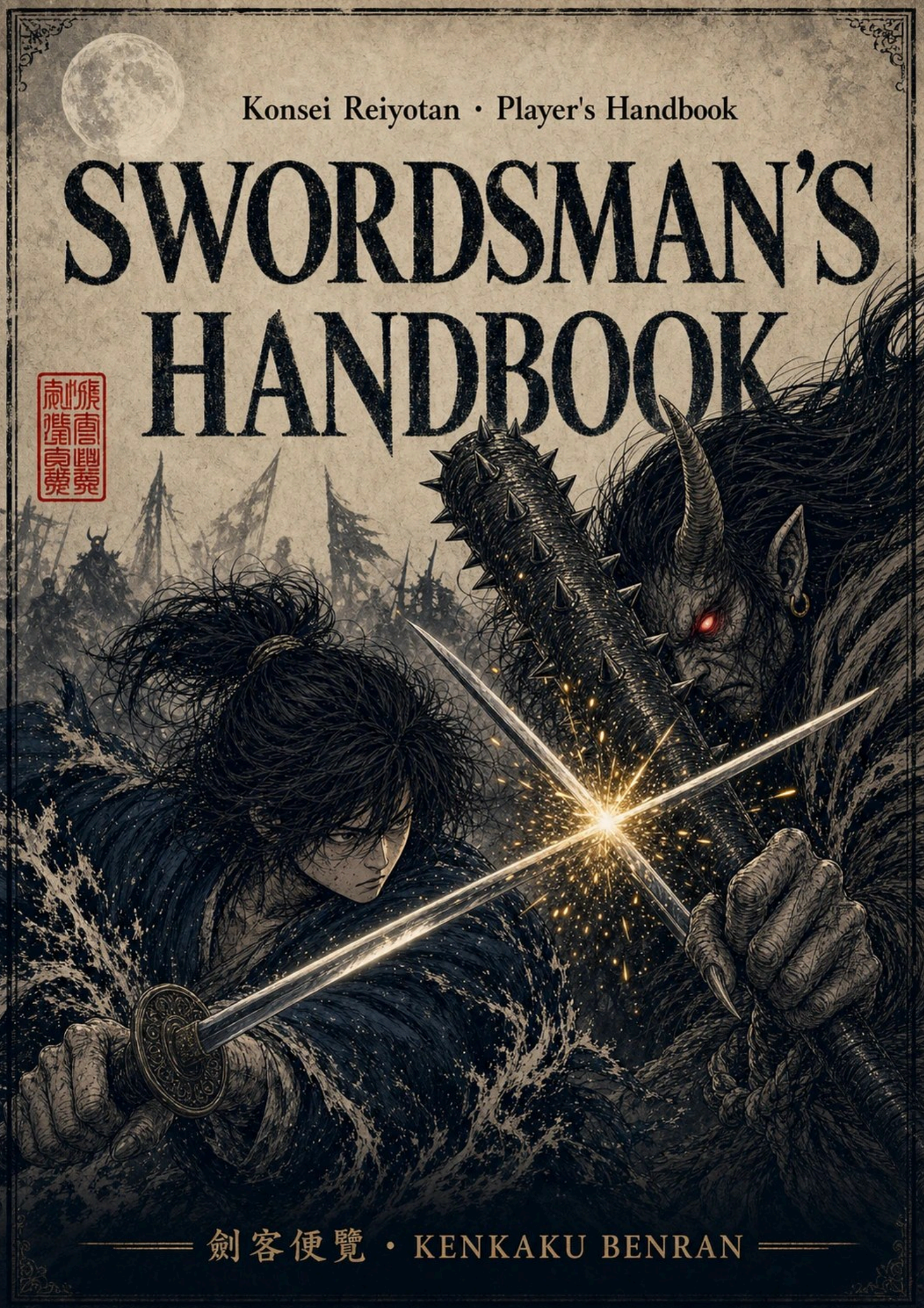


Konsei Reiyotan • Player's Handbook

SWORDSMAN'S HANDBOOK



— 劍客便覽 • KENKAKU BENRAN —



Konsei Reiyotan

혼세영요담

混世靈妖譚

Kenkaku Benran · Player's Handbook

English Edition · v1.5

A Sengoku dark-fantasy TRPG · Player's Handbook

<https://konsei-reyotan-rpg.pages.dev/>

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Prologue

서장 · 序章



❖ Swordsman at the gate



You are standing before a door. Beyond it lies a Sengoku age of blades and yoma. This chapter teaches you how to open that door.

It is fine if you have never played a TRPG. All you need is two dice, people to play with, and the will to follow a story through to its end.

1. What Tabletop Roleplaying (TRPG) Is

This game is a kind of play called **tabletop roleplaying**, TRPG for short. You do not compete for points as in a board game, nor stare at a screen as in a video game. Instead people gather around one table and, with words and imagination and dice, build a single story together. Instead of winning or losing, what remains is a **story** — one found nowhere else in the world, made only at this table, yours alone.

A TRPG comes together when three things are present.

- **The one who leads the story — the GM (Game Master).** One person takes this role. The GM prepares the world, moves the characters and the enemies, and adjudicates what has happened. This is the one who sets the stage and shines the light.
- **The people who live inside the story — the players.** The rest take this role. Each makes one character and, as that character, experiences the world. Whether you become a samurai, an

onmyoji, or a shinobi, that decision is yours. This book is for you, **the player**.

- **The tool that decides what happens — the dice.** Does the blade cut the enemy, or does the enemy dodge? Do you fall from the cliff, or barely cling on? You entrust this judgment not to a person's will but to the dice. Events not in the script are born here.

You do not need to memorize the whole rulebook. The GM can introduce rules as needed while everyone else learns through play.

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Source: [co-01-01](#) § What Tabletop Roleplaying Is · [co-01-02](#) § The Outline of the World

The Three Promises of This Game

Before you roll Konsei Reiyotan for the first time, have the table promise one another three things.

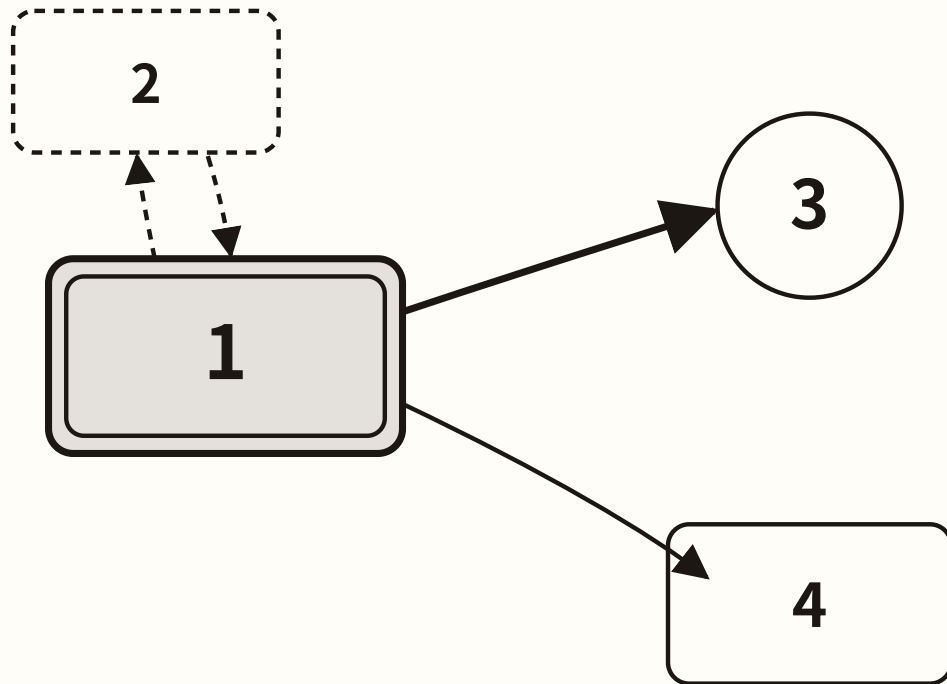
1. **The GM is a referee, not an enemy.** The GM does not sit down to beat you. They move the stage so the story grows interesting. When a rule is unclear the final call rests with the GM, but that call is for the whole table.
2. **Respect the result of the dice.** If a low roll came up and you failed, that failure makes the next scene. This is a game where the moment of one roll overturning the board comes often, and that overturning is the most interesting part.
3. **Your character can die.** This world is dark fantasy. A single soldier falls to a single arrow, and your character too collapses if pushed too far. Yet death does not come carelessly — in the first session especially, roll it lethal only when the table agrees.

The morality of this world is not measured on an alignment table of good and evil. Instead the **Three Ways and Six Hearts (三道六心)** — three paths and six hearts — mark which direction a character walks. In the Three Ways and Six Hearts, a heart changing is not turning worse but **turning** — which was right cannot be known until the story ends.

※

Source: [co-01-02](#) § Session in Play (Three Ways and Six Hearts)

2. How to Use This Book



❖ 3-stage reading path diagram

Number	Meaning
1	Kenkaku Benran — start here (this book)
2	Quickstart — a 30-minute taste (optional, roll and come back)
3	Solo branch — First Sword and oracle
4	Core Rulebook — GM and depth

Konsei Reiyotan has many books, but the only one you, the player, need to pick up right now is this one.

Book	What	When to open it
Kenkaku Benran (this book)	The player's core book. Character creation, combat, growth, all the way to Solo Mode	Start here. The book you keep at your side during play too
Quickstart (QS)	A bundle for a first session you taste in 30 minutes with a finished character	When you want to just run one before making a character (optional)
Core Rulebook (CO)	The original that holds the world, yoma data, scenarios, and GM guidance	When you take on the GM's role, when you need deeper rules

This book is your first book. You make a character, learn combat, and run even alone — as long as you need no supporting material, play comes together with this one book. If you want only a taste today, you can run a round with a finished character from the Quickstart and come back. The source footnotes attached to each rule are where the original sits in the core rulebook — follow them only when curious, and if the wording seems to conflict, the core rulebook wins.



To the one who has decided to be GM. First master this book — the GM must know what the players know. Then read the core rulebook. The yoma data, the twelve scenarios, and the guidance for running the game are all over there. The players need know only this book, and once the GM knows the core rulebook the table is complete.

The Order to Read This Book

- **If you are learning alone for the first time** — after reading this prologue, make one character in the character-creation chapter, then go straight into the **Solo Adventure "The First Sword"** that follows. "The First Sword" is a numbered-paragraph gamebook you run alone without a GM. It is built so you pick up the rules one at a time — your first check, your first combat, reserved defense, Critical Hit and Fumble, a taste of squads — as you go through them. You do not die on failure. Defeat is only another branch of the story.
- **If you want to keep rolling alone** — after finishing "The First Sword," move on to the **Solo Mode oracle rules**. There is a question table and a scene-building procedure that stand in for the GM's seat, so even with no one to play with yet you can carry a short adventure forward with this one book.
- **If you already have a table** — after making a character, go straight to the combat and school chapters and prep your first session. "The First Sword" works at the table too, as practice for a new player.



Solo Mode is the special part of this book. It takes the state of "no one to play with yet" head-on and makes it possible, even alone, to learn the rules and run a story. The detailed rules are in the Solo Mode chapter later.

※

Source: **qs-00** § This Game Is / The Core Loop · **qs-03** § The Principle in One Line

3. An Example of Play — How It Rolls



❖ Setsuna and Mina mountain-road combat example

Explanation in words alone does not land. Let us look in on one scene, at what dialogue passes at an actual table. A GM and two players meet a lesser yoma on a narrow mountain path. Rules terms come out mixed in naturally, but for now feel only the mood of it — the exact meaning of each term you learn one at a time in the chapters ahead.

※

Cast

GM — leads today's story.

Setsuna (player: Hana) — samurai. The front-rank hand who stands ahead and blocks the pass.

Mina (player: Mei) — onmyoji. The rear-rank hand who works shikigami from behind.

GM: The mountain path narrows. Cliff and forest wall you in on both sides, and mist has settled to your feet. Then a red dot glows in the mist. Two, four... ten. Little ogres at a person's waist height.

Kooni. Five lesser yoma with clubs come running, shrieking.

Setsuna: I'll block the front. I stand five ashigaru behind me and — I declare the **Immovable Formation**. I won't let this pass be given up.

GM: Good. The Immovable Formation is a [stance] specialty, so it costs 2 Energy. Since you are front rank, +4 is added to Domination in that zone. In exchange, while you hold this stance you cannot move. On a narrow path, Setsuna's side has sealed off this zone — for a Kooni to push in it has to beat a check.

Mina: I'll stay in the back. I bring out my shikigami Kami... I cast sorcery on a paper doll and float it in the air. And I order the three archers to fire a volley.

GM: An order costs Energy, but Mina's Wisdom is +2, so the order cost is discounted and 1 Energy will do. The archers take aim at one Kooni and fire. Roll the dice. It's 2d10 — roll two ten-sided dice together and add the faces.

Mina: (rolls) 6 and 7... 13 total.

GM: The Kooni has no armor, so its Defense is 11. A 13 clears it, so a hit. And a squad volley, if the total is 13 or more, drops two of them at once. Three arrows split the mist, and two Kooni go down where they stand.

Setsuna: My turn now, right? I cut the one charging me head-on. A horizontal cut.

GM: Roll. Your bonus is Courage +2 and Swordsmanship +1, so add +3 to the result.

Setsuna: (rolls) 8 and 5, 13 total. With the +3 that's 16.

GM: You cleared Defense 11 with room to spare. A hit. The Kooni has **Wounds** of 1 — Wounds is the value for how many mortal blows a thing can endure, and a lesser footsoldier or rabble is usually 1 — so one hit and it goes down. Setsuna's blade sweeps across, and one Kooni tumbles down into the mist.

Mina: Two left. One is coming around through the forest, after me!

GM: Right. But this map has no detour, so that one has to break through the front rank Setsuna is holding. It attempts a Breakthrough and... (rolls) 5 total. Far short of the target number 11. Breakthrough failed, so it staggers and stops on the spot and becomes **Defenseless**. Much easier to hit next time. And the last one left — it swings its club straight down at Setsuna.

Setsuna: Now — parry! I have one reserved.

GM: Good. A parry is a **defensive technique** that takes the enemy's blow on your blade when they attack, deflects it, and strikes back in the same motion. You reserved it ahead of time, so it triggers now without spending Energy. Give it a roll.

Setsuna: (rolls) 7 and 7! ...huh, the same number?

GM: The same number — a **double**. Sum 14 plus your bonus +3 makes 17, clearing Defense 11 with ease — a success. When a double comes up on a successful check, it's a **Critical Hit**, meaning a great success. Where you would have cut 1 Wound, you cut 2. The Kooni's Wounds was 1, so that's more than enough. As the parried club cuts through empty air — Setsuna's blade cleaves the last one clean in two. The mist lifts. Five Kooni lie scattered across the mountain path — and on your side, no one is hurt.

Mina: A first combat, and it went perfectly.

GM: This time. Next time it won't be this easy.

Nearly the whole skeleton of this game is inside that short scene. **Checks** (do you add a bonus to 2d10 and clear the target number), **Energy** (the resource spent on actions and the value that sets the order of moving), **Wounds** (how many mortal blows you endure), **Defense** (the target number that blocks an attack), **Critical Hit** (the great success that comes up on a double), and **Squad Orders**, **Domination**, and **Breakthrough** — for now just learn the names. From the next chapter on, one at a time, you will learn by making a character with your own hands and rolling the dice.

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This scene is a small skirmish with a lesser yoma. An actual session layers on a squad's morale (**Cohesion**), the swapping of stances, and several rounds, and rolls along far more dimensionally. All of it this book unfolds for you in order.

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Source: **co-01-06** § First Combat (Session in Play) — Kooni Defense 11 · Wounds 1, Immovable Formation [stance] Energy 2 · front-rank Domination +4 · cannot move, Squad Order cost (Wisdom +2 discount 1 Energy), hit strength (Minion 13+ remove 2), Critical Hit (success + double · 1 → 2 Wounds), Breakthrough failure = Defenseless. The check formula · base target number 11 · double are in **co-01-03** § Session in Play.

Summary

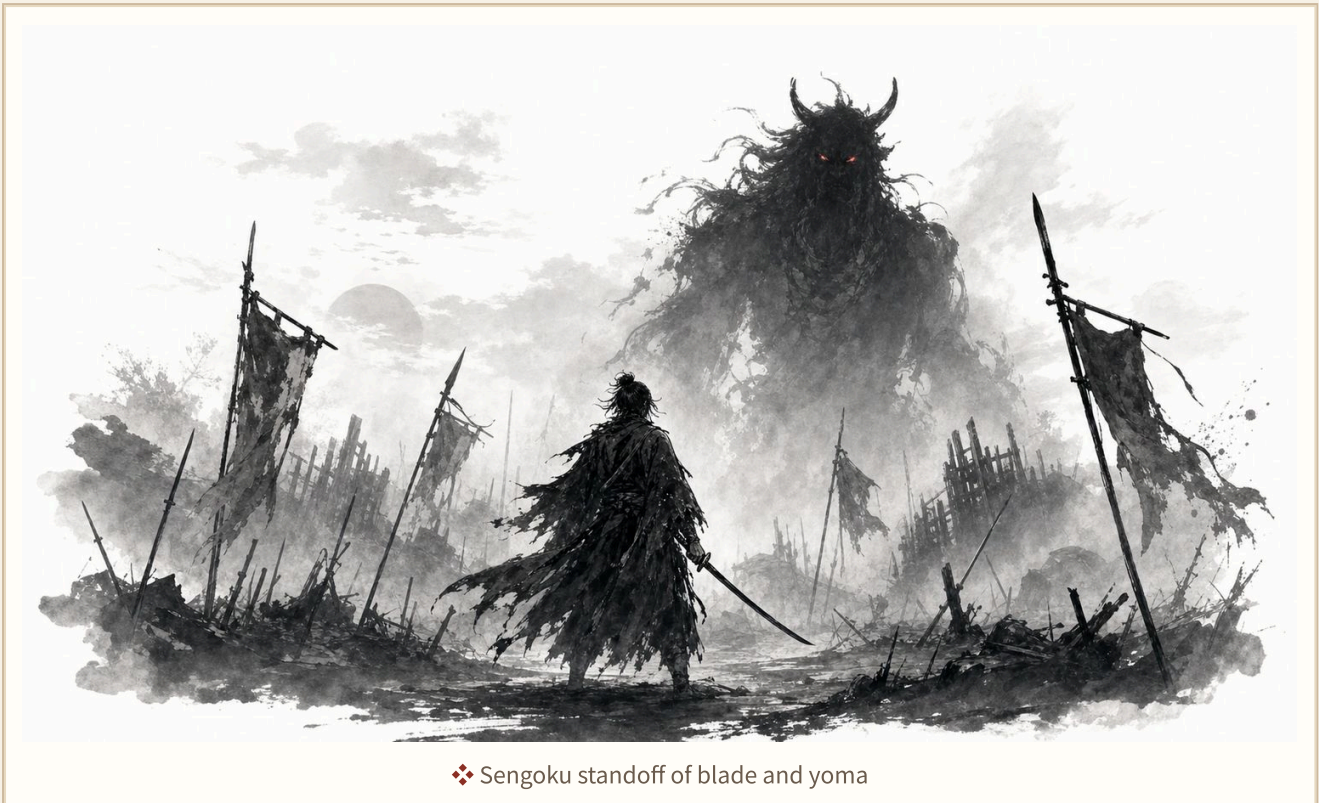
- A **TRPG** is play in which one GM leads the world, the players each become a character and live, and the dice decide the result. Rather than winning or losing, you make a **story** together. This book is a book for the player.
- **The three promises:** the GM is a referee, not an enemy · respect the result of the dice · a character can die but does not die carelessly. Morality is marked not on an alignment table but by the **Three Ways and Six Hearts**.

- **Start with this book.** If you want a taste, the Quickstart (optional); for the GM and deeper rules, the core rulebook. If the wording seems to conflict, the core rulebook wins. Whoever takes on the GM's role masters this book, then reads the core rulebook.
- **If alone**, after making a character, go through the rules in the Solo Adventure "The First Sword," and carry the story forward with the oracle rules. Even with no one to play with, you can run it with this one book.
- **The skeleton seen in the Example of Play:** checks ($2d10 + \text{bonus} \geq \text{target number}$, base 11) · Energy · Wounds · Defense · Critical Hit (double) · squads · Domination · Breakthrough. From the next chapter you learn them one at a time.



The World

세계 한 장 · 一枚の世界



On a mist-wrapped battlefield, a warrior with drawn blade stands face to face with a red-eyed shadow. This is the world you will walk into. This chapter sums up that world on one sheet — in which age, alongside what, and staking what do you fight. The rules begin next chapter. Here, first, decide where your blade will turn.

1. The Age — A Sengoku of Blades and Yoma

The Warring Age

The age is Sengoku (戦國). The emperor's authority collapsed long ago, and the daimyo of every province spill blood over the realm. Ashigaru die in the front ranks, samurai charge the enemy general, and shinobi hunt heads in the shadows of night. The historical setting runs from the late Sengoku into Azuchi-Momoyama — the era of Oda Nobunaga, Toyotomi Hideyoshi, and Tokugawa Ieyasu. The level of technology is katana, yari, bow, and teppo; armor is tosei gusoku (當世具足); castles are of stone. There is a class order of warrior, farmer, artisan, and merchant; monks are a separate class, and shinobi are an unofficial force.

Only one thing differs from history — **yoma are real.**

The Gate of the Spirit Realm Opens

When the blood of war soaks into the earth, the gate of the Spirit Realm (靈界) opens. The Spirit Realm is a spiritual world overlaid on the human one. In ordinary times it is unseen, but where war, death, and rage concentrate, the gate opens. Through that gap oni (鬼) come down from the mountains, tengu (天狗) watch from the sky, and the grudge of the fallen becomes onryo (怨靈) wandering the field. Hungry gaki (餓鬼) gnaw at corpses, and yoko (妖狐) take human shape to weave between the camps.

The yoma of this world are not "what humans cannot understand" but "what humans know all too well." Jealousy, grudge, greed, wrath — the dark emotions of humankind given form are yoma. And so cutting down a yoma is only a stopgap. If the root of the emotion remains, it rises again. True resolution is to release the grudge, or seal it, or purify it — and the warrior of the Sengoku knows nothing but the blade. So the daimyo hires an onmyoji (陰陽師), commissions Exorcism from an esoteric monk (密教僧), and soothes the soldiers' fear with the prayers of a Pure Land Monk (淨土僧). Combat does not end with the blade alone. Strike down with the blade, seal with a sutra passage, purify with onmyo arts — warrior, monk, and onmyoji must join their strength.

The Spirit Realm does not loose yoma alone. The Spirit Realm is a place where the flow of time differs — a dimension where the human world's past, present, and future exist at once. The moment its gate opened, weapons carried back across the ages began to flow out. **Realm Wandering Relics (靈界鬼物)** — a blade a future master swordsmith will forge is placed, before it is even made, into the hand of a samurai of this age. The details of this existence are in the weapon materials of the core rulebook.

The Nanban and Gunpowder

The outlanders who crossed over from the Nanban (南蠻) brought a new power called gunpowder. The teppo (鐵砲) pierces even an oni's hide, and the cannon topples castle walls. Some daimyo take up this foreign technology eagerly; some hold to tradition and reject it. What the outlanders brought was not the teppo alone — the word of Deus (天主), that is, the Kirishitan (切支丹) faith, came with it. The notion of a "single god" was revolutionary in this land where eight million kami and countless buddhas coexisted, and some felt kinship with it while some raged.

The Scale of This Game

The scale of this game is not the grand pitched battle but the **tactical engagement of a small unit**. Lord-grade PCs, 2–4 of them, with a few squads face a swarm of yoma or an enemy unit. (Lord-grade is the top of the unit-grade ladder — your PCs stand right there. You learn the grades in Chapter 3.) The typical scenarios are yoma subjugation, castle siege, wagon escort, assassination interception, Barrier defense, and Spirit-Realm incursion. Combat is not one hero dominating the field alone — the samurai holds the front rank, the ashigaru keeps formation with the spear, and the archers pour down rain from behind. The hero is strong, but without soldiers the field cannot be held.

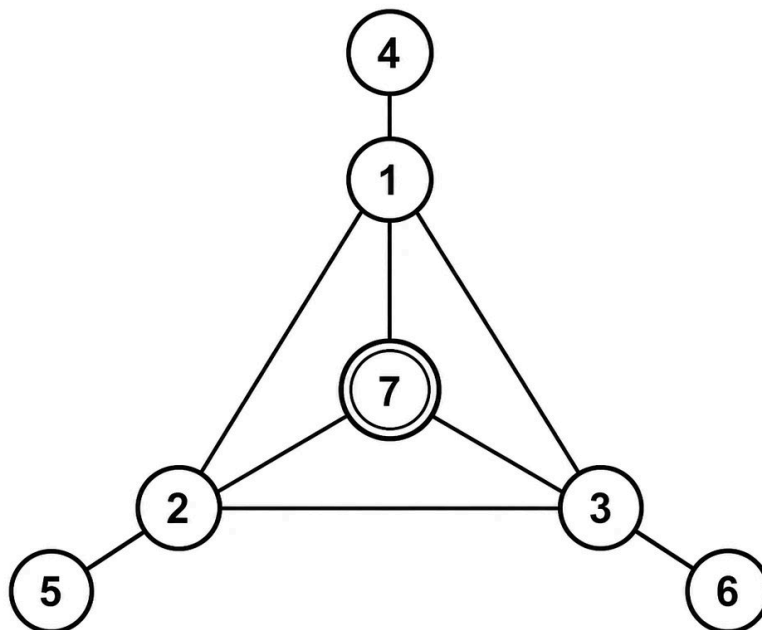
Where You Stand

The player stands at the heart of this chaos. A commander under a daimyo's order, a ronin who lost his lord, an exorcist monk of a mountain temple, a teppo user come from a foreign land, a shinobi ranging the field — you can be anything. Lead a handful of elites to subjugate yoma, topple an enemy daimyo, or wield the power of yoma to seize the realm. The enemy of humankind is yoma and, at the same time, human. In that space between, you must make a **choice**. Follow the lord's order, or follow your own conviction. Cut the yoma down, or understand it. Protect your comrades, or complete the mission. Those choices, gathered together, become the story of your character.

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Source: [co-02-01](#) setting · [co-02-06](#) timeline · [co-01-02](#) what Konsei Reiyotan is

2. The Three Ways and Six Hearts — Where Your Blade Turns



Number	Meaning
1	Truth
2	Compassion
3	Loyalty
4	Demon
5	Void
6	Hegemony
7	No Heart

The 9 alignments of D&D are not used. A being of this world stands on the path of one of the Three Ways (三道) — Confucian (儒), Buddhist (佛), Immortalist (仙) — and the bright face (明) and dark face (暗) of that path decide the direction of the heart. The Three Ways and Six Hearts is not a value that "diminishes" but a direction that "turns." To turn from Loyalty (忠) to Hegemony (覇) is not to become a bad person but to walk a different path. Which is right cannot be known until the story ends.

When you make a character, you choose one Way (道) and one Heart (心) of that Way. A 1st-dan character usually begins with a Bright Heart (明心), and a Dark Heart (暗心) is chosen with the GM's permission. The Heart is not a mechanical constraint but a narrative tool — it does not limit your actions but answers why you take up the blade.

The Three Ways (三道)

Way (道)	Root	Core Value	The Question It Asks
Way of Rites (禮道)	Confucian (儒) — Confucianism/Bushido	Order, loyalty and duty, human ethics, propriety	"What is the way of a human being?"
Way of Emptiness (空道)	Buddhist (佛) — Buddhism	Compassion, karma, emptiness (空), liberation	"Why does suffering exist, and how does it end?"
Way of Mystery (玄道)	Immortalist (仙) — Taoism/Shinto	Nature, harmony, the divine spirits, non-action	"Is the world complete as it is?"

Each Way has a bright face (Bright Heart) and a dark face (Dark Heart). When Loyalty (忠) reaches its extreme it becomes Hegemony (覇); when Compassion (慈) reaches its extreme it becomes Void (虚); when Truth (眞) reaches its extreme it becomes Demon (魔). Bright heart and dark heart are a hair's breadth apart.

The Six Hearts (六心)

Bright Heart of the Way of Rites — Loyalty (忠, Loyalty) The heart that takes up the blade for the lord, for the house, for the realm. It believes that to serve something greater than oneself is the way of a human being. The heart of Loyalty guards order — it keeps its promises, repays obligation, honors rank, and on the field stands first and withdraws last. Fitting classes are samurai, Pure Land Monk, scholar. A moment of conflict: "Must one obey even when the lord's order is wrong?"

Dark Heart of the Way of Rites — Hegemony (覇, Hegemony) The heart in which the conviction "my order is right" has changed into "all things must be under my order." The great cause of uniting the realm into one, the purification of burning away heresy, the resolve to burn a village "for the greater good." The heart of Hegemony forces order — those who do not submit are enemies, and on the road of hegemony there is no compassion. The turn from Loyalty to Hegemony happens when one harms the innocent "for the great cause," when one forces one's own order upon others.

Bright Heart of the Way of Emptiness — Compassion (慈, Compassion) All beings suffer — the enemy, the yoma, even lesser yoma. The heart of Compassion takes up the blade yet does not hate; it strikes the enemy down yet chants the sutra. It fights to prevent more suffering, not because it hates the enemy. Whether one can extend compassion even to a yoma is the trial of this heart. Fitting classes are Pure Land Monk, entertainer, esoteric monk (the compassion side). A moment of conflict: "If I do not kill this yoma the village dies. Yet this yoma too is suffering."

Dark Heart of the Way of Emptiness — Void (虚, Void) The heart in which the awakening "all is suffering" has fallen into "then nothing has meaning." When the one you love dies, the village you meant to protect burns, and the yoma you meant to save kills a human in the end, compassion collapses into the Void. The heart of Void is emptiness — it seeks to protect nothing, and at times, "to end all suffering," it seeks to end the world itself. The turn from Compassion to Void happens in the despair of when all one meant to protect has crumbled, when compassion goes unrewarded.

Bright Heart of the Way of Mystery — Truth (眞, Truth) The world is complete as it is. Human and yoma alike are part of nature, and the order of the kami (神) is older and broader than the order humans made. The heart of Truth seeks harmony — it does not deem the coexistence of human and yoma impossible, and it sees that even the opening of the Spirit Realm's gate may be the world seeking a new balance. Fitting classes are wildlander, feng shui master, arahitogami, onmyoji (the coexistence side). A moment of conflict: "If I seal this yoma the mountain's kamuy rages. Yet if I do not seal it the village is in danger."

Dark Heart of the Way of Mystery — Demon (魔, Demon) The heart in which "as it is" has become "the strong prey on the weak." The strong devour and the weak are devoured, that is the law of nature — human morality and compassion are not in nature. The heart of Demon is instinct. Power is law, and it does not restrain desire. When a hanyo casts off its humanity and becomes a great yoma, when a wildlander denies civilization itself, that is this heart. The turn from Truth to Demon happens when the view shifts from "nature is beautiful" to "nature is cruel," when one is intoxicated by the power of yoma.

No Heart (無心, No Heart)

A state inclined toward no Way. It has neither side nor conviction. A wanderer, a merchant, or one who has lost direction. Not an object of blame but simply one who has not yet found the path. Losing conviction, one may fall from any Way into No Heart, and finding a new Way out of No Heart becomes a great turning point of a character's growth. Ronin, shinobi, gaijin, merchant, and the like often begin naturally from No Heart.

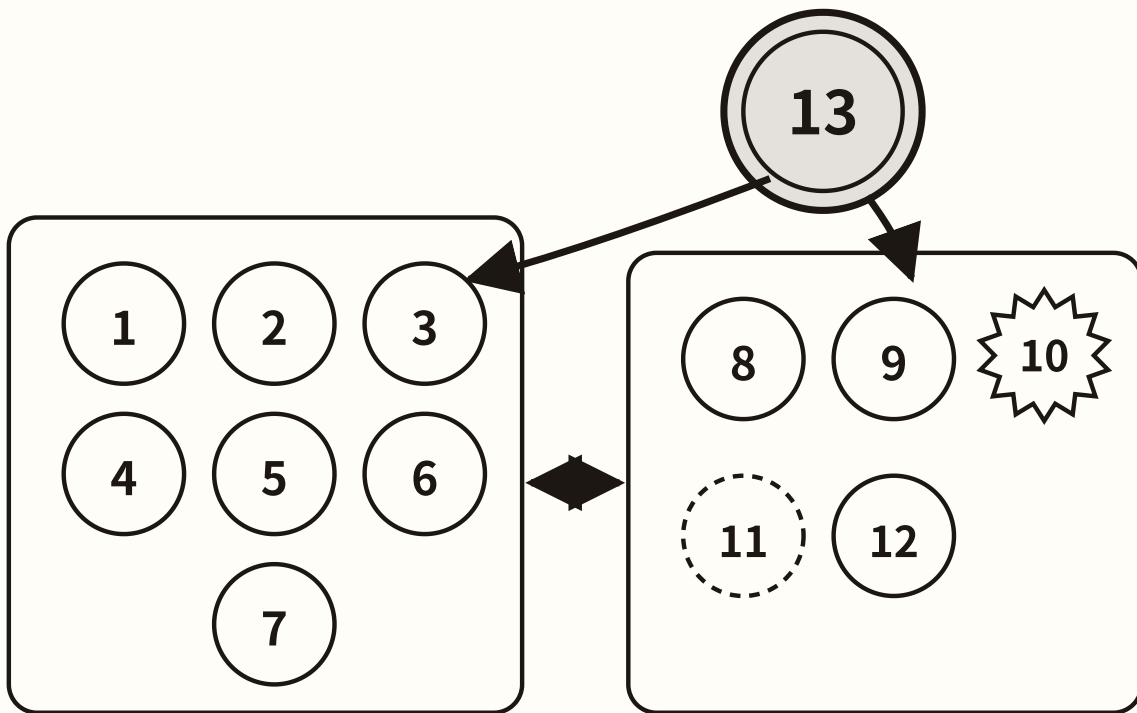
The Heart Turns

The heart of a person is not fixed. Choices on the field, what is lost, what is protected, betrayal and obligation — all of these push the heart toward the bright side or the dark side. A turn within the same Way (Bright $\rightleftharpoons$ Dark) is natural, but to change the Way itself (Rites $\rightleftharpoons$ Emptiness $\rightleftharpoons$ Mystery) requires a life-changing event, such as a lord's betrayal or the loss of everything. The turn is judged by the GM and happens when there is narrative conviction. Kirishitan are treated as the Way of the Lord (天主道), a system of their own outside the Three Ways — the Bright Heart is Faith (信), the Dark Heart is Madness (狂). The details are in the faith materials of the core rulebook.

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Source: [co-02-02](#) Three Ways and Six Hearts · [co-02-08](#) faith of the Sengoku § Kirishitan

3. An Overview of the Factions — Who Contends for the Sengoku



❖ 13 factions overview diagram

Number	Meaning
1-7	7 human factions (in table order)
8-12	Yoma factions (in table order)
13	Throne of the Spirit Realm — the sixth on the yoma side and the common enemy (double circle)
10	Hannya Altar — hostile to all (sawtooth border)
11	Muhyeon Band — neutral to all (dashed border)

In the Sengoku, seven human and six yoma, thirteen factions in all, are entangled. Today's enemy becomes tomorrow's ally, and the true enemy seeks to swallow the world itself. Each faction has its own leader, philosophy, and unit types, and every unit belonging to a faction shares a **faction trait** (an [aptitude] passive property) by which that faction's philosophy manifests on the field. Below are the names and a one-line note — when you grow curious about the leaders, faction traits, unique unit types, and relations, open the faction map of the core rulebook.

Human Factions

Faction	Heart (心)/Way (道)	One Line
Kagura Domain (神樂藩)	Hegemony / Way of Rites	The strongest military force of the Sengoku. It expands its territory under the banner of yoma subjugation. Loyalty on the surface, Hegemony beneath.
Hiei League (比叡連)	Loyalty → Hegemony / Way of Emptiness	The temple league of Mount Hiei. Aiming at the complete sealing of yoma, a purism that refuses any compromise.
Sakai Guild (堺座)	No Heart / —	The merchant league of the port city of Sakai. It sells arms to both camps and deals in secret even with yoko.
Fuma Band (風魔衆)	No Heart or Demon / Way of Mystery	The shinobi group of Kanto. It serves no lord and takes only the "interesting" highest-bidding commission.
Ikko-ikki (一向一揆)	Compassion / Way of Emptiness	The uprising force of farmers and common folk. A wave that chants "Namu Amida Butsu" and does not fear death.
Kunitomo Guild (國友座)	Truth / Way of Mystery	The teppo and karakuri artisan group of Omi. "The blade cannot beat yoma. Technology alone is the answer."
Enryokan (遠慮館)	Truth / Way of Mystery	The forbidden academy that studies the coexistence of yoma and human. Its force of arms is feeble, but its knowledge of yoma is the finest of the Sengoku.

Yoma Factions

Faction	Heart (心)/Way (道)	One Line
Shuten Mountain (酒天山)	Demon / Way of Mystery	The mountain fortress ruled by the oni king Shuten-doji. A civilized savagery that makes humans the "relish" of its feasts.
Biu Mountain (尾羽山)	Demon/No Heart / Way of Mystery	The secret court of the yoko. It does not kill humans but uses them — its weapon is not violence but deceit.
Hannya Altar (般若祭壇)	Void / Way of Emptiness	A collective consciousness where the grudge of the fallen has congealed. The longer war continues, the stronger it grows.
Muhyeon Band (霧幻衆)	Loyalty / Way of Rites	The council of the tengu. Not hostile to humans, but it judges the arrogant. Neutral by default.
Ibuki Garden (伊吹園)	Demon / Way of Mystery	The domain of the kumo (giant spiders) deep within Mount Ibuki. It does not kill humans but "collects" them with spider silk.
Throne of the Spirit Realm (靈界の王座)	Outside the Three Ways / —	The will of the Spirit Realm itself. It seeks to break down the boundary of the two worlds. The common enemy of all factions.

※

Human factions feud with one another, and yoma factions with one another too. The Muhyeon Band is neutral to all, the Hannya Altar is hostile to all, and the Throne of the Spirit Realm is the common enemy of human and yoma alike. Relations, encounter packages, and unit-type stats are in the faction map of the core rulebook.

※

Source: [co-02-03](#) faction map

4. The Scent (香) — One Way to Read It

Each entry in this book and in the core rulebook mostly begins with a **Scent (香)**. The Scent is a short introduction that paints the mood, scene, and smell of that entry — not a rule, but the air of the place where the rule sits. After the Scent comes the **Law (法)**. The Law is the numbers, checks, costs, and conditions — the rules you actually roll. In the yoma bestiary, the Scent paints the sound and smell heard first as that yoma approaches and the form that dawns on the eye, and the Law records Wounds, Defense, and techniques. In each Heart (心) of alignment too, the Scent paints the reason that heart takes up the blade, and the Law records the fitting classes and the turn triggers. You can skip the Scent and the rules still roll, but if you read the Scent you come to see why the rule was made

the way it was. When you read this book, read the Scent for mood and the Law precisely — divide your reading that way.

※

Source: [co-02-02](#) · [co-02-03](#) and the like — the Scent/Law composition convention of every CO entry

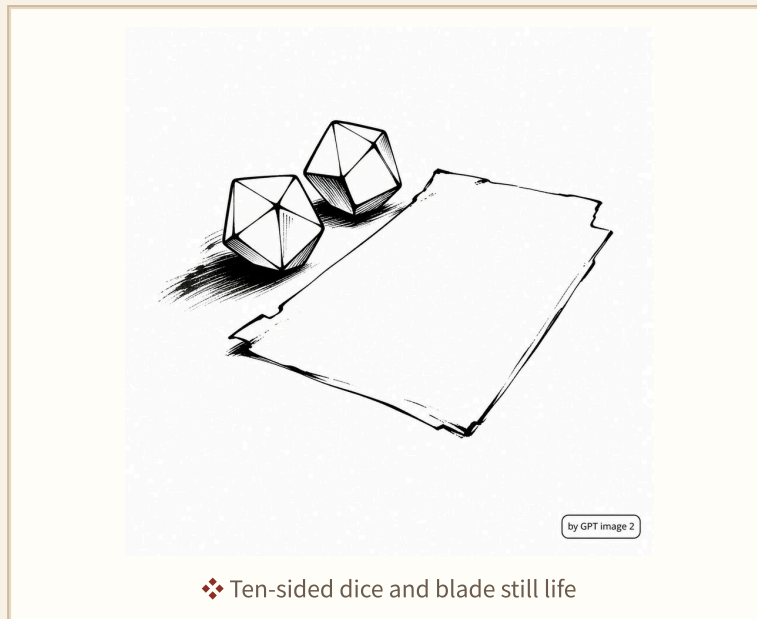
Summary

- **The Age:** a Sengoku where yoma are real. The gate of the Spirit Realm opens, and oni, tengu, onryo, gaki, and yoko are born from the dark emotions of humankind. Yoma do not end with cutting; sealing and purification are needed. The scale is the tactical engagement of a small unit (Lord-grade PCs 2–4 + a few squads).
- **The Three Ways and Six Hearts:** Way of Rites (Loyalty/Hegemony), Way of Emptiness (Compassion/Void), Way of Mystery (Truth/Demon), and No Heart. The replacement for D&D's 9 alignments. Not a diminishing value but a turning direction. At character creation choose 1 Way + 1 Heart, and 1st dan usually begins with a Bright Heart.
- **The Factions:** 7 human (Kagura Domain · Hiei League · Sakai Guild · Fuma Band · Ikko-ikki · Kunitomo Guild · Enryokan) + 6 yoma (Shuten Mountain · Biu Mountain · Hannya Altar · Muhyeon Band · Ibuki Garden · Throne of the Spirit Realm) = 13. For details, the CO faction map.
- **Scent/Law:** each entry opens with the Scent (a mood introduction) and continues with the Law (the rules). Read the Scent for mood and the Law precisely.



Checks & Combat

판정과 전투 · 判定と戦闘



The moment you draw your blade, everything comes down to a single check. Cutting down a foe, keeping your balance on a collapsing bridge, enduring a yoma's Sorcery — two 10-sided dice decide it. This chapter is the spine of the game, standing on those ten branching possibilities.

If the first two chapters drew the world and your place in it, this chapter handles the dice and blade set in your hand. Starting from a single line of the check formula, through the rhythm of range, the economy of Energy, and the weight of wounds, you learn in order how combat flows.

3.1 The Check — 2d10 and the Double's 4 Branches

The Basic Check Formula

Every action of yours is resolved with this one line.

```
2d10 + attribute modifier + (proficiency bonus) >= target number
```

- **2d10**: two 10-sided dice **rolled at once and summed**. Range 2–20, average 11. Because it is a bell curve, results near 11 come up most often and the extremes are rare.
- **attribute modifier**: the attribute relevant to that action (-3 to +3).
- **proficiency bonus**: the proficiency-tier bonus of the relevant skill (-2 to +3; a Saint auto-succeeds).
- **target number**: the difficulty the GM sets, or the target's Defense.

If the sum of the two rolled dice plus the modifier is **at or above** the target number, it is a success. On a bell curve, a +1 modifier carries more weight than a +1 on a flat die — at the success/failure

boundary, +1 makes about an 8–10% difference in success rate. Your result changes in proportion to what you invested in attributes and proficiency.

Target-Number Reference Table:

Difficulty	Target Number	Success at modifier 0	Typical expert +3
Very Easy	5	94%	99%
Easy	7	85%	97%
Moderate	9	70%	90%
Standard	11	55%	79%
Hard	13	36%	64%
Very Hard	15	21%	45%
Extreme	17	10%	28%
Impossible	19	3%	15%

Every target number is placed on the odd grid above (5/7/9/11/13/15/17/19). The Standard is 11, and an actual expert with the attributes and proficiency feels the "Typical expert +3" column.



In every numeric calculation in this game, **round to nearest (0.5 rounds up). No exceptions.** When a fractional result arises, round it at once and move to the next calculation.



The final modifier applied to a single check must remain within **-10 to +10**. After all bonuses and penalties are calculated, treat values above +10 as +10 and values below -10 as -10. Tracked stack counts and narrative consequences remain; only the actual check value is clamped to this range.



Source: **co-03-03** § basic check · target-number reference table · rounding · modifier-sum cap · **co-03-01** § 2d10 basic check

The Double — The Crossing of Fate

If the two dice point to the **same face**, a double triggers. The chance of occurrence is 10% (1-1, 2-2, ... 10-10 = 10 of 100 combinations). The double combines with the check's success/failure and branches four ways.

Double	Check	Result	Effect
Same face	Success	Critical Hit (会心)	2 Wounds reduced, or a special effect
Same face	Failure	Fumble (失着)	Defenseless imposed on the actor, weapon breakage, etc.
10-10 (sum 20)	Success	Heavenly Mandate (天命)	See the decisive-moment table (d100). A dramatic great success.
1-1 (sum 2)	Failure	Karmic Retribution (業報)	See the fatal-blunder table (d100). A dramatic great failure.

On average a double comes up once every 10 rolls. It can burst several times in a single combat, and this gives combat its rhythm of tension. Heavenly Mandate (1%) and Karmic Retribution (1%) may come up only once or twice, if at all, across a whole session, so they carry great weight when they do.

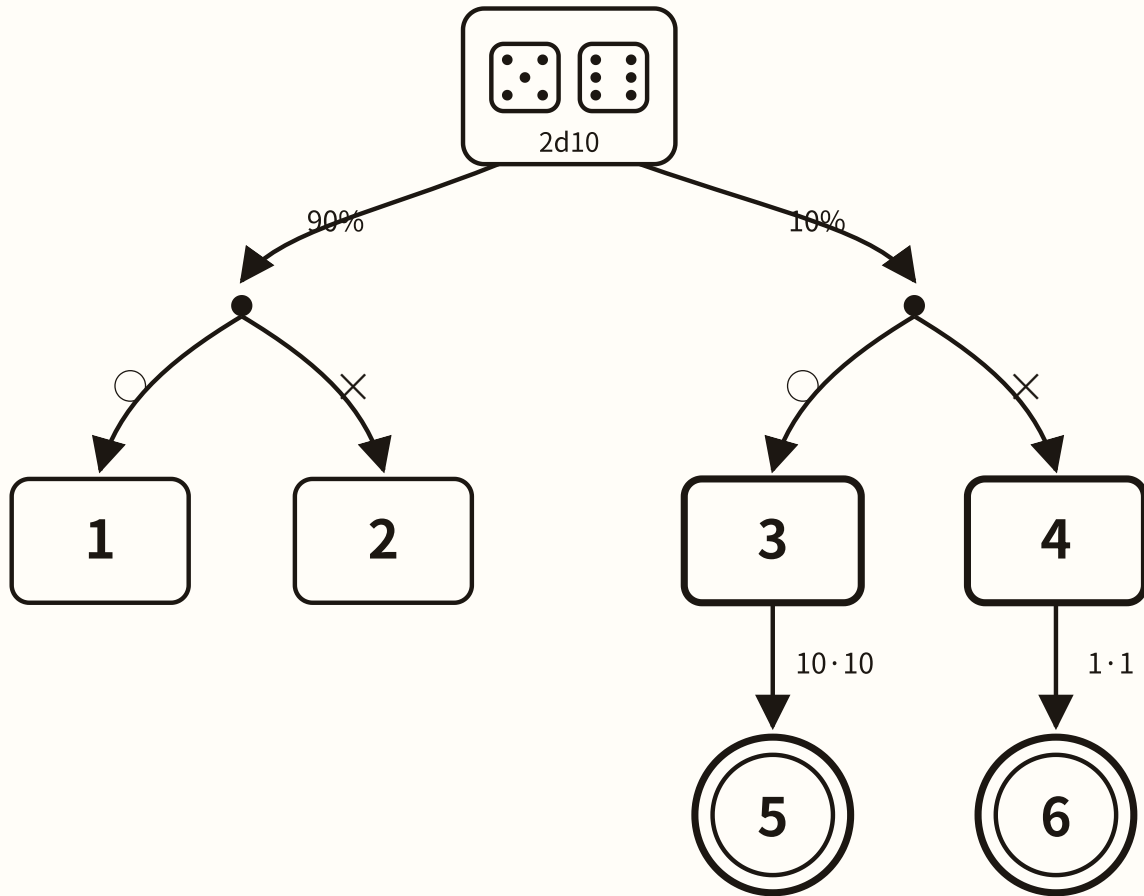
※

Critical Expansion: some specialties, Relics, and expansion rules specify Critical Expansion. When this effect is in play, a successful check whose two faces differ by exactly 1 ([8,7] , [4,5]) is also treated as a Critical Hit. This is not a basic check rule but a separate effect that applies only to a unit that has it. The basic Surprise Attack grants only +2 to the first attack check, and the Critical Hit rule changes only when the text separately specifies an automatic Critical Hit, as with the shinobi 3rd-dan specialty [Surprise Attack].

Example: You roll a katana horizontal cut against target number 11 and the two dice come up [7,7]. Sum 14 + Courage +2 = 16 ≥ 11, a success, and since they are the same face it is a double → **Critical Hit**. You shave off **2 Wounds**, not 1. Had that same [7,7] failed against a very heavy foe (Defense 17) at 14+2=16 < 17, then, being same-face + failure, it is a **Fumble** — you yourself become Defenseless.

※

Source: co-03-01 § double (雙目) · Critical Expansion · co-03-05 § Critical Hit · Fumble



❖ Check 4-branch diagram

Number	Meaning
1	Non-double success
2	Non-double failure
3	Double + success = Critical Hit
4	Double + failure = Fumble
5	10-10 success = Heavenly Mandate
6	1-1 failure = Karmic Backlash

Fate Intervention — The One Who Bends Heaven's Luck

A character with the [Fate (運)] attribute may, **immediately after** rolling 2d10, adjust the value of one d10 by **±1**.

- **Uses per combat:** as many as the Fate modifier. But even if the Fate modifier is below 1, **at least 1 use** is guaranteed (Fate +3 → 3 uses, Fate +1 → 1 use, Fate +0 → 1 use, Fate -1 → 1 use).

- The d10 value **must stay within 1–10** (you cannot drop a 1 to 0 or raise a 10 to 11).
- Usable **only on your own roll** (not on another's roll).

Fate is also used as is in luck checks, chance discoveries, hunches at a crisis, and the post-combat life-or-death check, so low Fate pays its price outside combat and after you fall.

Situation	Fate Intervention	Result
Sum 12, target number 13	+1 to one d10	Sum 13 → success
4-5, check succeeds	Adjust 4 to 5 → 5-5	Double formed → Critical Hit
3-3, check fails	Adjust one 3 to 4 → 3-4	Double undone → Fumble avoided
9-10, check succeeds	Adjust 9 to 10 → 10-10	Sum 20 double → Heavenly Mandate

Fate Intervention is not "luck" but **resolve**. The choice of whether to spend or save the Fate resource is present at every moment.

Example: You roll [4, 5] (sum 9), and the check succeeds but is not a double. Spend 1 point of Fate to adjust the 4 to a 5, and it becomes [5, 5] (sum 10), forming a double — and being success + double, it becomes a **Critical Hit**. 2 Wounds, not 1.

※

Source: [co-03-01](#) § Fate Intervention (運命介入) · [co-03-02](#) § Fate (運)

3.2 Attributes and Skills

The Six Attributes

Six qualities define you. The base range of modifiers for PCs and ordinary characters is **-3 to +3** (for yoma, heroic spirits, and bosses, the value stated by their grade or template takes priority, and +4 or higher is used where needed), assigned at character creation and rising +1 each even [dan].

Attribute	Combat core	Derived value
Courage (勇)	attack modifier, Breakthrough, Fear resistance	—
Finesse (技)	initiative order, precise actions	max Energy = 10 + Finesse
Physique (體)	Overload resistance, heavy-armor adaptation	Wounds = 3 + Physique
Wisdom (智)	Sorcery power, terrain reading	command Energy: 1 Energy if Wisdom +2 or higher, else 2 Energy
Presence (美)	morale rousing, negotiation	Domination aura: if Presence is positive, add that much (Presence +2 → Domination +2)
Fate (運)	Fate Intervention, luck and life-or-death checks	intervention uses: as many as the Fate modifier (at least 1)

Courage is the axis of melee to-hit ($2d10 + \text{Courage} + \text{proficiency} \geq \text{Defense}$), Breakthrough, and Fear resistance. Finesse sets max Energy and initiative order — an **initiative +N** correction is a value added only to the count of the first breath at the start of combat, and does not actually raise Energy. Physique governs Wounds, Overload resistance, and heavy-armor adaptation; Wisdom, squad-order cost and Sorcery; Presence, the Domination aura and negotiation; Fate, the Fate Intervention seen above.

Example: A shinobi with Finesse +2 has a max Energy of $10+2=12$. A ronin with Physique +1 has Wounds of $3+1=4$. A scholar with Wisdom +2 drops their squad order from 2 Energy to 1 Energy.



Source: [co-03-02](#) § overview · Courage · Finesse · Physique · Wisdom · Presence · Fate

Skills Overview

If attributes are quality, skills are training. They go in the "proficiency bonus" slot of the check formula, with a value set by proficiency tier.

Proficiency tier	Bonus
Novice	+0
Trained	+1
Licensed	+2
Master	+3
Saint	auto-success

Beyond adding to a check, a skill **unlocks maneuvers**. When the relevant weapon skill reaches **Licensed (3 points)** or higher, that weapon's licensed techniques open (e.g., the uchigatana's One-Flash), and when you learn a school, the skill's licensed and secret-art maneuvers are replaced by the school's own maneuvers. The detailed list and allotment of skills is covered in Chapter 5, Character Creation.



Source: [co-03-03](#) § basic check (proficiency bonus) · [co-03-07](#) § weapon licensed techniques · school system

3.3 Energy and Breath

Energy — Action Resource and Time

Energy is the game's time. You descend from high-count Energy to low, and in that flow you and the enemy cross paths.

- **max Energy = 10 + Finesse**
- Each time you execute a maneuver, you spend Energy.
- The higher your remaining Energy on the count timeline, the sooner you act.
- **Reset to maximum at the start of each round.**

Wearing heavy armor cuts your max Energy — heavy armor -1 Energy, heavy plate -2 Energy. This penalty is offset by as much as your Physique (體) modifier (heavy armor -1 Energy + Physique +1 → penalty 0).

Example: A samurai with Finesse +1 has a max Energy of 11. Wearing heavy armor (-1 Energy) with Physique +0, the effective max Energy becomes 10. At the start of each round it returns to this value.



Source: [co-03-04](#) § the dual role of Energy · [co-03-05](#) § Defense (heavy-armor Energy penalty)

One Breath — The Limit of Continuous Execution

When your count comes, you may pick and combine several maneuvers at once. The limit of this continuous execution is **one breath**.

- **Base limit = Energy 5.** The sum of Energy of all maneuvers combined in one breath must not exceed this value.
- What you can pick within one breath: attack techniques, defensive-technique reservations, [Kata], movement maneuvers, squad orders, declaring/releasing a stance.

The limit is extended by specific effects. Different sources accumulate; effects of the same name do not stack.

Source	Effect	Condition
Speed (dedicated skill) Licensed	one breath +1 (→6)	dedicated skill Speed 3 points
Speed Master	one breath +2 (→7)	dedicated skill Speed 4 points
esoteric monk "Asura" (7th dan)	one breath +2 within the Core Zone	Core Zone only
wildlander "Kamuy Descent"	one breath +2 during Descent	1 round only
swift-strike armor	one breath +1 (→6)	Defense 11

The official balance cap is **7**. Values from 8 through 10 are reserved for exceptional peaks such as Descent, Wandering Relics, Renown, or scenario special effects, and **10 is the absolute cap**. After stacking different sources, discard any excess above 10. The Overload threshold follows the current limit after applying the cap (a swift-strike wearer's Overload threshold is one breath > 6).

Breath-Combination Examples:

Strategy	Maneuver combination	Energy sum
Balanced offense/defense	uchigatana horizontal cut (2) + horizontal cut (2) + parry reservation (1)	5
Mobile strike	dash (3) + ninjato thrust (2)	5
Core-Zone melee	kodachi rapid slash (1)×3 + emergency dodge reservation (1)	4
Overload	zanbato Horse-Cut (3) + Rising Cut (3)	6 → Overload

※

Source: [co-03-04](#) § one breath (一呼吸) · one-breath extension · [co-03-07](#) § 2.7 (one-breath limit bonus)

Overload — When You Exceed the Limit

If the Energy spent within one breath **exceeds the current limit**, Overload triggers (base limit = 5).

Check: $2d10 + \text{Physique (體)} - \text{excess} \geq 11$

Result	Effect
Success	The maneuver is carried out. For the very next 1 breath only, the limit shrinks to 3 .
Failure	The maneuver is carried out. This round's remaining Energy is all destroyed + Defenseless .

Overload always forces the maneuver itself through — success or failure, that reckless motion is accomplished. What is decided is the price for it.

Example: Combining zanbato Horse-Cut (3) and Rising Cut (3) to spend 6 Energy exceeds the limit of 5 by 1. With Physique +1, you roll $2d10 + 1 - 1 (\text{excess}) \geq 11$. If $[6, 6]$ (sum 12) comes up, $12 + 1 - 1 = 12 \geq 11$ is a success: both techniques are carried out, and only the next one breath narrows to a limit of 3. Had it failed, both techniques still go out, but all of this round's remaining Energy vanishes and you become Defenseless.

※

Source: co-03-04 § Overload (過負荷)

The Absolute Floor of Energy Cost

Every maneuver's execution cost is at least 1 Energy. No bonus can break this floor. The calculation order is $\text{final Energy} = \text{base Energy} + \text{sum of all penalties} - \text{sum of all bonuses}$, and if the result is below 1, raise it to 1 Energy.

There are exceptions to this floor — the firing of a reserved defensive technique (already paid), releasing a stance (a free action), an always-on [aptitude], a [Kata] maneuver whose effect text specifies "0 Energy," Energy received via a scholar's Energy transfer, and an action a shikigami/puppet takes with its caster's Energy. Expressions like "free," "no cost," or "instant" that are not on this list are not 0-Energy maneuvers.

Example: dagger thrust (1) + Core-Zone bonus (-1) = 0, but the minimum 1-Energy floor catches it and it becomes **1 Energy** (in exchange, Combo Fatigue is eased, which is covered in § 3.9). yari thrust (2) + Core-Zone penalty (+1) – Takenouchi-ryu Licensed (-1) = **2 Energy**.

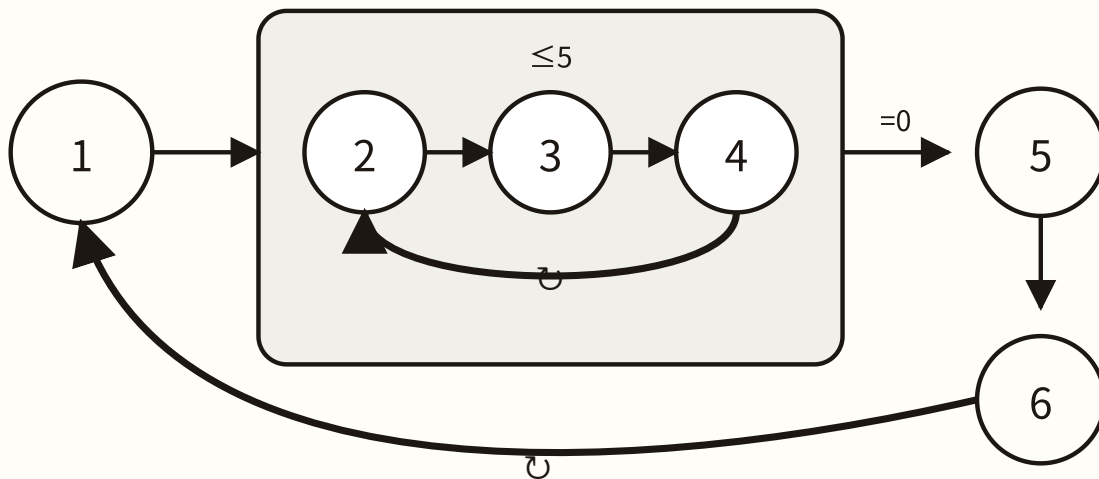
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Source: co-03-04 § Energy-cost handling Rule 1 · Rule 2 · explicit-exception summary table

3.4 The 3 Stages of the Round

Combat proceeds through the repetition of a round called the **round (間合)**. One round passes through three stages.

① round start → ② count progression → ③ lull → (to ① of the next round)



❖ Round cycle diagram

Number	Meaning
1	Round start — reset Energy to maximum
2	Count progression — highest Energy acts
3	Execute one breath — default limit 5
4	Spend Energy and reorder
5	All combatants reach Energy 0
6	Resolve the lull, then enter the next round

① Round Start

- Everyone's Energy is **reset to maximum** (carried-over Overload penalties and the like are reflected at this point).
- A stance being maintained continues to be maintained.

② Count Progression

The count descends **from the highest Energy downward**.

1. **Count start:** it begins from the highest Energy among the combatants.
2. **Initiative correction:** an **initiative +N** is added only to the count of the first breath at the start of combat (not to actual Energy). When the first breath ends, remove it and revert to the original Energy minus that breath's expenditure.
3. **The current count:** a unit whose current Energy is **at or above** that value executes one breath.
4. **Ties:** Finesse (技) descending. If Finesse is also equal, allies go first.
5. **Breath execution:** combine maneuvers within one breath (base limit 5) — attack techniques (attack A/attack B), defensive-technique reservations, [Kata], movement, declaring/releasing a stance. If the total exceeds the limit, Overload.
6. **Energy reduction:** it drops by as much as was spent. The next count goes to whoever holds the highest remaining Energy of all.
7. **Reaction:** even when it is not your count, if you have remaining Energy and a reserved defensive technique, you can react between the enemy's breaths.
8. **Repeat:** until **everyone's Energy reaches 0**.

Alternation is not strict (it is not "A→B→A→B"). Because whoever has the **highest** Energy at that moment acts, if one unit's Energy is far higher, it can take several breaths in a row — this is the highest-Energy-acts rule.

Example:

Genzaburo (Energy 11, uchigatana):

count 11 → horizontal cut (2) + horizontal cut (2) + parry reservation (1) = 5 → Energy 6

Oni (Energy 10, iron club):

count 10 → heavy blow (3) → at Genzaburo

→ Genzaburo: has a parry reservation → executes parry at 0 Energy

Oni Energy 7

Kuro (Energy 12, ninjato):

count 12 → stealth move (3) + surprise strike (2) = 5 → Energy 7

count 7 → reverse-grip slash (1) + reverse-grip slash (1) + emergency dodge reservation (1) = 3 → Energy 4

Kuro takes one breath at count 12 with Energy 12, and after dropping to Energy 7, takes one breath again at count 7. Whoever has higher Energy moves that much more often.

※

Source: [co-03-06](#) § the structure of the round · ② count-progression detail · [co-03-04](#) § count progression

③ The Lull Phase

When everyone's Energy reaches 0, it enters the lull.

Automatic handling:

1. Energy is reset to maximum **at the start of the next round** (Overload penalties apply at this point). The lull itself does not restore Energy — recovery happens at the next ①.
2. Defenseless is released.
3. All reservations dissolve.
4. "N rounds" limited-maneuver counts reset (including the 0-Energy [Kata] 2-per-round counter).

Upkeep maneuvers (no Energy cost): only upkeep-type specialties/techniques may be executed. entertainer "Battlefield Flower" (recover 1 Wound or 1 Cohesion), onmyoji shikigami redeployment, teppe reloading, and so on.

Environmental variables (GM ruling): yoma intrusion (d100 encounter table), battlefield changes (fire, fog, collapse, etc.).



Source: [co-03-06](#) § ③ the lull phase · [co-03-04](#) § count progression

Reservation and Improvisation

A defensive technique can be readied in advance. "This breath, I hold my blade in a parry stance" — that is a reservation.

If you **declare a reservation** of a defensive technique within your own breath, you prepay the Energy.

State	Defensive-technique execution cost
Reserved	0 (already paid)
Improvised reaction	1.5 × the base (round to nearest)

- **Dissolution**: at the start of your next breath. At the end of the round.
- **Uses per firing**: a reserved defensive technique is **consumed after firing 1 time**. To use the same defense again, pay the improvised-reaction cost, or reserve the defensive techniques separately in your breath and pay Energy for each.
- A reservation is a **defensive technique attached to a weapon** (katana parry, yari check, etc.). With no weapon, there is no defensive technique to reserve (except Unarmed Combat's "push-out").

1.5 × always rounds to nearest: parry reservation 1 → improvised 1.5 → **2**. check reservation 2 → improvised 3.0 → **3**. reservation 3 → improvised 4.5 → **5** (0.5 rounds up).

Example: This breath you have reserved a parry (1 Energy prepaid). When the oni delivers a heavy blow on its count, the reserved parry fires at **0 Energy**. Had you not reserved it, using that same parry as an improvised reaction costs $1.5 \times \text{of } 1 = \mathbf{2 \text{ Energy}}$.

※

Source: [co-03-04](#) § reservation (予約) · [co-03-07](#) § defensive techniques (reservation/improvisation cost)

3.5 Attack and Damage

The Attack Check

For a melee attack, the to-hit check is itself the damage check.

```
2d10 + Courage (勇) + proficiency >= target's Defense
```

- **Success:** hit → **1 Wound reduced** (base).
- **Double + success (Critical Hit):** **2 Wounds reduced**.
- **Failure:** miss.
- **Double + failure (Fumble):** Defenseless, etc.

There is no damage die. On a hit, Wounds drop right away with no separate damage roll. The attack check is itself the damage check.

Even the same "attack" has two axes per weapon — a katana horizontal cut (Courage, standard) and a thrust (Finesse, [\[Pierce 2\]](#)) are different maneuvers, and the choice between them splits by situation. The Critical Hit of a special weapon differs: the zanbato/nodachi, which is one weapon under two aliases, has a Critical Hit of **3 Wounds**; a teppe's Critical Hit = **2 Wounds + Pierce (1 Wound to the foe behind as well)**.

Example: Against a light-armor ashigaru at Defense 11 (Minion base 9 + light armor +2), you roll a katana horizontal cut (Courage +2, Swordsmanship Trained +1). [\[6, 5\]](#) (sum 11) → $11+2+1=14 \geq 11$, a hit, and not being a double, **1 Wound reduced**. Had that same check been [\[6, 6\]](#) (sum 12), $12+2+1=15 \geq 11$ is a hit and, being a double, a Critical Hit → **2 Wounds**. If the light-armor ashigaru has 1 Wound, it dies instantly on either a Critical Hit or an ordinary hit, but against a Veteran-grade foe with 2 Wounds, this difference splits life from death.

※

Source: [co-03-03](#) § attack check · [co-03-05](#) § Wounds · Critical Hit · [co-03-01](#) § no damage roll

Defense-Bypass Tags — **[Pierce]** · **[Direct]**

Every weapon's and technique's defense-bypass effect is written in the three families **[Pierce]**, **[Direct]**, and **[Incorporeal]**. The check formula always keeps the single form **2d10 + modifier >= Defense**, and the tag sets how that Defense is cut.

The target's Defense is computed as **base Defense + armor/shield add-on + other bonuses (stance, Barrier, terrain)**, and then the tag is applied. Base Defense by grade is Mob 8 · Minion 9 · Veteran, Elite, Lord-grade, PC 10, and armor add-ons are light armor +2, heavy armor +4, heavy plate +6, shield +1.

- **[Pierce N]** — ignores N points (or all) of Defense **derived from armor and shields. No effect against an unarmored foe.** The floor is the **target's base Defense** (even if armor drops to 0, the flesh's defense remains).
- **[Direct N]** — ignores N points of Defense **other than armor and shields** (evasion, stance, Barrier, terrain, blessing). Armor/shield protection remains as is. The floor is **base Defense + armor/shield add-on**.
- **[Incorporeal]** — bypasses Defense itself (ignores physical Defense). It is exempted on a sliding scale according to the defender's Exorcism-training tier. The details belong to the Exorcism rules (GM / expansion domain).

Judging principle: if that Defense bonus comes from **physical protection like steel, bone, or scale**, it is armor-classed (Direct does not apply); if it comes from **technique, Sorcery, faith, or terrain**, it is non-armor-classed (Direct applies).

Separately from this, **Defense -N** (no brackets) is not an attack's Pierce but a **state/debuff imposed on the target** (poison, curse, restraint, weakening). It cuts final Defense itself by N points for a set duration, and during that time every attacker benefits. The floor is 2. **[Break]** is an equipment-damage support effect that makes permanent, until repaired, the armor reduction of a **[Pierce N]** written alongside it, and it triggers only when the executing equipment's grade is at or above the target equipment's grade.

Example: Using an uchigatana thrust **[Pierce 2]** against a heavy-armor foe (Defense 14 = base 10 + armor +4) shaves 2 points from the armor add-on, making it **12**. Using that same thrust against an unarmored foe (Defense 10) leaves it at **10** as is, since there is no armor to shave — Pierce shines the thicker the armor and is meaningless against bare flesh. Using a shuriken precise throw **[Direct 2]** against a heavy-armor foe (Defense 16 = 10 + armor 4 + stance 2) that has taken the Immovable Formation (stance +2) erases the stance +2 to lower it to **14**, while the armor +4 remains.

※

Source: **co-03-05** § defense · Pierce system · **[Pierce N]** · **[Direct N]** · **Defense -N** · **[Break]**

Bonus Stacking (§ 2.7)

The rule for when several bonuses overlap on a single check.

Kind	Rule
attack bonus	summed from all sources (attribute + proficiency + stance + faction trait + ...). Ex: +3+2+1+1 = +7.
Defense bonus	armor base value + specialty/stance bonuses summed. But for the same source, the highest only .
Domination bonus	unit base value + stance/specialty bonuses summed.
same type	cannot stack. The same value (Defense, attack) coming from the same tag ([stance], [aptitude], etc.) counts only the highest one.
different type	can stack. A [stance]'s Defense +2 and an [aptitude]'s Defense +2 are different types, so they sum.
same-name effect	only 1 time even from two sources ("Fear immunity" from two places is still 1 time).
one-breath limit bonus	different sources accumulate. The official-balance recommended cap is 7; the absolute cap is 10.

Because you can maintain only one stance at a time, the Defense/attack bonus coming from a stance is naturally only one, too.

Example: If a samurai with Courage +3, Swordsmanship Licensed +2, and faction trait +1 gains attack +1 from a maintained stance, the attack bonus sums all sources to 3+2+1+1 = **+7**. On the other hand, two [stance] Defense +2s apply only one, since only one stance is maintained at a time.

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Source: [co-03-07](#) § 2.7 bonus-stacking rules

3.6 Defense · Evasion · Counter

Weapon Defensive Techniques

Each weapon has its own defensive technique. Reserved, the firing cost is 0; improvised, it is 1.5× the base (round to nearest).

Weapon	Defensive technique	Effect	Reserved / Improvised
katana	parry	$2d10 + \text{Finesse} + \text{Swordsmanship} \geq \text{enemy attack}$. Nullifies on success.	1 / 2
yari	check	attack check against a foe entering the zone. On a hit, halts movement instead of damage.	2 / 3
zanbato/nodachi	Blade-Body Block	$2d10 + \text{Physique} \geq \text{enemy attack}$. Nullifies on success. On a defense Critical Hit, seal the enemy weapon for 1 round.	2 / 3
dagger	emergency dodge	$2d10 + \text{Finesse} \geq \text{enemy attack}$. Nullifies on success. Even on failure, damage -1 Wound (minimum 1).	1 / 2
teppo	none	—	—
Unarmed Combat	push-out	after the foe's attack, forcibly move the foe to an adjacent zone.	2 / 3
shield (手盾)	shield block	$2d10 + \text{Finesse} \geq \text{enemy attack}$. Nullifies on success. Keeps worn Defense +1.	1 / 2

A defense check usually compares $2d10 + \text{Finesse}$ to the enemy attack's total to-hit, and if the defense roll is **at or above** the enemy's to-hit, it succeeds (an active-parry type such as parry or cross-block adds the weapon's skill + **Swordsmanship** here, blocking better). The emergency dodge is special — even on failure it reduces damage by 1 Wound (minimum 1 — it will not drop to 0), a safety-net against large hits.

Example: The oni put out a total to-hit of 15 with a heavy blow. You fire the parry you reserved at 0 Energy, and $2d10 + \text{Finesse} + \text{Swordsmanship} = [9, 8]$ (sum 17) + Finesse +1 + Swordsmanship +2 = $20 \geq 15$ succeeds, fully nullifying that attack. Had you rolled a dagger emergency dodge and failed at $[3, 4]$ (sum 7) + Finesse +1 = $8 < 15$, the dodge itself fails, but damage is eased by -1 Wound, so a 3-Wound attack lands for only 2 (the floor is 1, so a 1-Wound attack still lands for 1).

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Source: [co-03-07](#) § defensive techniques · [co-03-04](#) § reservation (firing structure)

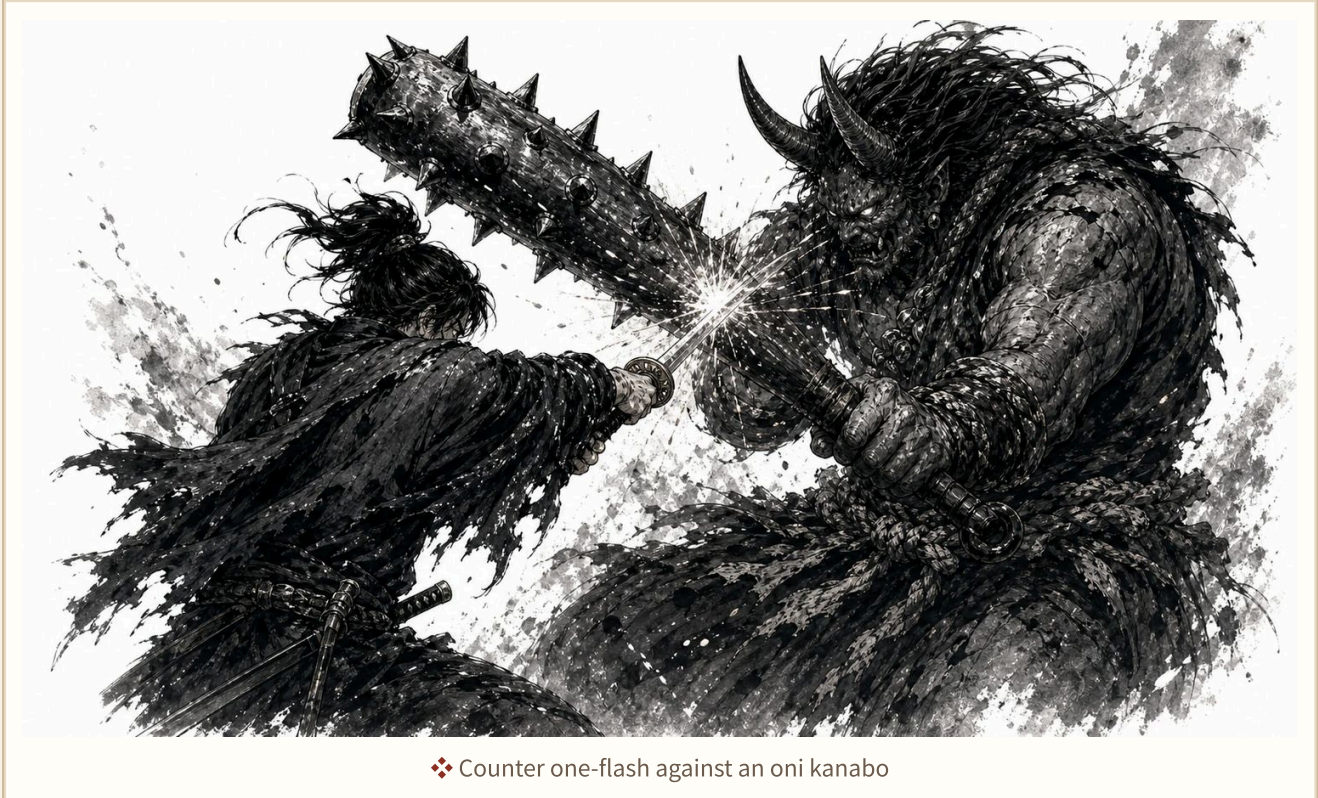
The Other Side of Defenseless — Situations Where You Cannot Evade

There are moments when you cannot use a defense. The target of an **enhanced Surprise Attack** (move + attack from outside) can use neither a reserved nor an improvised defense against that attack. Nor can you use an evasion- or counter-type defensive technique while Defenseless (§ 3.8). A defense holds when your stance still stands.

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Source: [co-03-06](#) § Surprise Attack (enhanced Surprise Attack) · [co-03-05](#) § Defenseless

Counter — The One-Flash Model



Returning a nullified attack right back is the counter. That benchmark is the uchigatana licensed technique **One-Flash (一閃)**.

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One-Flash (一閃): 3 Energy. On the next blow taken (**including when damage was nullified by defense or evasion**), an automatic counter $2d10 + \text{Courage} + \text{Swordsmanship}$. Offense and defense as one.

The expansion (ex2) defines the counter uniformly atop this model. A "counter" is a *counter check made immediately, continuing the same blow taken, right after nullifying a melee attack with a defensive technique (parry, evasion, etc.)*. Its firing structure follows One-Flash by analogy, firing **atop a reserved defense**. A **0-Energy counter holds only when a school specifies it**, and in that case the 2-per-round cap (the 0-Energy [Kata] cap) applies as is.

A school's counter bonus applies its conditional clause exactly, without missing it — Single-Strike Bind performs defense and counter at once with **Defense +2 + counter +3**; Single-Blade Sever is **only for a counter after defense** with attack +4 and Critical Expansion; Taiji Sword-Dance is Energy 0 **on a counter**.

Example: A Swordsmanship-Licensed samurai reserves One-Flash with an uchigatana (3 Energy prepaid). When the oni delivers a heavy blow at to-hit 15, you nullify it with the reserved parry at [9,8] (sum 17)+Finesse +1+Swordsmanship +2=20 ≥ 15. Right then One-Flash's automatic counter bursts, and you roll 2d10 + Courage + Swordsmanship = [7,6] (sum 13) + Courage +2 + Swordsmanship +2 = 17 against the oni's Defense 12, a hit, returning 1 Wound.

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Source: **co-03-07** § weapon licensed techniques (One-Flash) · **ex2-10-01** § uniform counter definition (Single-Strike Bind · Single-Blade Sever · Taiji Sword-Dance)

3.7 Tags and the 0-Energy Cap

If weapon techniques come from items, specialties are classed into four types — [Kata] · [aptitude] · upkeep · [stance].

Type	Nature	Example
[Kata] (型)	An active maneuver. Fired by spending Energy within a breath.	duel declaration, shikigami command
[aptitude] (素養)	Passive. An always-on gain by learning it.	Wind Blade, Tough
upkeep (整備)	An action for the lull phase only.	Battlefield Flower
[stance] (構え)	A maintained passive. Once declared, it persists until released. Only 1 at a time.	Immovable Formation, spear-wall

The core of a [stance] is that **only one** is maintained at a time. You cannot maintain "Immovable Formation" while maintaining "the Stance of the Draw" at the same time. Changing stance is a tactical decision, and releasing a stance is a free action (0 Energy).

The 2-Per-Round Cap on 0-Energy [Kata]

Some specialties, schools, and Prestige effects let you use a [Kata] maneuver at **0 Energy**. Such effects carry the following automatic limit.

- **Automatic grant of 1 per round:** granted automatically even without a stated limit in the text.
- **Total cap on 0-Energy maneuvers per round = up to 2** (summed even from different sources).

Relevant examples: samurai [stance] Guard Posture (automatic counter), onmyoji [Tactic:Kata] shikigami command (squad-order cost waived), a 0-Energy [Kata] that separately pays a gold, faith, or conditional cost, and the 0-Energy counter of some Prestige specialties (Sword Saint, etc.). A caster's

control action for a shikigami/puppet also shares this cap of 2 — even with several units, the caster's control is at most 2 times per round.

Example: A samurai fired Guard Posture's (0-Energy [Kata]) automatic counter once this round. Firing yet another 0-Energy [Kata] effect this same round is the second use (the second of the cap of 2). A third 0-Energy [Kata] cannot be used any more this round; from the next round, after the counter resets at the lull, you can use two again.



Source: [co-03-07](#) § 4 specialty classification (Kata · aptitude · upkeep · stance) · [co-03-04](#) § Rule 3 (0-Energy active maneuvers) · unit autonomy and proxy actions

3.8 Wounds · Incapacitated · Defenseless

Wounds — The Weight of Injury

There is no health score in this world. You are measured by "how many mortal wounds can you take and still stand."

- If an attack **breaks through Defense and hits** → **1 Wound reduced** (base).
- **Critical Hit** → **2 Wounds reduced**.
- Special weapon/specialty → 2 or more Wounds (specified individually).
- **Reaching 0 Wounds** → **incapacitated**.

Grade	Wounds	Derivation
Mob	0	instant death on declaring an attack
Minion	1	fixed. A hit = instant death.
Veteran	2~3	fixed value (scenario setting)
Elite	3~4	fixed value (scenario setting)
Lord / PC	3 + Physique (體)	can grow. Physique +2 → 5 Wounds.

The Wounds of a PC and a Lord-grade is **3 + Physique**. With Physique +2 it is 5 Wounds — enduring five mortal wounds.

Example: A ronin PC with Physique +1 has Wounds of 3+1=4. Taking a Critical Hit (2 Wounds) twice, it goes 4 → 2 → 0 and becomes incapacitated. On the other hand, with ordinary hits (1 Wound) only, it withstands four.

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Source: co-03-05 § Wounds (戦力) · Wounds by grade

Incapacitated and the Life-or-Death Check

- 0 Wounds → **incapacitated**. Cannot act, removed from the zone (falls).
- If a Lord (主) is incapacitated, that faction's squad Cohesion -1 (loss of commander).
- **Whether one dies** is judged after combat ends: $2d10 + \text{the higher of Physique (體) or Fate (運)} \geq 11$; success → survives, gravely wounded; failure → death.

The last redoubt of Fate Intervention is here — you can make the very to-hit check of the attack that would bring you to 0 Wounds miss, via Fate Intervention. "Escaping a mortal wound by heaven's luck" is the most dramatic use of Fate.

Example: After combat ends, roll the life-or-death of the fallen ronin (Physique +1, Fate +0). The higher of Physique and Fate is Physique +1. $2d10 = [5, 7]$ (sum 12) + 1 = 13 ≥ 11 , a success → gravely wounded but survives. Had it been $[3, 5]$ (sum 8) + 1 = 9 < 11, it is death — but if you saved Fate, you can intervene on this roll too.

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Source: co-03-05 § incapacitated (戦闘不能) · co-03-02 § Fate (post-combat life-or-death check)

Defenseless — Showing Your Back

Defenseless is the most dangerous state on the battlefield.

Imposing conditions: Fumble (double + failure), Breakthrough failure, Core-Zone exit failure, Overload failure, being the target of an enhanced Surprise Attack, and the effects of some specialties and Sorcery.

Effects:

- Any maintained [stance] is released at once.
- **Defense -4.**
- Cannot declare a new [stance], reserve a defensive technique, or use an evasion- or counter-type defensive technique.

Release: automatically released when your next action begins. If a lull comes first, released at the lull. Since Defenseless is an already-fixed result, you do not roll a separate resistance check.

Example: A samurai made Defenseless by a Fumble (base Defense 10, no stance) has its Defense take -4, dropping to **6**. The enemy rolls its attack check against this lowered Defense, and until the samurai's next action begins, the samurai can neither reserve a defensive technique nor evade.

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Source: [co-03-05](#) § Defenseless (無防備)

3.9 Combo Fatigue

If you deliver melee attacks in a row within the same breath, from the fourth strike your body tires.

- **From the 4th strike a penalty accumulates on the to-hit check.** The standard (not a short weapon) grows as **4th strike -2, 5th strike -3, 6th strike -4**
- If the **short-weapon Core-Zone bonus** applies, the penalty weakens by one tier — when a short weapon (dagger/tanto/kaiken/makiri/Unarmed Combat/bare hands/kodachi/ninjato) has entered the Core Zone, the -1 Energy bonus is blocked by the minimum 1-Energy floor, but in exchange Combo Fatigue is eased to **4th strike -1, 5th strike -2, 6th strike -3** A short weapon does not get faster in the Core Zone — it **tires less**.
- The staff and the vajra are of the staff family, not short weapons, so this easing does not apply. The bow and teppo are ranged, so their use in the Core Zone is inherently limited.

The esoteric monk's [aptitude] "Seal of Shura" shaves an additional -1 off the Energy of a Core-Zone melee attack. Even when the two sources overlap, as with an esoteric monk who entered the Core Zone with a short weapon, effects of the same name do not stack, so the Combo Fatigue easing applies **only -1** (it does not accumulate to -2).

Example: With a kodachi (rapid slash, 1 Energy) you cut four times in one breath in the Core Zone. If it were standard, the 4th strike's to-hit would take -2, but since the kodachi is a short weapon and it is the Core Zone, it is eased and takes **4th strike -1**. Through the third strike there is no penalty, and from the fourth `2d10 + Courage + Swordsmanship` you subtract -1.

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Source: [co-03-04](#) § Rule 4 (the short weapon's Core-Zone bonus) · [co-03-05](#) § Wounds (Combo Fatigue reference)

3.10 Ten Things People Often Get Wrong

These are the points a table gets wrong most often in its first few sessions. Every one is a restatement of a rule already taught in this chapter — when in doubt, come back here.

1. **How many times does a reserved defensive technique fire?** It is consumed after firing 1 time. To use the same defense again, pay the improvised cost (1.5× the base, round to nearest), or reserve it again on your own next breath.

2. **Does receiving first-strike +N increase your Energy?** No. It is a value added only to the count of the first breath at the start of combat. Once the first breath ends it disappears, and you revert to your original Energy minus what you spent.
3. **Does Energy recover in the lull?** No. The lull is the stage of upkeep, release, and reset. Energy returns to its maximum when the next round begins.
4. **If you strike a bare-bodied foe with [Pierce 2], is Defense reduced?** No. [Pierce] cuts only Defense derived from armor and shields. It has no effect on an unarmored foe.
5. **Is a technique marked "instant" or "free" a 0-Energy technique?** No. Only cases where the effect text specifies "0 Energy" and the exception list in § 3.3 escape the floor of a minimum 1 Energy.
6. **Can you maintain two stances at once?** No. Only one [stance] is maintained at a time. To declare a new stance you must first release the previous one (releasing is a free action).
7. **If you fail the Overload check, is that technique cancelled?** No. The technique is carried out whether you succeed or fail. What differs is the price — on a failure, all of this round's remaining Energy vanishes and you become Defenseless.
8. **Is there a resistance check against Defenseless?** No. Defenseless is an already-decided result. It is released automatically when your next action begins (or in the lull, if the lull comes first).
9. **If the two faces differ by 1 ([5, 6]), is it a Critical Hit?** Not under the base rules. Only a unit with a specialty, relic, or expansion effect that specifies "Critical-Hit expansion" is treated that way.
10. **A Critical Hit came up, but the weapon lists a special Critical Hit?** The specific entry takes precedence over the base (2 Wounds) — the zanbato/nodachi, one weapon under two aliases, has a 3-Wound Critical Hit, and a teppo's Critical Hit adds Pierce on top of 2 Wounds.

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Source: all restatements of sections in this chapter — § 3.4 (reserve · lull), § 3.4 (first strike), § 3.5 (Pierce), § 3.3 (Energy floor · Overload), § 3.7 (stance · 0 Energy), § 3.8 (Defenseless), § 3.1 (Critical-Hit expansion), § 3.5 (special Critical Hit).

Summary

- **Check:** $2d10 + \text{attribute} + \text{proficiency} \geq \text{target number}$. Standard target number 11. Round to nearest always; final modifier range -10 to +10.
- **Double (same face, 10%):** success→Critical Hit (2 Wounds), failure→Fumble (Defenseless). 10-10 success→Heavenly Mandate, 1-1 failure→Karmic Retribution. Fate Intervention adjusts one d10 by ± 1 (per combat, as many as the Fate modifier, at least 1).
- **Energy = 10 + Finesse**, reset each round. **The one-breath limit is base 5, official recommended cap 7, and absolute cap 10**; exceeding the current limit triggers Overload ($2d10 + \text{Physique} - \text{excess} \geq 11$). Every maneuver costs at least 1 Energy.

- **The 3 stages of the round:** ① start (Energy reset) → ② count progression (highest Energy acts) → ③ lull (upkeep, reset). Reserved defense = 0 Energy, improvised = $1.5 \times$, round to nearest.
- **Attack:** $2d10 + \text{Courage} + \text{proficiency} \geq \text{Defense}$. Hit 1 Wound, Critical Hit 2 Wounds, no damage die. **[Pierce]** = armor only, **[Direct]** = non-armor only, **Defense -N** = debuff. Bonus stacking is § 2.7.
- **Defense · counter:** weapon defensive techniques such as parry and emergency dodge. The counter is the One-Flash model (fired atop a reserved defense); a 0-Energy counter has a cap of 2 when a school specifies it.
- **[Kata]/[stance]/[aptitude]/upkeep** 4 types. A stance is 1 at a time. A 0-Energy [Kata] has a cap of 2 per round.
- **Wounds = 3 + Physique** (PC/Lord). 0 → incapacitated, life-or-death after combat by $2d10 + \max(\text{Physique}, \text{Fate}) \geq 11$. Defenseless = Defense -4 + cannot defend.
- **Combo Fatigue:** from the 4th strike, to-hit -2 accumulating (a short weapon's Core Zone eases it to -1).

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Zone Tactics

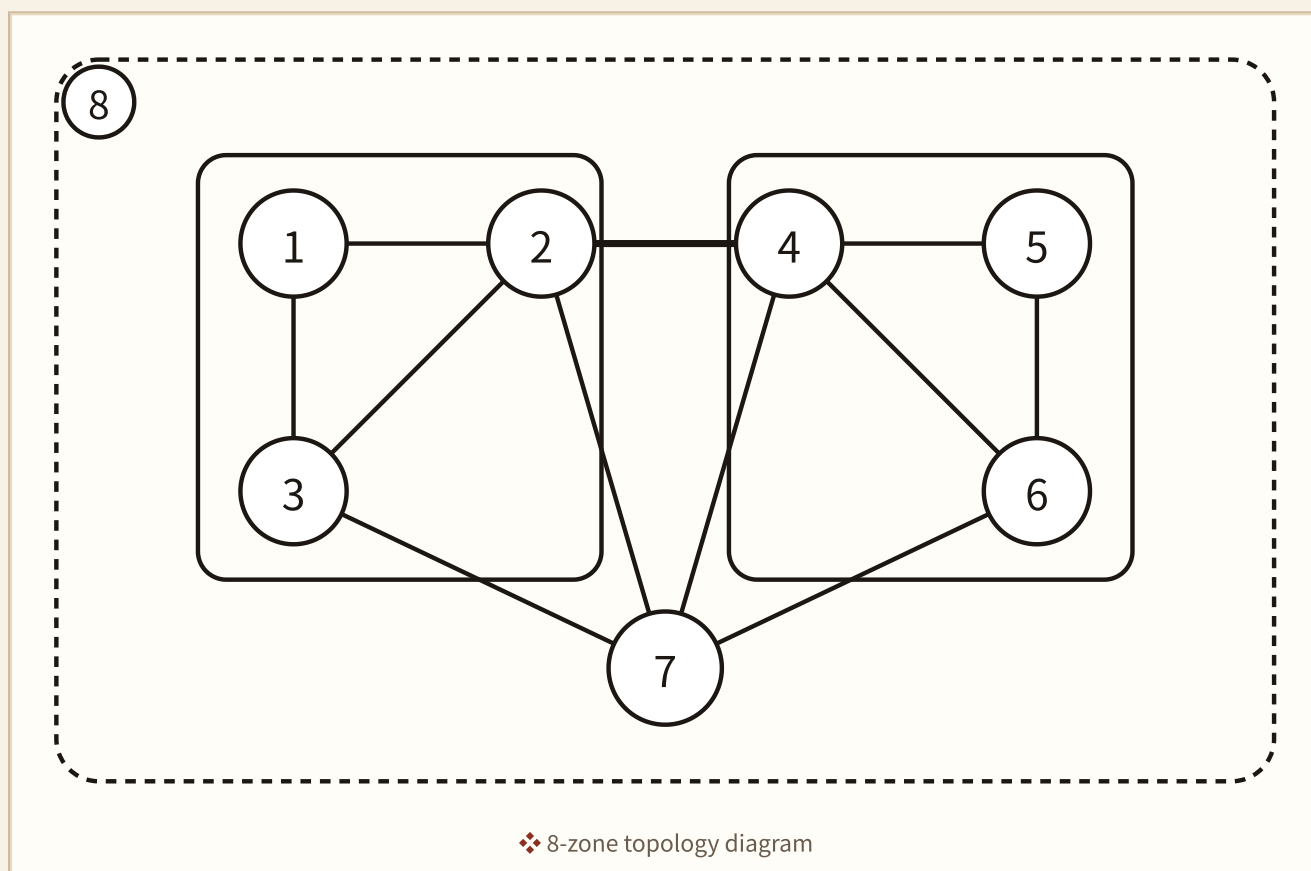
구역 전술 · 区域戦術

The battlefield is not a grid. Where you stand is not a coordinate but a zone, and which zone you stand in decides what your blade can do. The same uchigatana feels different swung on the Front Zone and thrust in the Core Zone. This chapter covers what the five zones permit you and what they deny you, and how you set foot on ground the enemy controls.

Before you roll combat, remember only this. Where you stand decides what you can do.

1. The Five Zones

The battlefield divides into eight zones, but the axes you actually travel are five. Below is the layout from the allied side. The enemy side faces you in mirror symmetry.



Number	Zone
1	Ally Rear Zone
2	Ally Front Zone
3	Ally Outer Zone
4	Enemy Front Zone
5	Enemy Rear Zone
6	Enemy Outer Zone
7	Core Zone
8	Outside (dashed border — surrounds the whole battlefield; enter and exit only with specific techniques)

Zone	Character	What grows stronger
Front Zone (前列)	The engagement line where the main forces clash. The Allied Front and the Enemy Front are directly adjacent — stand on the Front Zone and you can strike the enemy on the opposite Front Zone at once.	All yari techniques +1 (Spear Wall stance grants Domination +1 more), cavalry charge techniques usable only on the Front Zone. But dagger attack techniques -1 (the distance has opened up).
Rear Zone (後列)	The relatively safe rear where archers, teppo corps, and the command post sit. The terminus of a Breakthrough and the supply line.	Teppo/Archery techniques +1 (a steady firing stance). Once per round for each actor, the first paid Rear-Zone task costs -1 Energy (minimum 1). Eligible tasks are limited to teppo reloading, repair of explicitly stated equipment damage, and restoring another target's Wounds with a Medicine skill or technique; free [upkeep] does not qualify. Melee techniques cannot be used unless the enemy enters.
Flank Zone (外郭)	The side-detour route. The stage for stealth movement and Surprise Attacks.	Infiltration-related techniques +2. Move + attack from the Flank Zone into an adjacent zone for a basic Surprise Attack (first attack check +2). In exchange, squad-order techniques cost Energy +1 (dispersed deployment).
Core Zone (心府)	An extreme melee where both armies are tangled into one. A high-risk special zone where the rules break down. Detailed rules in § 4.	Dagger and unarmed combat become king, and long weapons become a burden.
Outside Zone (外部)	Beyond the battlefield — the spirit realm, underground, deep in the forest. The domain of shinobi and yoma alone.	Move + attack from the Outside Zone to anywhere for an enhanced Surprise Attack (first attack check +2, the target cannot use reaction techniques). But you can enter only with specific techniques and specialties.

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Beyond these five, the GM may open special zones according to terrain, such as **high ground** (ranged +2, melee -1) or **underwater** (Unarmed Combat +2, no firearms, movement +1 Energy). The rules follow the same axis.

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Sources: [co-05-01](#) § Basic Zone Structure, [co-03-08](#) § 1

2. Movement — Where You Can Go

Whether you can move is judged by adjacency. You cannot go directly to a zone that is not adjacent.

Current position	Adjacent zones you can reach
Allied Rear	Allied Front, Allied Flank
Allied Front	Allied Rear, Enemy Front , Allied Flank, Core Zone
Enemy Front	Allied Front , Enemy Rear, Enemy Flank, Core Zone
Enemy Rear	Enemy Front, Enemy Flank
Allied Flank	Allied Rear, Allied Front, Core Zone
Core Zone	Allied Front, Enemy Front, Allied Flank, Enemy Flank
Outside Zone	Shinobi and yoma only. Connected to every zone, but free movement is not possible.

The Energy cost of movement (walking, sprinting, stealth movement, leaping, etc.) follows Chapter 3, "Energy and Breath." A summary of which movement matters in which zone follows.

- **Adjacent relocation:** walk, sprint. The basic axis for moving among Front, Rear, and Flank.
- **High-ground access:** leap. Creates a landing attack or a shooting advantage.
- **Maintaining Flank infiltration:** stealth movement. Handles movement and maintaining infiltration together.
- **Core Zone entry:** free Core Zone entry or forced Core Breakthrough. The cost and risk differ by class and skill (§ 4).
- **Outside operation:** Outside entry. A special axis centered on shinobi and infiltration masters.



Sources: [co-05-01](#) § Adjacency · § Movement, [co-03-08](#) § 4

3. Domination and Breakthrough

3-1. What Domination Does to You

The master of a zone is decided not by the blade but by numbers. Each zone calculates allied Domination and enemy Domination **separately**, the sum of the units' headcount and quality plus a few bonuses. What you need to know is not that sum, but what happens to you when the sums fall out of balance.

Allied Domination vs Enemy Domination	State	Effect on you
Allied > Enemy	Allied Control	For the enemy to enter this zone, they must make a Breakthrough check. You enter freely.
Allied = Enemy	Stalemate	Both sides enter freely.
Allied < Enemy	Enemy Control	For you to enter this zone, you must make a Breakthrough check.
Difference 5 or more	Complete Domination	Breakthrough Target Number +2.

Control comes with a monopoly on advantages. If allies control the Front Zone, allied yari get the Front Zone bonus (+1), but enemy yari do not get that bonus (only the penalty applies). Lose the Front Zone and it reverses. So a zone is not merely "a line that forces a Breakthrough check" but a place where **the side that stands there first monopolizes that ground's advantages**.

Domination changes in real time. It recalculates at once whenever a unit enters or leaves, an allied Minion falls, or an area attack causes many casualties. Your own character's presence is part of Domination too, so which zone you stand in changes that zone's master.



Sources: [co-05-02](#) § Effect of Domination · § Domination Changes

3-2. Breakthrough — Setting Foot on Ground the Enemy Controls

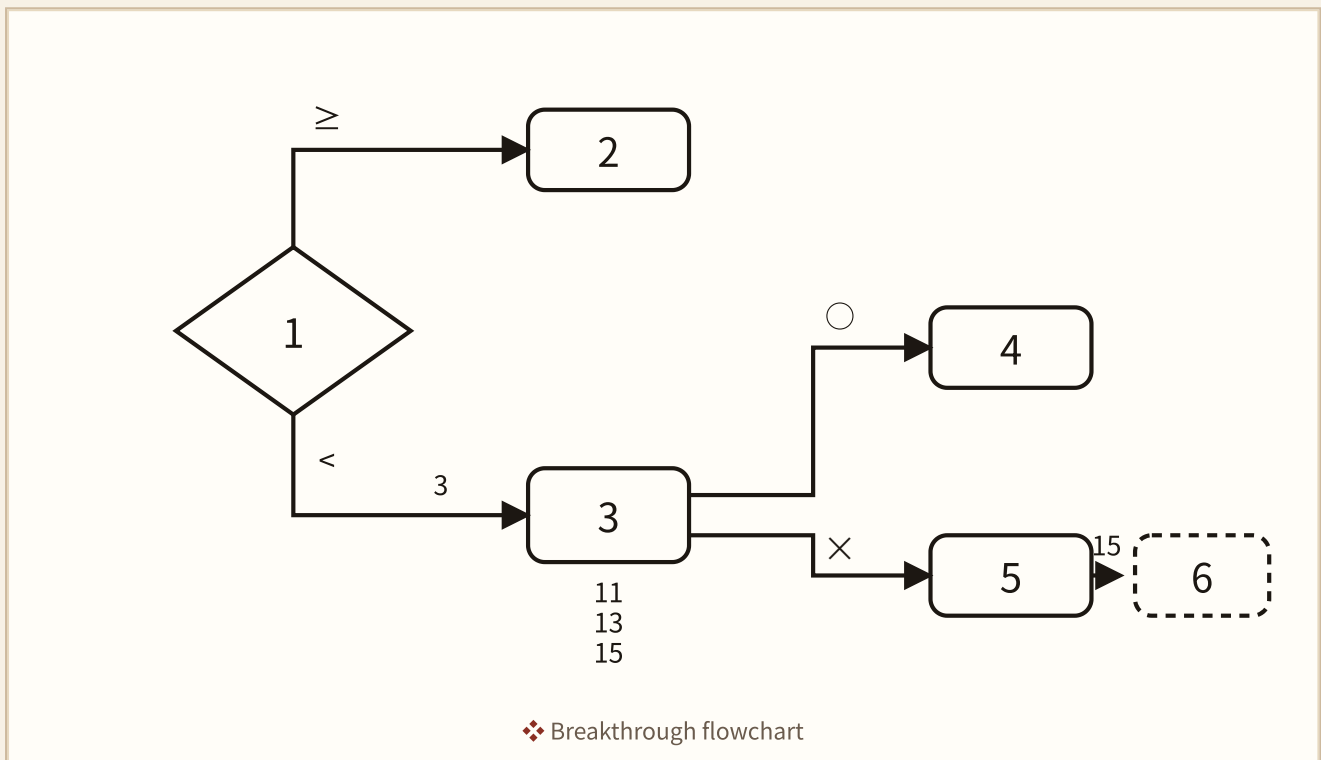
Move into a zone where enemy Domination is **higher** than allied, and a Breakthrough check triggers automatically.

- **Cost:** base movement 2 Energy + **1 additional Energy** = **3 Energy** total.
- **Check:** $2d10 + \text{Courage(勇)} \geq \text{Target Number}$

Situation	Target Number
The enemy is slightly ahead (difference 1~4) — standard Breakthrough	11
The enemy has Complete Domination (difference 5 or more), or a zone under a Domination-boosting specialty such as the Immovable Formation	13
A zone whose narrow path is blockaded — Blockade Breakthrough (below)	15

The Breakthrough Target Number is fixed at the three steps **11 / 13 / 15**. The pressure of Domination is expressed not by finely subdividing the Target Number but as **the price paid on failure**.

Check type	Success	Failure
Normal Breakthrough (11/13)	Enter normally. Spend 3 Energy.	Spend only the Energy. Cannot move. Gain Defenseless .
Blockade Breakthrough (15)	Enter normally. Spend 3 Energy.	Spend only the Energy. Cannot move. Gain Defenseless . Cannot enter that zone until your next count (thrown back).



Number	Meaning
1	Compare domination before moving
2	If the enemy is not ahead, enter freely
3	If the enemy is ahead, make a breakthrough check — target 11/13/15, 3 Energy
4	Success: enter normally
5	Failure: spend Energy, cannot move, become Defenseless
6	Blocked (15) failure only, extra: cannot enter until your next count

When 15 comes up — a narrow path blockade. Narrow paths such as bridges, mountain trails, and castle-gate passages carry a Domination cap (usually 3~5), and the moment one faction reaches that cap, it **blockades** the zone. The opposing faction cannot enter a blockaded zone by any normal movement. The only way to force entry is a Blockade Breakthrough at `2d10 + Courage >= 15`. The

scene of Benkei alone holding a bridge and stopping the dozens who follow is expressed by this single rule. The standard way to break a blockade is not to force it but to thin the blockading side by ranged fire, dropping their Domination below the cap and lifting the blockade.

When you enter freely without a Breakthrough: in a zone where enemy Domination is at or below allied (Stalemate or Allied Control), you enter without a check. The ronin talent "Wind Blade" discounts movement Energy by 1 when entering an engaged zone, and a squad's **Shield Wall Charge** (squad order 3 Energy + Cohesion -1) makes the Breakthrough check succeed automatically.

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The **forced charge** that drives all the way to the Rear Zone in one go, and the **chain Breakthrough** that links several zones, are commander-grade gambles. Know only that they exist — the detailed rules are in the core rulebook.

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Sources: [co-05-03](#) § Breakthrough · § Breakthrough Exemption, [co-05-05](#) § Narrow Path, [co-03-08](#) § 2

4. The Core Zone — To Leap In or Not

4-1. Why the Core Zone Is Different

A carnage where the Front Zone has collapsed and both armies are tangled into one, the heart of a giant yoma, atop a cart that must be seized at all costs — such a place is the Core Zone. Amid the stench of blood and the screaming, you cannot even tell who is on your side. Here regular formations lose their meaning, long and heavy weapons become a burden, and the short, lethal dagger becomes king.

Step into the Core Zone and the following modifiers all apply at once. Check them every time you enter.

1. **Domination:** all bonuses become void, and allied Domination and enemy Domination cancel each other out (Zero-Sum). If the subtracted value is negative, treat it as 0. Core Zone Domination is always "unstable."
2. **Stance:** the Domination bonus of Front-Zone-based stances is void (Immovable Formation +4 and the like are useless in the Core Zone too).
3. **Weapon Energy:** short weapons (dagger, kodachi, ninjato, etc.) cost Energy **-1** (minimum 1). Standard weapons (katana, vajra, etc.) are ± 0 . Long weapons (yari, nodachi, rokushakubo, tetsubo) cost Energy **+1** (too cramped to swing).
4. **Ranged fire only from outside the Core Zone.** Shoot an enemy inside the Core Zone from outside it and **miss**, and you make a Misidentified Fire check — roll [d10](#), and on **1~3 you hit 1 random ally inside the Core Zone** (1 Wound).

5. Esoteric monk "Seal of Shura": an additional Energy **-1** to melee attacks inside the Core Zone (the minimum 1 is kept, so a 0-Energy attack is not possible).

For this reason dagger and unarmed builds become strongest in the Core Zone, while yari and nodachi builds are better off staying on the Front Zone outside it. **Which zone you are strongest in is your build's very identity.**

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Sources: [co-05-04](#) § Combat Modifiers · § Core Zone Modifier Integrated Quick Reference, [co-03-08](#) § 1

4-2. How to Enter the Core Zone

Core Zone entry is unrelated to Domination. Instead, the cost and risk differ by class.

Your state	Entry method	Energy	Check
Free Core Zone entry class (list below)	Free entry	2	None
Others (a Lord/Elite-grade individual)	Forced Breakthrough	3	$2d10 + \text{Courage(勇)} \geq 13$ (fixed Target Number). On failure, cannot move + Defenseless.
Minion/Veteran squad	Squad-order only	Command Energy + 1	Automatic entry. Cohesion -1 (stragglers).

The Target Number for a forced Core Breakthrough does not use the 11/13/15 system of a normal Breakthrough but is **fixed at 13**. Because Domination is offset in the Core Zone, a difference-based Target Number loses its meaning.

Free Core Zone entry classes (6 kinds): ronin, shinobi, esoteric monk, shugenja, wildlander, hanyo. (The puppeteer needs a forced Breakthrough themselves; only the puppet enters freely.)

Exit is harder than entry. Show your back and flee, and a blade lodges in it.

Your state	Exit method	Energy	Check
ronin / shinobi	Free exit	2	None
Others	Checked exit	2	$2d10 + \text{the higher of Finesse or Physique} \geq 11$. On failure, cannot move + Defenseless.
Others	Forced exit	4	Certain exit with no check.



Sources: [co-05-04](#) § Entry Conditions · § The Bog of Exit, [co-05-03](#) § Breakthrough (separate Core Zone rules)

4-3. If You Control the Core Zone

Survive to the end in the Core Zone and maintain superior Domination, and a reward comes.

- **1-round control (pressure)**: while you maintain it, allied Front Zone Domination +1, and on that lull all allied squads recover Cohesion +1. It vanishes at once if the enemy retakes superiority.
- **3-round continuous control (Core Zone dissolves)**: the Core Zone disappears — that spot is absorbed into the allied side and the offset rule is lifted. As a 1-time effect, all enemy Cohesion -3, all allied Cohesion +2, next round every allied first attack gains automatic Critical Hit expansion, and 1 enemy Rear Zone squad automatically routs.

The standard victory condition for a "Core Zone occupation" scenario is this 3-round continuous control. You need not annihilate the enemy — just maintain Domination.



Sources: [co-05-04](#) § Reward for Controlling the Core Zone

5. Pincer Attack — Strike from Front and Back at Once

Press an enemy in the same zone from both adjacent zones at once, and the enemy does not know where to point the blade. The instant they raise it toward one person their back opens; the instant they guard their back the front opens. A pincer attack triggers only when **all** three conditions are met.

1. Allies must be occupying the **adjacent zones on both sides** of the same enemy zone.
2. **Both sides must perform an attack action within the same round** (merely occupying the positions and sitting still does not trigger it).
3. **Both sides must activate a [Kata] or [technique] 1 or more times** (a squad Volley Fire counts).

On trigger, the enemy in the pincer zone suffers **Defense -2** (attention split to both sides), the enemy squad's Cohesion check takes a **-1 penalty**, and the enemy's Breakthrough check inside the pincer zone takes **+2** (escape is hard). If the allies in one adjacent zone all retreat or are removed, the pincer is lifted at once, and because the effect refreshes by round, both sides must attack on the next round too to maintain it.



A shinobi merely flanking to the Flank Zone does not establish a pincer. The pincer takes hold only if they attack from that flanking position too.



Sources: co-03-08 § 5

6. Three Set Plays

This shows how the rules of this chapter weave together at the actual table — three moves used often. All of them are merely combinations of the rules above; there is no new rule.

Set Play 1 — Spear Wall and firing line. A vanguard holding a yari stands on the Allied Front and builds Domination in the Spear Wall stance, while the teppo and archers in the Rear thin the Enemy Front, receiving the shooting bonus (+1). For the enemy to push into the Front they must roll a Breakthrough (11 or 13), and on failure they become Defenseless and are fodder for the next volley. The point is that **while you hold Front Zone Domination, the Rear is safe** — if the vanguard collapses, the firing line collapses too.

Set Play 2 — Flank detour pincer. While the main body holds the Enemy Front head-on from the Allied Front, a shinobi rides the Flank to take position in the adjacent zone on the far side of the Enemy Front (the Core Zone or the Enemy Flank). If both sides land an attack in the same round, a pincer is established — target Defense -2, Cohesion check -1. If the shinobi's move was a move + attack burrowing from the Flank into the adjacent zone, the basic Surprise Attack (+2) rides on that first attack as well. Remember that if you only detour and never put steel on them, nothing happens.

Set Play 3 — Core Zone dissolution operation. A short-weapon party (ronin, shinobi, esoteric monk, and other free-entry classes) leaps into the Core Zone, seizes superior Domination, and holds. Hold for 1 round and allied Front Zone Domination +1 and Cohesion recovery begin to flow; a 3-round streak dissolves the Core Zone itself and flips the table. The long-weapon party should not follow in — support Domination from the Front outside the Core Zone, because inside the Core Zone a yari is a burden of Energy +1.

Summary

- **The five zones:** Front (spear, cavalry, the melee line), Rear (fire, upkeep, supply), Flank (infiltration, Surprise Attack), Core (a melee where the dagger is king), Outside (shinobi and yoma only). Which techniques each zone strengthens or weakens is the value of that position.
- **Movement:** you move only by adjacency. The Allied Front and Enemy Front are directly adjacent.
- **Domination:** to enter a zone the enemy controls (enemy > allied), make a Breakthrough. A difference of 5 or more is Complete Domination (Target Number +2). The controlling side monopolizes that zone's advantages.

- **Breakthrough:** cost 3 Energy (base 2 + additional 1), $2d10 + \text{Courage} \geq 11/13/15$. On failure, cannot move + Defenseless. 15 is a narrow-path Blockade Breakthrough (with thrown-back added on failure).
- **Core Zone:** Domination offset, stance void, short weapon -1 (minimum 1) / long weapon +1, Misidentified Fire (d10 1~3). 6 free-entry classes (ronin, shinobi, esoteric monk, shugenja, wildlander, hanyo); others use a forced Breakthrough at a fixed 13. 3-round continuous control = the Core Zone dissolves.
- **Pincer Attack:** attack from the adjacent zones on both sides at once for target Defense -2, Cohesion check -1, Breakthrough check +2.



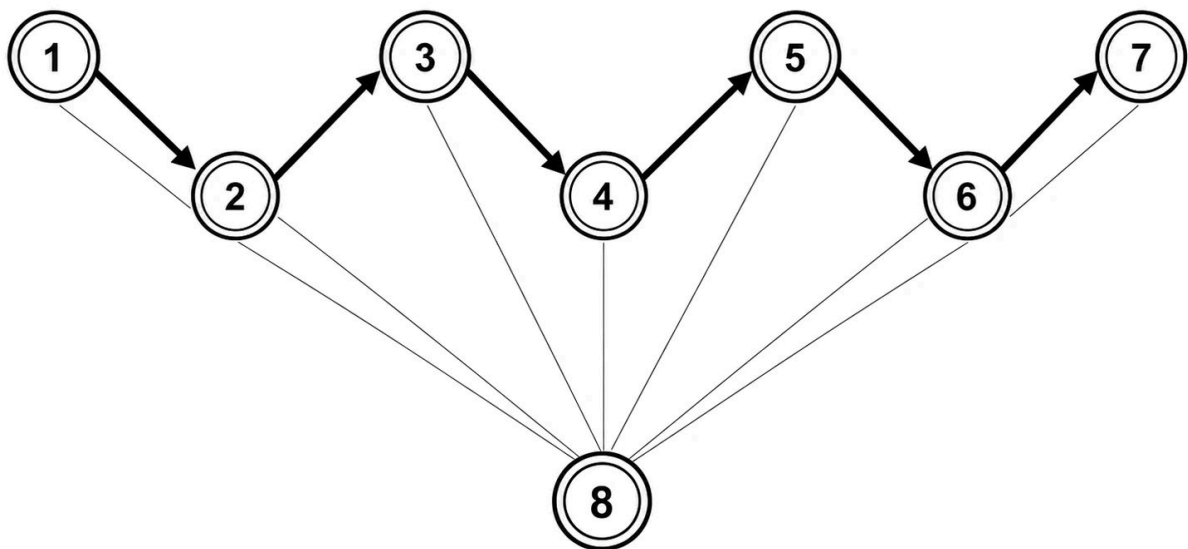
Character Creation

캐릭터 생성 · キャラクター作成

Before you take up the sword, first decide who you are. What you make here is not a bundle of numbers but a single person who will stand on the battlefield. This chapter stands that person up in seven steps — attributes, class, background, skills, traits and squad, equipment, and the heart (the Three Ways and Six Hearts). Follow them in order and a 1st-dan sheet with no blanks is left in your hand.

The procedure is short, but every step holds a decision. If a decision stalls you, look at the three people in the walkthroughs behind — the by-the-book samurai, the sorcerous onmyoji, and the entertainer who takes up no sword show you, start to finish, how they walk the same seven steps.

5.1 Creation Step Checklist



Number	Meaning
1	Attributes
2	Class
3	Background
4	9 skill points
5	Traits and squad
6	Equipment
7	Three Ways and Six Hearts
8	Derived values

Walk the seven steps in order. The source footnote at the end of each step is where the original text lives in the core rulebook — follow it only when you want to look deeper.



What to prepare first: 1 sheet (the core rulebook's character sheet, or the site's web builder as a substitute), 2d10 dice, a pencil. The table below tells you which cell of the sheet each step fills.

Step	Cell filled	One line
① Attributes	Courage/Finesse/Physique/Presence/Wisdom/Fate	Allocate six qualities within -3~+3
② Class	class, starting automatic skills, 1st-dan trait	Choose the role you take on the battlefield
③ Background	background, background skill benefit, background trait	Choose the life before the battlefield
④ Skills	9 skill points	class 5 + background 2 + free 2
⑤ Traits & Squad	3 1st-dan traits, 1 squad	class/background/general trait + commanded unit
⑥ Equipment	weapon/armor/gold	1 weapon, 1 armor, 5 starting gold
⑦ Three Ways and Six Hearts	Way/Heart	Decide the direction of the heart

At the end, calculate the **derived values** (Energy, Wounds, Defense, Fate Intervention, Command Energy, Domination Aura) from the attributes and transfer them to the sheet.

Step ① — Assign Attributes

Assign a modifier to each of the six attributes **Courage (勇)**, **Finesse (技)**, **Physique (體)**, **Wisdom (智)**, **Presence (美)**, **Fate (運)**. The base range for a PC is **-3 ~ +3**. Choose one of two allocation methods.

- **Array Method**: freely assign the six values **+2, +1, +1, 0, 0, -1** among the six attributes. (Sum +3)
- **Point Buy**: start all six attributes at 0 and freely allocate a total of **+4 points** within the **-1 ~ +3** range. (Lowering an attribute to -1 lets you spend that much more elsewhere.)

What each attribute decides is below. Placing high values in your class's core attributes (Step ②) is the standard.

Attribute	In combat	Derived value
Courage (勇)	attack modifier, Breakthrough, Fear resistance	—
Finesse (技)	initiative order, precise action	Energy Maximum = 10 + Finesse
Physique (體)	Overload resistance, heavy-armor adaptation	Wounds = 3 + Physique
Wisdom (智)	spell power, terrain reading	Command Energy : 1 if Wisdom +2 or higher, otherwise 2
Presence (美)	rallying morale, negotiation	Domination Aura : if Presence is positive, that much (Presence +2 → +2)
Fate (運)	Fate Intervention, luck, life-and-death checks	Fate Intervention Uses : equal to the Fate modifier, minimum 1

※

Source: **co-03-02** § General (range -3~+3), **co-04-00** § Step 2 (allocation method)

Step ② — Choose Class

First decide the **role** you take on the battlefield, then choose 1 **class** to fill it. New players are advised to choose from the **Basic 6 Classes**, which cover the core of all nine role groups.

Class	Role (main axis)	Core attributes	1st-dan trait	Core-Zone entry
Samurai	Front Zone/defense	Courage/Physique	Immovable Formation	forced Breakthrough
Ronin	mobility/assassination	Courage/Finesse	Blade of the Wind	free
Shinobi	mobility/assassination	Finesse/Fate	Shadow Crossing	free
Onmyoji	sorcery/summoning	Wisdom	Shikigami Control	forced Breakthrough
Esoteric Monk	Core Zone/melee	Courage/Physique	Seal of Shura	free
Pure Land Monk	support/recovery	Presence/Physique	Amida's Shield	forced Breakthrough

The Extended 12 Classes (shugenja, feng shui master, scholar, merchant, artisan, entertainer, gaijin, wildlander, hanyo, arahitogami, autonomous automaton, puppeteer) are opened once you are used to things, with GM approval. Majin and Outsiders are the GM's permission zone (see the Chapter 6 class guide).

Once you choose a class, its **4 starting automatic skills** (1 Trained + 3 Novice) and **1 1st-dan class-inherent trait** are set automatically. These values are written at the top of each class document, so copy them over in Steps ④・⑤.



Source: [co-04-07-00](#) § Tier 1 (Basic 6 Classes), [co-04-00](#) § Step 1

Step ③ — Choose Background

Choose the life before you stood on the battlefield. Choosing **1 background** brings two things.

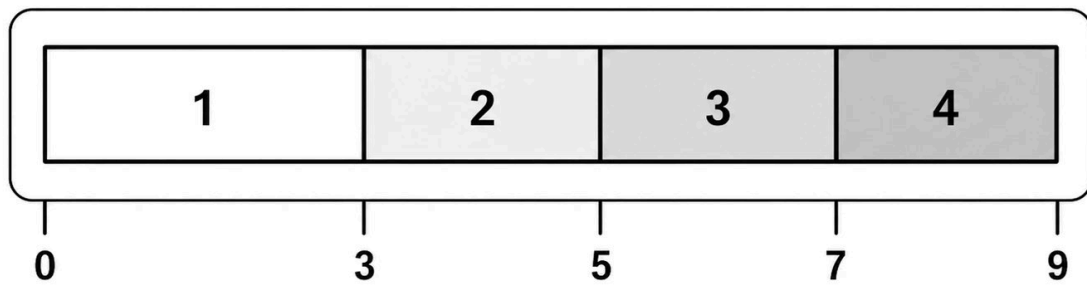
- **Skill benefit:** from the 3 skills the background designates, **choose 2 for 1 point each** (2 points total). → Summed in Step ④.
- **1 1st-dan background trait:** gained automatically. → Transferred in Step ⑤.

At first it is fine to lay out only the representative 6 (Fallen Noble, Farmer, Merchant's Child, Temple-Raised, Wanderer, plus the general-purpose backgrounds) and choose from them. Backgrounds later present a **fork (Route A/B) at 5th and 9th dan**, but at 1st dan you do not choose a branch. For now, decide only where you came from.



Source: co-04-01 § Law (background rules table), co-04-00 § Step 3

Step ④ — Assign Skills (9 points total)



Number	Meaning
1	3 automatic class points
2	2 core-skill points
3	2 background points
4	2 free points

A 1st-dan character's skill points are exactly **9**, with four fixed sources. Free discretion is only the final 2 points.

Source	Points	Content
class-inherent training	(automatic)	starting automatic skills = 1 Trained (worth 2 points) + 3 Novice (1 point each)
background benefit	2 points	2 of the 3 background-designated skills, 1 point each (Novice)
free choice	2 points	freely assign to any skills
Total	9 points	Novice 3 + Trained 2 + background 2 + free 2

The **proficiency tiers** and their investment points are below. A 1st-dan character usually stays within the Novice · Trained range.

Tier	Investment	Check bonus	Note
Novice	1	+0	lifts the untrained -2 penalty
Trained	2	+1	—
Licensed	3	+2	cap on the combined count of Licensed-and-above: 1 at 1st dan
Master	4	+3	from 2nd dan, limited to the class's designated 6 skills
Saint	5	automatic success	for 10th-dan Tatsujin only

※

You may pool the free 2 points into one skill to raise it to **Licensed (3 points)**, but at 1st dan you may hold only **1** at Licensed-or-above. For instance, add 1 free point to a starting automatic skill's Trained (2 points) to make it Licensed.

Source: [co-04-09-00](#) § 5 Proficiency Tiers · § Initial Skill Points, [co-04-00](#) § Step 4

Step ⑤ — 1st-Dan Traits and Squad

A 1st-dan character gains **3 traits**. Their kinds are fixed.

- **1 class 1st-dan trait** (automatic): the inherent trait written in the class document. Already set in Step ②.
- **1 background trait** (automatic): the 1st-dan trait given by the background in Step ③.
- **1 general trait** (choice): freely chosen from the class-agnostic general trait list. Representative ones:

General trait	Type	Effect
Tough (剛忍)	[aptitude]	Wounds +1 (may repeat up to 2 times)
Swift (迅速)	[aptitude]	Energy Maximum +1 (up to 2 times)
Lucky One (幸運兒)	[aptitude]	Fate Intervention Uses +1 (up to 2 times)
Trained-Up (熟練)	[aptitude]	+1 point to 1 skill
Danger Sense (危機感知)	[aptitude]	automatic reaction to surprise and ambush
Yoma Lore (妖魔知識)	[aptitude]	+1 attack against yoma, 1 weakness auto-revealed

※

A school is optional. You may spend 1 general trait slot on learning a school (Trained 2 points or higher in that skill is the prerequisite). A school replaces that skill's Licensed · secret-art maneuvers with the school's own maneuvers. Whether to open a school at 1st dan or use a general trait is a matter of taste. Schools are covered in Chapter 7.

Assign **1 squad** (optional). Command-type classes like the samurai and Pure Land Monk naturally keep an ashigaru squad alongside them. Write the squad's grade, headcount, Defense, and Cohesion in the sheet's commanded-unit cell. Squad operation is covered in Chapter 10.

※

Source: [co-04-02 § 10-Dan Cross Growth Table](#) (1st-dan row), [co-04-02 § General Traits](#), [co-04-03 § 2](#) (learning a school)

Step ⑥ — Choose Equipment

- **1 weapon:** choose from the weapon list. Each class has a recommended weapon (samurai = uchigatana; onmyoji · entertainer = no weapon / self-defense). Each weapon has Attack A, Attack B, and a defense technique, each with an Energy cost.
- **1 armor:** at creation, use only the 3-tier abstraction. **Unarmored = Defense 10 / light armor = Defense 12 / heavy armor = Defense 14.** Carrying a shield gives +1. Named armor (tosei gusoku, a monk-robe Barrier, and the like) is extended data; early on, using just the tier value is fine.
- **Gold:** 5 gold by default at creation. Add to it if a background trait applies (e.g., Merchant's Child "Capital" +3).

※

Some named heavy armor carries an Energy penalty (tosei gusoku -1, etc.), but the Physique (體) modifier offsets it 1:1. The 3-tier abstract values (10/12/14) carry no penalty.

Source: [co-04-00](#) § Step 6 (armor tiers), [co-04-06](#) (base gold 5), [co-04-01](#) (Capital)

Step ⑦ — Decide the Three Ways and Six Hearts

Last, decide the character's heart. Choose one **Way (道)** and one **Heart (心)** of that Way.

- **Way:** Way of Rites (禮) / Way of Emptiness (空) / Way of Mystery (玄) / No Heart (無)
- **Heart:** the bright heart or dark heart of the chosen Way. **A 1st-dan character usually starts with a bright heart.**

Each class document lists a natural Way · Heart (samurai = Loyalty or Hegemony, onmyoji = Truth or Loyalty, entertainer = Compassion or Truth). It can shift during play by GM judgment, so what you choose now is not permanently fixed.

※

Source: [co-04-00](#) § Step 7, [co-02-02](#) (the Three Ways and Six Hearts system)

Derived Value Calculation

Once attributes and equipment are set, calculate the derived values and transfer them to the sheet.

Value	Calculation
Energy Maximum	10 + Finesse
Wounds	3 + Physique (+1 each with the Tough trait)
Defense	armor base value (+ shield +1)
Fate Intervention Uses	equal to the Fate modifier, minimum 1
Command Energy	1 if Wisdom +2 or higher, otherwise 2
Domination Aura	if Presence is positive, that much

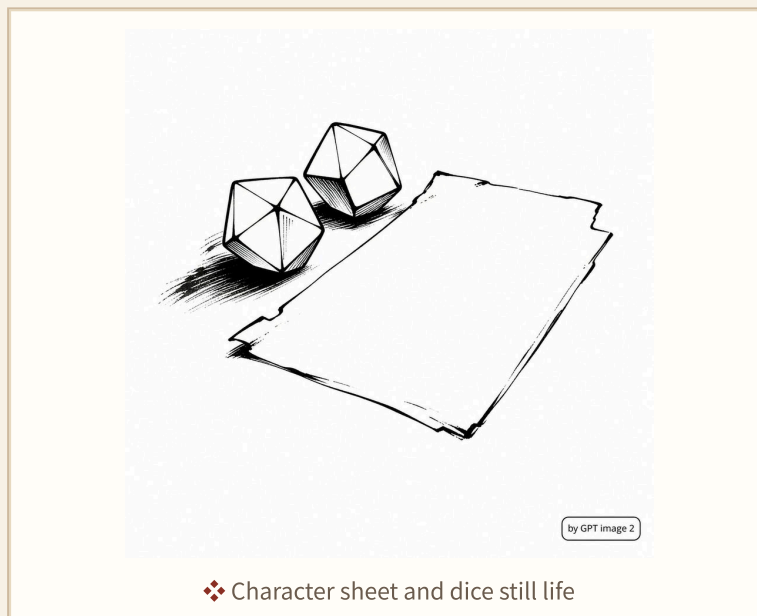
※

Source: [co-04-00](#) § Derived Value Calculation, [co-03-02](#) each attribute § Law

5.2 The Web Character Builder

If doing all the math by hand is a chore, use the **character builder** hosted on the official site. Choose a dan and allocate attributes by Array Method or Point Buy, and the class, background, skill, trait, school, and equipment slots open step by step while the derived values are calculated automatically. The finished sheet can be exported as JSON and loaded directly into the web viewer sheet or a Roll20 sheet (they share the same `hy-character-v1` contract). The builder and this book use the same data, so a hand-made sheet and a builder-made sheet match in their numbers. The access address and QR are printed on the inside cover of the distribution edition.

5.3 Walkthrough — Making Three People



Walk the same seven steps with three characters of completely different temperaments.

Walkthrough A — Samurai "Kagura Masamune" (by the book)

A warrior who stands at the Front Zone and does not fall back. The most standard build.

① **Attributes** — Use the Array Method `+2,+1,+1,0,0,-1`. As a Front-Zone warrior, put +2 into Courage (勇) for attack, and +1 each into Finesse (技) for Energy and Physique (體) for Wounds. 0 into the remaining Wisdom · Presence, and -1 into Fate.

※

Courage +2 · Finesse +1 · Physique +1 · Wisdom +0 · Presence +0 · Fate -1

② **Class — Samurai.** Its core attributes Courage/Physique match the allocation above. What comes automatically:

- Starting automatic skills: **Swordsmanship Trained**, Fighting Spirit Novice, Military Science Novice, Intimidation Novice
- 1st-dan trait (automatic): **Immovable Formation** [stance] — Energy 2, allied Domination +3 in that zone (Front Zone +4), enemy Breakthrough target number +2, no relocation.

③ **Background — Fallen Noble.** The scion of a house that once held a castle.

- Of the 3 skill-benefit skills (Military Science · Negotiation · Bearing), **choose 2**: 1 point each into Military Science and Bearing.
- Background trait (automatic): **Family Name** [aptitude] — Negotiation/Intimidation checks +2, commanded squad's initial Cohesion +1.

④ **9 skill points** — stacked by source.

- Class automatic: Swordsmanship ●● (Trained 2) + Fighting Spirit ● · Military Science ● · Intimidation ● (Novice 1 each) = 5 points
- Background benefit 2 points: Bearing ● · (Military Science is already Novice, so instead) — the Fallen Noble benefit is Military Science · Negotiation · Bearing. Military Science was already received from the class, so spend the 2 points on **Negotiation ● · Bearing ●**.
- Free 2 points: **Horsemanship (Riding) ●** for the warrior's mobility, and **Survival ●** for battlefield survival. (Raising Swordsmanship to Licensed is also an option, but here we broaden the range.)

※

Final: Swordsmanship●● / Fighting Spirit● Military Science● Intimidation● Negotiation●
Bearing● Horsemanship● Survival● (9 points total)

⑤ **Traits & Squad**

- Class 1st-dan: Immovable Formation (set in ②)
- Background 1st-dan: Family Name (set in ③)
- 1 general trait: **Tough** [aptitude] — Wounds +1.
- Squad: Ashigaru Spearmen (5 Minions, suyari, Defense 12). Cohesion = base 3 + Family Name +1 = **4**.

⑥ **Equipment**

- Weapon: **uchigatana** (Issue Gear) — Horizontal Cut (Courage, 2 Energy) / Thrust (Finesse, 2 Energy, [Pierce 2]) / Parry (reservation 1 / improv 2).
- Armor: **heavy armor** (Defense 14). If named, tosei gusoku (the -1 penalty offset by Physique +1 → 0).
- Gold: 5.

⑦ **Three Ways and Six Hearts — Loyalty (忠) of the Way of Rites (禮)**. The default of a samurai who serves his lord's command. Starts with a bright heart.

Derived values: Energy = 10+Finesse 1 = **11** / Wounds = 3+Physique 1+Tough 1 = **5** / Defense = **14** / Fate Intervention = Fate -1, so **minimum 1** / Command Energy = Wisdom 0, so **2** / Domination Aura = Presence 0, so **none**.

Finished Sheet — Kagura Masamune (Samurai, 1st dan)

Item	Value
Attributes	Courage +2 · Finesse +1 · Physique +1 · Wisdom +0 · Presence +0 · Fate -1
Energy / Wounds / Defense	11 / 5 / 14 (heavy armor)
Fate Intervention / Command Energy / Aura	1 / 2 / none
Class · Background · Heart	Samurai · Fallen Noble (route unchosen) · Loyalty (Way of Rites)
Skills	Swordsmanship●● / Fighting Spirit● Military Science● Intimidation● Negotiation● Bearing● Horsemanship● Survival●
Weapon	uchigatana — Horizontal Cut (Courage,2) / Thrust (Finesse,2,[Pierce 2]) / Parry (res 1/imp 2)
1st-dan traits	[class] Immovable Formation · [background] Family Name · [general] Tough
Squad	Ashigaru Spearmen (5 Minions, suyari, Defense 12, Cohesion 4)
Gold	5



Typical breath (Energy 11): Immovable Formation(2) → Horizontal Cut(2) + Horizontal Cut(2) + Parry reservation(1). Just by standing, the line hardens.

Walkthrough B — Onmyoji "Abe Seika" (sorcery)

A caster who does not stand at the Front Zone but steers the battlefield with shikigami and talismans. A build with almost no direct combat.

① **Attributes** — For sorcery, Wisdom (智) is everything. By the Array Method, +2 into Wisdom, and the spares into +1 Fate, +1 Presence (negotiation · Domination), the rest 0, and -1 into Courage since the body is frail.

※

Courage -1 · Finesse +0 · Physique +0 · Wisdom +2 · Presence +1 · Fate +1

This allocation is a rearrangement of the Array Method **+2,+1,+1,0,0,-1** (Wisdom=+2, Presence=+1, Fate=+1, Finesse=0, Physique=0, Courage=-1).

② **Class — Onmyoji.** It matches the core attribute Wisdom. Automatic:

- Starting automatic skills: **Sorcery Trained**, Exorcism Novice, Barrier Novice, Prophecy Novice
- 1st-dan trait (automatic): **Shikigami Control** [Kata] — Energy 2, summon 1 shikigami (Wounds 1, Defense 12, Domination +1, can take a hit in your stead). Limit: per combat, equal to the Wisdom modifier (Wisdom +2, so 2), minimum 1.

③ **Background — Temple-Raised.** One who grew up in a temple and has known yoma since childhood.

- Of the 3 skill-benefit skills (Exorcism · Medicine · Fighting Spirit), **choose 2**: Exorcism is already Novice from the class, so to avoid overlap, choose **Medicine ● · Fighting Spirit ●**.
- Background trait (automatic): **Power of the Sutra** [aptitude] — attack checks against yoma +1, Fear resistance +2.

④ **9 skill points**

- Class automatic: Sorcery ●● (Trained 2) + Exorcism ● · Barrier ● · Prophecy ● (Novice 1 each) = 5 points
- Background benefit 2 points: Medicine ● · Fighting Spirit ●
- Free 2 points: as a reader of stars, **Stratagem ●** (ambush detection · enemy intent), and **Perception ●** for scouting.

※

Final: Sorcery●● / Exorcism● Barrier● Prophecy● Medicine● Fighting Spirit● Stratagem● Perception● (9 points total)

⑤ **Traits & Squad**

- Class 1st-dan: Shikigami Control
- Background 1st-dan: Power of the Sutra
- 1 general trait: **Lucky One** [aptitude] — Fate Intervention +1 (compensating a frail body with luck).
- Squad: none (the onmyoji works shikigami as individual units. 1 sparrow-type shikigami "Suo" as the first shikigami).

⑥ **Equipment**

- Weapon: **none** (shikigami · sorcery specialist). A self-defense tanto, or a bundle of talismans.

- Armor: **unarmored** (Defense 10). Replaced with a talisman Barrier.
- Gold: 5.

⑦ **Three Ways and Six Hearts — Truth (眞) of the Way of Mystery (玄)**. One who follows the flow of the stars. Starts with a bright heart.

Derived values: Energy = 10+Finesse 0 = **10** / Wounds = 3+Physique 0 = **3** / Defense = **10** (unarmored) / Fate Intervention = Fate +1, so **1** (Lucky One +1 → effective 2) / Command Energy = Wisdom +2, so **1** / Domination Aura = Presence +1, so **+1**.

Finished Sheet — Abe Seika (Onmyoji, 1st dan)

Item	Value
Attributes	Courage -1 · Finesse +0 · Physique +0 · Wisdom +2 · Presence +1 · Fate +1
Energy / Wounds / Defense	10 / 3 / 10 (unarmored, talisman Barrier)
Fate Intervention / Command Energy / Aura	1 (2 with Lucky One) / 1 / +1
Class · Background · Heart	Onmyoji · Temple-Raised (route unchosen) · Truth (Way of Mystery)
Skills	Sorcery●● / Exorcism● Barrier● Prophecy● Medicine● Fighting Spirit● Stratagem● Perception●
Weapon	none / a bundle of talismans (self-defense tanto)
1st-dan traits	[class] Shikigami Control · [background] Power of the Sutra · [general] Lucky One
Shikigami	Suo (sparrow-type, Wounds 1, Defense 12, Domination +1)
Gold	5



Typical breath (Energy 10): hold the Rear Zone → shikigami control (0 Energy) ×2 + Shikigami Control(2) to reposition. Without direct combat, she sees the battlefield through her shikigami.

Walkthrough C — Entertainer "Hanabi" (non-combat)

Takes up no sword. A support axis who props up allies' morale · Wounds with song and dance.

① **Attributes** — Presence (美) is the axis of Domination · negotiation · morale, and Fate (運) is the secondary attribute. +2 into Presence, +1 into Finesse (Energy · initiative), +1 into Fate, 0 into Wisdom · Courage, and -1 into Physique for a frail body.

※

Courage +0 · Finesse +1 · Physique -1 · Wisdom +0 · Presence +2 · Fate +1

A rearrangement of the Array Method **+2, +1, +1, 0, 0, -1** (Presence=+2, Finesse=+1, Fate=+1, Courage=0, Wisdom=0, Physique=-1).

② **Class — Entertainer.** It matches the core attributes Presence/Fate. Automatic:

- Starting automatic skills: **Bearing Trained**, Negotiation Novice, Agitation Novice, Disguise Novice
- 1st-dan trait (automatic): **Battlefield Flower** [upkeep] — during a Lull Phase, recover 1 Wound on 1 ally or recover 1 Cohesion on 1 squad. No Energy spent, 1 per lull.

③ **Background — Wanderer.** One who wandered the realm with neither home nor lord.

- Of the 3 skill-benefit skills (Survival · Infiltration · Fortune), **choose 2: Survival ● · Fortune ●**.
- Background trait (automatic): **Wanderer's Instinct** [aptitude] — at combat start, initiative modifier +1, ambush immunity.

④ **9 skill points**

- Class automatic: Bearing ●● (Trained 2) + Negotiation ● · Agitation ● · Disguise ● (Novice 1 each) = 5 points
- Background benefit 2 points: Survival ● · Fortune ●
- Free 2 points: **Medicine ●** for rear-line support (treating the wounded), and **Perception ●** for relaying information.

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Final: Bearing●● / Negotiation● Agitation● Disguise● Survival● Fortune● Medicine●
Perception● (9 points total)

⑤ **Traits & Squad**

- Class 1st-dan: Battlefield Flower
- Background 1st-dan: Wanderer's Instinct
- 1 general trait: **Lucky One** [aptitude] — Fate Intervention +1.
- Squad: none (the entertainer supports solo from the rear line. If desired, a campaign performing troupe can be placed narratively).

⑥ **Equipment**

- Weapon: **none** (non-combat specialist). As tools, a drum · shamisen · fan. A self-defense kaiken (a dagger in the breast) or hankyu (short bow).
- Armor: **unarmored** (Defense 10). Splendid costume.
- Gold: 5.

⑦ **Three Ways and Six Hearts — Compassion (慈) of the Way of Emptiness (空).** The natural direction of an entertainer who would soothe everyone's suffering. Starts with a bright heart.

Derived values: Energy = 10+Finesse 1 = **11** / Wounds = 3+Physique (-1) = **2** / Defense = **10** (unarmored) / Fate Intervention = Fate +1, so **1** (Lucky One +1 → effective 2) / Command Energy = Wisdom 0, so **2** / Domination Aura = Presence +2, so **+2**.

Finished Sheet — Hanabi (Entertainer, 1st dan)

Item	Value
Attributes	Courage +0 · Finesse +1 · Physique -1 · Wisdom +0 · Presence +2 · Fate +1
Energy / Wounds / Defense	11 / 2 / 10 (unarmored, splendid costume)
Fate Intervention / Command Energy / Aura	1 (2 with Lucky One) / 2 / +2
Class · Background · Heart	Entertainer · Wanderer (route unchosen) · Compassion (Way of Emptiness)
Skills	Bearing●● / Negotiation● Agitation● Disguise● Survival● Fortune● Medicine● Perception●
Weapon	none (tools: drum · shamisen · fan / self-defense kaiken)
1st-dan traits	[class] Battlefield Flower · [background] Wanderer's Instinct · [general] Lucky One
Squad	none (solo rear-line support)
Gold	5

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Typical breath (Energy 11): hold the Rear Zone → Encouragement Song(1, a common entertainer maneuver — +1 to 1 ally's next check) × 3 + ally support. With only 2 Wounds, she never stands at the Front Zone.

Summary

- **The seven steps:** ① Attributes → ② Class → ③ Background → ④ 9 skill points → ⑤ Traits · Squad → ⑥ Equipment → ⑦ Three Ways and Six Hearts. Calculate derived values at the end.
- **Attributes:** -3~+3 range. Array Method **+2, +1, +1, 0, 0, -1** or Point Buy (start at 0, allocate +4 points).
- **9 skill points = class automatic 5 + background 2 + free 2.** Licensed-or-above is 1 at 1st dan.

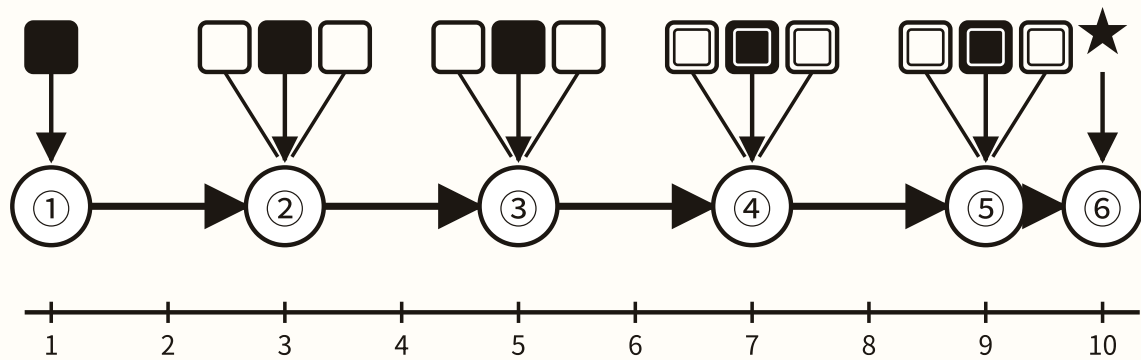
- **3 1st-dan traits** = class automatic + background automatic + 1 general (choice). The general slot can be spent on a school.
- **Equipment**: 1 weapon, armor (unarmored 10 / light armor 12 / heavy armor 14, shield +1), 5 starting gold.
- **Derived values**: Energy $10 + \text{Finesse}$ · Wounds $3 + \text{Physique}$ · Defense armor value · Fate Intervention Fate (minimum 1) · Command Energy 1 if Wisdom +2 or higher · Domination Aura +Presence (positive only).
- If the hand math is a chore, the web builder auto-calculates from the same data.

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The Basic Six

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❖ Growth flow from 1st dan to master

Number	Meaning
1	1st dan automatic acquisition
2	3rd dan choose 1
3	5th dan choose 1
4	7th dan advanced specialty choose 1
5	9th dan advanced specialty choose 1
6	Master (10th dan) — advanced specialty 1 + Renown Title
★	Renown Title

What you settle before you draw the blade is not a concept but a role. What you do on the battlefield — hold the line, cut in, strike from behind, hurl sorcery, slaughter in the Core Zone, or hold your allies up. The six basic classes each take one of these six posts. These six alone complete a party with no missing role, and a new player need only choose from here. The extended 12 classes, outsiders, and majin are opened later, together with the GM, once you are used to it.

Read each class card like this. First grasp what the class is on the battlefield through its identity (Scent), then check what it gains at the 1st through 5th dan in the technique table. **The 1st-dan unique specialty is acquired automatically on promotion**, and at the 3rd and 5th dan you choose

one from each table. The 6th dan and above (7th, 9th, Tatsujin) are summarized in one line under "beyond" — for the full text, see the class page in the core rulebook. Read while remembering that **Energy is the action resource, Wounds are life, Defense is the to-hit target number, a Critical Hit is a double, and round, breath, and lull are units of time.**

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The core roles the six classes take: samurai = Front Zone / defense; ronin = mobility / assassination; shinobi = mobility / assassination (infiltration); onmyoji = sorcery / summoning; esoteric monk = Core Zone / melee; Pure Land Monk = support / recovery.

Source: co-04-07-00 § Tier 1 — the basic 6 classes

01. Samurai (侍)

Ruler of the Front Zone. The line hardens by his simply standing there. When five ashigaru say "it's too frightening, we can't go," and the samurai steps forward first, the five follow. His first virtue is not a flashy strike but an immovability (不動) that does not fall back a single step. Bushido is beautiful and cruel — between the lord's order and humanity, from the fissure between Loyalty (忠) and benevolence (仁), the samurai's true battle begins.

- Role: Front Zone / defense (Domination anchor, squad commander) · Core attributes: Courage/Physique · Core Zone entry: forced Breakthrough · Heart: Loyalty (忠) or Hegemony (覇)
- Starting automatic skills: Swordsmanship acquired; Fighting Spirit, Military Science, Intimidation at entry level



1st dan (automatic): Immovable Formation (不動の陣) [stance] — Energy 2 (declare), maintain: until released, 1 stance at a time. Effect: allied Domination +3 in that zone (**+4 in the Front Zone**), enemy Breakthrough target number +2, cannot move. Release: free action 0 Energy, automatically released on moving.

D a n	Specialty	Type	Energy	Limit	Effect
3	Single Combat Declaration (一騎討ち)	[Kata]	2	1/round	Designate 1 enemy Lord/Elite in the same zone. Until the next round, both sides may attack only that target. Both sides' attack techniques +2.
3	Resolve of Junshi (殉死の覚悟)	[aptitude]	—	—	While at Wounds 1 or less, all attack techniques +3.
3	Retainer Command (家臣統率)	[aptitude]	—	—	Squad-order Energy -1 in the same zone (minimum 1).
5	Ironwall Defense (鐵壁守備)	[aptitude]	—	—	While maintaining Immovable Formation, Defense +2. Immune to Defenseless.
5	Kiai (氣合)	[Kata]	1	1/round	All allied squads including adjacent zones gain Cohesion +1.
5	Guarding Stance (護衛態勢)	[stance]	2 (dec lare)	main tain	Occupies 1 stance slot. While maintained, when an ally in the same zone is hit, the samurai can automatically take the hit instead (1/round, triggers as 0 Energy [Kata]). Cannot be used together with Immovable Formation.

Squad Tactics (chosen in place of a 3rd/5th-dan class specialty): **Vanguard Charge** (3rd dan, [Tactic:Kata], squad order cost+1, 1/round — the samurai must be in the same zone; the samurai and the squad move+attack at the same time, squad check +1, the samurai's next attack also +1) · **Ironwall Formation** (5th dan, [Tactic:Stance], squad order cost, maintain — as long as they are in the same zone, squad Defense +2 and cannot move; can stack with Immovable Formation).

Beyond — **7th dan**: Muso ([Kata] 3, attack A against all enemies in the zone) / General's Banner ([stance]) / Samurai's Pride (immune to Fear and Fumble), pick 1. **9th dan**: Demon of the Battlefield (recover Energy 2 on a kill, cannot exceed max Energy) / Peerless Under Heaven (Defense +3) / Matchless Against a Thousand (Domination +6 while alone), pick 1. **Tatsujin**: 1 advanced specialty + Renown Title.

- Recommended weapons: uchigatana (all-purpose), tachi (mounted), zanbato/nodachi (large-target specialist and one-strike kill) · Recommended schools: Katori Shinto-ryu (Heaven-Earth-Man), Jigen-ryu, Yagyu Shinkage-ryu · Recommended factions: Kagura Domain, Ikko-ikki, Enryokan
- Honor-class caution: the samurai is an **honor class** at the core of bushido — on leaving the battlefield with no exemption condition: Fame -1, a Three Ways and Six Hearts check to shift

toward Void (虚), Squad Cohesion -1, Lord affinity -2.

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Source: co-04-07-01 (all sections) · Honor status: co-04-07-00 § Honor Classification

02. Ronin (浪人)

Blade of the wind. A blade freed of its bonds by the loss of its lord, the mirror image of the samurai. If the samurai is a mountain, the ronin is the wind that grinds the mountain down. A ronin gripping a dagger in the Core Zone is the most dangerous on the battlefield — Immovable Formation and shield walls are merely scenery to a ronin, who just walks in. In one breath they cut the vital point of five enemies once each. That freedom is a cruel freedom. To protect someone by choice rather than duty — that is what a samurai can never have.

- Role: mobility / assassination (mobile strikes, Core Zone combat, solo action) · Core attributes: Courage/Finesse · Core Zone entry: **free** · Heart: No Heart (無心) or Truth (真)
- Starting automatic skills: Swordsmanship acquired; Footwork, Survival, Speed at entry level

1st dan (automatic): Blade of the Wind (風の刃) [aptitude] — When moving into a zone with high enemy Domination / the Core Zone, Energy -1 (minimum 1). Free entry/exit of the Core Zone.



Dan	Specialty	Type	Energy	Limit	Effect
3	First Strike (先手一撃)	[aptitude]	—	1/combat	The first attack in the first round of combat is an automatic Critical Hit.
3	Master of Retreat (離脱の達人)	[aptitude]	—	—	Exempt 1 pursuit check when retreating from the battlefield.
3	Ronin's Two Swords (浪人の二刀)	[aptitude]	—	1/breath	After attacking with the main weapon, make an additional off-weapon attack for 1 Energy.
5	Gale (疾風)	[aptitude]	—	—	+2 when attacking immediately after movement.
5	Lone Wolf (一匹狼)	[aptitude]	—	—	When no allies are in the same zone, attack +2, Defense +2.
5	Read the Vital Point (急所看破)	[Kata]	2	1/round	Target Defense -3 (until the next round).

Squad Tactics: **Skirmish Order** (3rd dan, [Tactic:Kata], squad order cost+1, 1/round — the squad appears in the enemy Rear Zone by way of the Flank Zone, Surprise Attack check +2, Squad Cohesion -1) · **Ronin Solidarity** (5th dan, [Tactic:Aptitude] — Minion/Veteran squads in the same zone move in time with the ronin's breath, squad order cost -1 (minimum 0); no effect if the ronin is in the Core Zone).

Beyond — **7th dan**: Shadowless (movement Energy 1, automatic Breakthrough success) / Chain Cut (recover Energy +1 immediately on a kill) / Demon of the Core Zone (Critical expansion within the Core Zone), pick 1. **9th dan**: Afterimage (ignore Domination/Breakthrough, first-breath initiative modifier +N each round) / One Flash ([Kata] 4, annihilate all enemy Minions in the zone + 2 Wounds to Elite/Lord) / Deathline (all attacks are automatic Critical Hits at Wounds 1), pick 1. **Tatsujin**: 1 advanced specialty + Renown Title.

- Recommended weapons: ninjato, kodachi, uchigatana, kaiken, Nito-ryu (kodachi + uchigatana) · Recommended schools: Yagyu Shinkage-ryu, Ito Itto-ryu, Jigen-ryu, no school · Recommended factions: Fuma Band, none (being unaffiliated is the ronin's essence)

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Source: [co-04-07-02](#) (all sections)

03. Shinobi (忍)

Shadow techniques. A presence not on the battlefield — until the enemy finds them. Moving in from the outside, they appear in the enemy Rear Zone and go for the enemy general's neck. The shinobi's work is not to defeat the enemy's army but to end it before it begins. "Fair and square" is the samurai's vanity; the shinobi looks only at the result. Yet a shinobi too is human, and the loneliest of humans — when the mission is over, there is no identity, no house, no comrade.

- Role: assassination / scouting / disruption / information war · Core attributes: Finesse/Fate · Core Zone entry: **free** · Heart: Loyalty (忠) or No Heart (無心)
- Starting automatic skills: Ninjutsu acquired; Infiltration, Lightness Skill, Disguise at entry level

1st dan (automatic): Shadow Crossing (影渡り) [aptitude] — Move from the outside to anywhere for 0 Energy ([Kata]) (1/round). Free entry/exit of the Core Zone.



Dan	Specialty	Type	Energy	Limit	Effect
3	Ambush (奇襲)	[aptitude]	—	1/round	The first attack while infiltrating is an automatic Critical Hit (truly automatic). Replaces basic Ambush and does not grant additional Defenseless.
3	Poison Hand (毒手)	[aptitude]	—	—	On melee hit, target's next-round Energy -1.
3	Smoke Screen (煙幕)	[Kata]	1	1/round	Ranged attacks in the zone automatically fail for 1 round.
5	Clone (分身)	[Kata]	2	1/round	Enemy anti-shinobi attacks -3.
5	Vital Strike	[aptitude]	—	—	On an ambush Critical Hit, set Wounds to 3 ([Light]'s 1-Wound cap ignored).
5	Intelligence Network	[aptitude]	—	combat start	Reveal information on all enemy units.

Squad Tactics: **Disruption Operation** (3rd dan, [Tactic:Kata], squad order cost, 1/round — 1 enemy squad in an adjacent zone gets Cohesion -2, and that enemy squad's next attack check -1) · **Hidden Deployment** (5th dan, [Tactic:Stance], squad order cost, maintain — deploy the squad infiltrating, detected at Perception ≥ 13 ; before detection its Domination contribution is 0, but on detection/release the Surprise Attack check is +3).

Beyond — **7th dan**: Vanish ([Kata] 1, move to the outside immediately, enemies cannot react) / Assassin's Eye (all attacks [Pierce 2]) / Trapmaker ([Kata] 2), pick 1. **9th dan**: Shadow Clone Technique ([Kata] 3) / Instant Kill (ambush first strike is instant death regardless of Wounds, Lord excepted = 4 Wounds) / Formless (always infiltrating, Perception ≥ 17), pick 1. **Tatsujin**: 1 advanced specialty + Renown Title.

- Recommended weapons: ninjato, kaiken, kunai, shuriken, kodachi · Recommended schools: Iga-ryu (Killing Incense), Koga-ryu (trap chain), no school · Recommended factions: Fuma Band, Biu Mountain, Kagura Domain

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Source: co-04-07-03 (all sections)

04. Onmyoji (陰陽師)

One who reads the stars. They control the unseen world. They send shikigami to scout, hold back yoma with Barriers, and curse enemies with sorcery. They change the flow of battle without standing in the Front Zone, but the onmyoji themselves are weaker than any other class — because their weapon is not their own blade but the movement of the stars. The one who uses curses is cursed. Every sorcery shaves away lifespan, and many 9th-dan onmyoji have turned white-haired in their 30s.

- Role: summoning / ranged sorcery / yoma control / Barriers · Core attribute: Wisdom · Core Zone entry: forced Breakthrough · Heart: Truth (眞) or Loyalty (忠)
- Starting automatic skills: Sorcery acquired; Exorcism, Barrier, Prophecy at entry level



1st dan (automatic): Shikigami Control (式神使役) [Kata] — Energy 2, limit: as many as the Wisdom modifier per combat (minimum 1/combat). Summon 1 shikigami in any zone. **Shikigami: Wounds 1, Defense 12, Domination +1, can be hit instead.** A shikigami is an individual unit (not a squad) and has no Energy of its own — the onmyoji moves it with a control action (0 Energy [Kata]), and this action shares the 2-times-per-round cap (even if several are summoned, it triggers only up to 2 times per round).

Dan	Specialty	Type	Energy	Limit	Effect
3	Curse (呪い)	[Kata]	2	1/round	1 enemy within 2 zones takes -3 to its next check.
3	Shikigami Enhancement	[aptitude]	—	—	Shikigami Wounds 2, Domination +2.
3	Five-Phase Resonance	[aptitude]	—	—	Always grasp enemy units in adjacent zones.
5	Killing Curse (呪殺)	[Kata]	3	1/round	Ranged (range 2 zones). 2d10+Wisdom ≥ Defense. [Incorporeal]. 2 Wounds.
5	Shikigami Explosion	[Kata]	1	consume (1 shikigami)	Shikigami self-destructs. Everyone in the zone takes 1 Wound.
5	Barrier Formation	[stance]	2	maintain	Allied Defense +2 in the zone. 1 Energy each lull.

Squad Tactics: **Shikigami Command** (3rd dan, [Tactic:Kata], 0 Energy (squad order cost waived), 1/round — dispatch a shikigami as a deputy commander, trigger 1 squad order this round at 0 Energy; unusable if the shikigami is incapacitated) · **Five-Direction Formation** (5th dan, [Tactic:Stance],

squad order cost+2, maintain — a weak Barrier over the whole zone (1 Wound on yoma entry) + squad ranged attacks +1).

Beyond — **7th dan**: Great Shikigami ([Kata] 3, Elite-grade shikigami Wounds 3 · Defense 14 · Domination +4, control cap 3 times per round) / Yin-Yang Reversal ([Kata] 3, swap zone Domination between allies↔enemies) / Eye of Prophecy, pick 1. **9th dan**: Night Parade of a Hundred Demons ([Kata] 4, summon 10 Mobs into the Core Zone, enemy Domination -5) / Sealing Art ([Kata] 5, seal 1 Elite/Lord — $2d10 + \text{Wisdom} \geq \text{target's Defense}$, on success cannot act for 1 round, and the target may end it early at the start of each round with $2d10 + \text{Wisdom} \geq 13$) / Astronomy, pick 1. **Tatsujin**: 1 advanced specialty + Renown Title.

- Recommended weapons: none (shikigami/sorcery specialist), self-defense tanto or rokushakubo · Recommended schools: Abe-ryu (Great Shikigami Art), Tsuchimikado-ryu (curses + astronomy) · Recommended factions: Kagura Domain, Enryokan, Biu Mountain

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Source: co-04-07-04 (all sections)

05. Esoteric Monk (密教僧)

The path of Shura. Both monk and warrior. The mirror image of the Pure Land Monk. Where other exorcists face yoma from a distance, the esoteric monk leaps into the yoma's arms — the asura-field of the Core Zone is his dojo (道場). Scripture is his armor and the mudra (印) is his blade. A soft hand touches the patient, and the next day cuts down a yoma; the two are the same hand. The greatest danger is becoming a Shura (修羅) — so the esoteric monk's true training is not to grow stronger but to never forget why he took up the blade.

- Role: Core Zone combat / exorcism / close-range slaughter / self-healing · Core attributes: Courage/Physique · Core Zone entry: **free** · Heart: Compassion (慈) or Truth (眞)
- Starting automatic skills: Unarmed Combat acquired; Exorcism, Fighting Spirit, Hardiness at entry level

1st dan (automatic): Seal of Shura (修羅の印) [aptitude] — Within the Core Zone (心府), all melee techniques cost Energy -1 (minimum 1). Free entry into the Core Zone. Does not apply outside the Core Zone.



Dan	Specialty	Type	Energy	Limit	Effect
3	Vajra Invulnerability (金剛不壊)	[aptitude]	—	1/round	When Wounds would be reduced, if 2d10+Physique $\geq$ 13 succeeds, negate that Wound loss.
3	Exorcism Sutra (退魔經文)	[Kata]	2	1/round	All yoma units including adjacent zones get Defense -2 (1 round).
3	Mudra: Fudo Myoo (印法: 不動明王)	[stance]	2	maintain	While maintained, Defense +3 against all hits. Cannot move.
5	Vajra (金剛杵)	[aptitude]	—	—	Unlock the special weapon vajra (Energy 2, standard size). On hit against yoma, 2 Wounds; against humans, 1 Wound.
5	Blood Duel (血闘)	[aptitude]	—	—	Each time Wounds are reduced, the next attack gains +2, 1 time (spent). Final modifier cap +10.
5	Full-Lotus Seat (結跏趺坐)	[upkeep]	—	1/lull	Recover 1 Wound automatically at the lull step.

Squad Tactics: **Dharma-Protection Barrier** (3rd dan, [Tactic:Stance], squad order cost+1, maintain — a Barrier on the squad's zone, 2 Wounds on yoma entry / entry check Wisdom $\geq$ 11, squads within the Barrier are immune to Fear) · **Vajra Guardian Formation** (5th dan, [Tactic:Kata], squad order cost+1, 1/round — the esoteric monk must be in the same zone, yoma-targeting squad attacks +3, [Incorporeal] applies).

Beyond — **7th dan**: Asura (one-breath limit +2 $\rightarrow$ 7 within the Core Zone) / Great Exorcism Formation ([Kata] 4, 2 Wounds to all yoma in the zone + block yoma entry for 2 rounds) / Mantra ([Kata] 2), pick 1. **9th dan**: Human Weapon (bare hands [Pierce 2] or [Direct 2], pick 1) / Nirvana Quiescence ([Kata] 0, revive at Wounds 0, then incapacitated 1 round later) / Mahavairocana's Blessing (yoma damage to allies in the same zone halved), pick 1. **Tatsuji**: 1 advanced specialty + Renown Title.

- Recommended weapons: vajra, tanto, rokushakubo, bare hands/Unarmed Combat, katana · Recommended schools: Takenouchi-ryu (Unarmed Combat), Shugendo-ryu, Shingon-ryu (Mahavairocana Mantra) · Recommended factions: Hiei League, Enryokan, temple-origin background

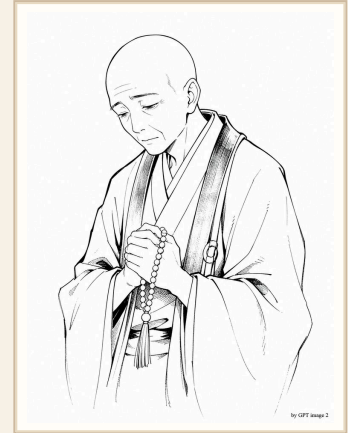
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Source: co-04-07-05 (all sections)

06. Pure Land Monk (浄土僧)

Amida's Shield. A monk who need not fight. When they chant nembutsu behind the Front Zone, ashigaru who feared death take up their spears again. Where other classes end war by killing the enemy, the Pure Land Monk keeps allies alive to endure it — that is the war of compassion. Their core is Cohesion, and they are the only class that keeps a squad from collapsing. The moment the most compassionate class places bamboo spears in peasants' hands (Ikko-ikki), it becomes the leader of the most dangerous uprising.

- Role: keep squad morale up / Cohesion buffs / recovery / grant Fear immunity · Core attributes: Presence/Physique · Core Zone entry: forced Breakthrough · Heart: Compassion (慈) (Way of Emptiness)
- Starting automatic skills: Negotiation acquired; Bearing, Medicine, Fighting Spirit at entry level



1st dan (automatic): Amida's Shield (阿彌陀の盾) [aptitude] — An allied squad in the same zone does not collapse even if its Cohesion reaches 0 (Cohesion 1 maintained). Lasts as long as the Pure Land Monk remains in that zone. If they move, the effect range changes (old zone released, new zone applied).

Dan	Specialty	Type	Energy	Limit	Effect
3	Nembutsu (念佛)	[Kata]	1	—	1 squad in the same zone gains Cohesion +1. Repeatable at low Energy.
3	Law of Rebirth (往生の法)	[upkeep]	—	1/lull	+5 to the post-death check of 1 incapacitated ally.
3	Robe of the Law (法衣)	[aptitude]	—	—	Defense +1 (without armor). Domination +1 even while unarmed.
5	Grand Dharma Assembly (大法會)	[Kata]	2	1/round	All allied squads including adjacent zones gain Cohesion +1.
5	Hand of Compassion (慈悲の手)	[Kata]	2	1/round	Recover 1 Wound for 1 adjacent ally.
5	Immovable Mind (不動心)	[aptitude]	—	—	All allies in the same zone are immune to Fear.

Squad Tactics: **Dharma-Teaching Exhortation** (3rd dan, [Tactic:Kata], squad order cost, 1/round — squad Cohesion +2 + immediately clear the Fear state) · **Amida Formation** (5th dan, [Tactic:Stance], squad order cost+1, maintain — the Pure Land Monk must be in the same zone, the squad is immune to Cohesion collapse, released when the Pure Land Monk leaves).

Beyond — **7th dan**: Rebirth in the Pure Land (when an ally is incapacitated, allies in that zone attack +2, 2 rounds) / Dharma-Power Barrier ([Kata] 3, on enemy entry into the zone, Cohesion -1 + Domination -2) / Dignity of a High Monk (Presence aura ×2), pick 1. **9th dan**: Amida Manifest ([Kata] 5, all allies recover all Cohesion + revive 1 incapacitated ally at Wounds 1) / State of Nirvana (endures until the lull even when incapacitated, revives at Wounds 1 at the lull) / Infinite Life (Amida's Shield expands to 2 adjacent zones), pick 1. **Tatsujin**: 1 advanced specialty + Renown Title.

- Recommended weapons: naginata (Pure Land Monk symbol), rokushakubo, tanto · Recommended schools: Manase-ryu (Medicine), Shingon-ryu (Mahavairocana Mantra), no school · Recommended factions: Ikko-ikki, Hiei League, Enryokan
- Honor-class caution: the Pure Land Monk is an **honor class** as the faith-guarantor of the shinto community — on leaving the battlefield with no exemption condition, they take the same follow-up penalties as the samurai.

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Source: co-04-07-06 (all sections) · Honor status: co-04-07-00 § Honor Classification

Summary

- **Six classes = six posts.** Samurai (hardens the line) · ronin (cuts in fast) · shinobi (strikes from behind) · onmyoji (controls with sorcery) · esoteric monk (slaughters in the Core Zone) · Pure Land Monk (holds allies up). These six alone make a party with no missing role.
- **Only three enter the Core Zone freely** — ronin, shinobi, esoteric monk. The other three (samurai, onmyoji, Pure Land Monk) need forced Breakthrough.
- **1st-dan specialties are automatic; at the 3rd and 5th dan, pick 1 from each table.** Squad Tactics specialties take a 3rd/5th-dan class specialty slot in their place.
- **The honor classes are two — samurai and Pure Land Monk.** Leaving the battlefield with no exemption condition incurs Fame, Cohesion, and Lord-affinity penalties, plus a Three Ways and Six Hearts check to shift toward Void (虚).
- The extended 12 classes are covered in Chapter 6 Parts Two and Three; majin and outsiders are covered in the core rulebook.

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Source: co-04-07-00 § Tier 1 · § Honor Classification

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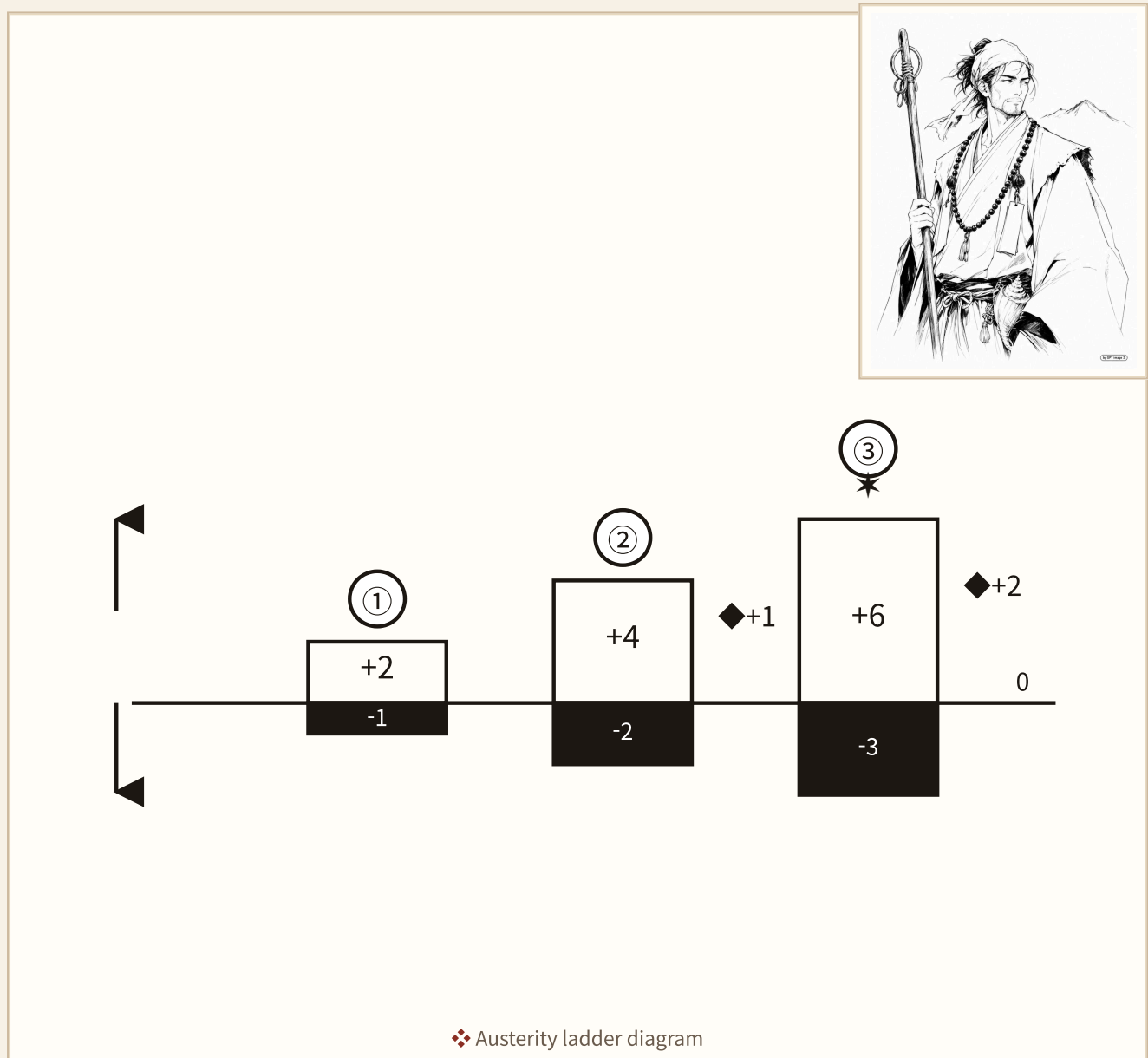
Extended I

확장 전반 · 拡張前半

Where the basic 6 classes each hold the heart of one of the nine role groups, the extended 12 dig that role sharper or fill the gaps the basic classes only touch shallowly. This section covers the first 6 of the extended set — the shugenja who burns their own body for fuel, the feng shui master who makes the battlefield itself a weapon, the scholar who steers a corps with a single fan, the merchant who buys and sells war with gold, the artisan who builds positions and traps by hand, and the entertainer who keeps allies alive with song.

You may freely choose one of these six, but since each is a strong-concept class, GM approval is recommended. You gain each class's 1st-dan specialty automatically when you make the character, and at 3rd and 5th dan you pick one specialty from a list each to add. The advanced specialties at 7th and 9th dan are summarized here in tables only — see the core rulebook for the full text.

Shugenja (修験者) — Austerity Self-Harm Burst



Number	Meaning
1	Austerity 1 (Wounds -1 → all checks that breath +2)
2	Austerity 2 (Wounds -2 → checks +4)
3	Austerity 3 (Wounds -3 → checks +6)
↑	check bonus that breath
↓	Wounds spent (no natural recovery at the lull, not possible below Wounds 1)
◆	technique damage bonus (Wounds)
*	[Pierce all]

Role: Core Zone / grappling (self-sacrifice burst / support) · **Key Attributes:** Physique / Courage ·
Core Zone Entry: free

A yamabushi who stands under waterfalls and walks across fire in the mountains. Where other classes use breath (Energy) as their resource, you use flesh (Wounds). You offer your own flesh as a sacrifice to make a one-breath explosion, and that explosion erases one enemy corps. On the way to 9th dan your body becomes a mass of scars, and each of those scars is one enemy and one awakening.

Key Resource — Austerity (苦行): before executing a technique, declare "Austerity N" to immediately reduce Wounds by N, empowering every technique that breath.

Austerity N	Wounds Cost	Bonus
Austerity 1	Wounds -1	all checks that breath +2
Austerity 2	Wounds -2	all checks that breath +4 , technique damage +1 Wound
Austerity 3	Wounds -3	all checks that breath +6 , technique damage +2 Wounds , [Pierce all]

You cannot undergo Austerity below Wounds 1. Wounds reduced by Austerity **do not recover naturally at the lull**; they return only through the healing/recovery effects of entertainers, Pure Land Monks, and the like.

Dan	Specialty (pick 1)	Type	Ene rgy	Limi t	Effect
1st dan	Vow of Fudo Myoo	[aptit ude]	—	—	Austerity usable. Free Core Zone entry/exit. While at Austerity 1+, attacks against yoma gain +1.
3rd dan	Fire- Walking (火渡り)	[Kata]	2	1/ro und	grant "Holy Fire" to your zone. 1 Wound to yoma each lull, harmless to humans. Requires Austerity 1.
	Austerity Chain	[aptit ude]	—	—	when you cut Wounds by Austerity, gain Energy +2 that breath.
	Breath of the Mountain	[upk eep]	—	1/lull	at the lull, recover 1 of the Wounds spent on Austerity.
5th dan	Immovable (不退轉)	[stan ce]	2	main tain	while maintained, convert a Wounds loss on being hit into Austerity instead — the next breath's Austerity bonus applies automatically.
	End of Ascesis	[aptit ude]	—	—	while at Wounds 2 or less, all techniques cost Energy -1 (minimum 1).
	Barrier Walk	[Kata]	3	1/ro und	automatically place a Barrier along your movement path. 1 Wound when yoma enter. Requires Austerity 1.

Advanced specialties (pick 1 at 7th·9th dan): 7th dan — Human Offering ([Kata] Energy 1, 1/combat: after declaring Austerity 3, all remaining attacks this round become automatic Critical Hits) / Power of the Yamabushi ([aptitude]: Austerity bonus ×2, but a one-breath limit of 3 on the round after Austerity) / Goma ([Kata] Energy 4, 1/combat: requires Austerity 2, all enemies in the target zone take 3 Wounds + Holy Fire). 9th dan — Sokushinbutsu ([Kata] Energy 0, 1/session: set Wounds to 0, all remaining checks this round automatically succeed · all attacks 3 Wounds · [Pierce all], incapacitated at round end) / Return Alive ([aptitude]: Wounds reduced by Austerity recover fully at the lull) / Living Mountain ([aptitude]: maximum Wounds +3).

- **Recommended Weapons:** vajra (2 Wounds to yoma, Exorcism checks), tanto, tetsubo (Austerity bonus + crush synergy). They train their own body over their weapons.
- **Recommended Schools:** Shugendo-ryu (combined with Austerity, natural calling), Takenouchi-ryu (Unarmed Combat), Shingon-ryu.
- **Recommended Factions:** Muhyeon Band, Hiei League, Ikko-ikki. · **Three Ways and Six Hearts:** Compassion or Truth (seeing truth through pain). · **Recommended Companion:** a healer (entertainer, Pure Land Monk) — since Wounds spending accumulates.



Source: co-04-07-07 § Austerity · Techniques · Three Ways and Six Hearts

Feng Shui Master (風水師) — Ley-Line Manipulator

Role: control / terrain (zone transformation, Domination manipulation, Barriers) · **Key Attribute:** Wisdom · **Core Zone Entry:** Forced Breakthrough

One who reads the battlefield like a go board. They see and steer the flow of mountain ranges and the points where qi gathers. You do not cut the enemy directly — you neutralize a great host by lowering Domination limits, sever routes with barricades, and bless allies by activating spirit veins. But when you draw on the energy of one place, another weakens. A master-grade feng shui master carries the debt of every plot of land they touched.



Dan	Specialty (pick 1)	Type	Energy	Limit	Effect
1st dan	Twist Earth Veins	[Kata]	2	1/round	limit 1 target zone's maximum Domination cap to -3 (that round). The excess dissipates immediately. Reaches adjacent zones.
3rd dan	Airflow Control	[Kata]	2	1/round	ranged-technique to-hit in the target zone +2 or -2 (choose).
	Ley Sensing	[aptitude]	—	—	grasp the exact Domination numbers of every zone on the battlefield. Auto-detect spirit veins / corruption.
	Weak Ground Designation	[Kata]	2	1/round	all units in the target zone (friend or foe) Defense -1 (1 round).
5th dan	Barricade	[Kata]	3	N/combat (Wisdom modifier)	wall between two zones: movement costs an additional 2 Energy (maintain 3 rounds).
	Ground Subsidence	[Kata]	3	1/round	target zone: movement +1 Energy, all Domination bonuses nullified (2 rounds).
	Dragon-Vein Activation	[Kata]	2	1/combat/zone	make the target zone a "dragon vein": allied attack techniques +2, Wounds +1 recovered at the lull.

Advanced specialties (pick 1 at 7th · 9th dan): 7th dan — Zone Creation ([Kata] Energy 4, 1/combat: add 1 new zone) / Earth Sealing ([Kata] Energy 4, 1/combat: seal the target zone, no unit entry or exit for 2 rounds) / Vein Rampage ([Kata] Energy 3, 1/combat: 1 Wound to all units in the target zone, Domination reset to 0). 9th dan — Feng Shui Barrier Array ([aptitude]: permanently transform 2 zones

at combat start) / Wrath of the Earth ([Kata] Energy 5, 1/combat: across the whole battlefield, pole-arm Energy +2 · movement Energy +1, 2 rounds) / Utopia ([Kata] Energy 5, 1/combat: make 1 zone a sanctuary — allied Wound recovery +2 · Defense +3 · automatic 1 Wound when enemies enter).

- **Recommended Weapons:** su-yari (doubles for defense), rokushakubo (suppression), tanto (self-defense). Zone manipulation over direct combat is the true trade.
- **Recommended Schools:** Abe-ryu (combined with sorcery), Muryu (self-taught). There is no dedicated feng shui school.
- **Recommended Factions:** Kagura Domain, Enryokan, Biu Mountain. · **Three Ways and Six Hearts:** Truth or Compassion (following the order of nature). · **Recommended Companion:** a frontline holder (samurai, ronin) — since solo firepower is weak.

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Source: [co-04-07-08](#) § Techniques · Three Ways and Six Hearts

Scholar (學者) — Tactical Staff Officer (Energy Transfer)

Role: support / recovery (Energy support, squad-command specialization, tactical control) · **Key Attribute:** Wisdom · **Core Zone Entry:** Forced Breakthrough

One who can be the most dangerous presence on the battlefield without raising a blade. You divide your own breath (Energy) among your comrades — wave a fan and a samurai's blade is quickened once more; a single word, and an ashigaru squad thrusts its spears at the exact moment. From the rear or a high watchtower, you steer an army of 5 myriads with one finger. In exchange your Defense is low and your Wounds few, so never enter the Core Zone.



Dan	Specialty (pick 1)	Type	Energy	Limit	Effect
1st dan	Divine Calculation and Ghostly Strategy	[aptitude]	—	—	① Energy Transfer : spend 2 Energy → grant 2 Energy immediately to 1 lord/elite target (1:1, total unchanged). ② always guarantee a minimum of 1 Energy for squad orders. Any Rear-Zone discount follows only the canonical paid Rear-Zone task rule .
3rd dan	Tactical Direction	[Kata]	1	1/round	+3 to 1 ally's next attack technique.
	See Through Void and Substance	[aptitude]	—	—	always know the remaining Energy and reservation state of enemy elites/lords.
	Formation Method	[Kata]	2	1/round	1 allied squad's Domination contribution x2 (that round).
5th dan	Overall Command	[Kata]	1	1/round	simultaneous order to all allied squads (advance/retreat, 1 kind). 1 Energy regardless of squad count.
	Weak-Point Analysis	[Kata]	2	1/combat	1 enemy Defense -2 (until combat ends).
	Energy Distribution	[aptitude]	—	—	Divine Calculation and Ghostly Strategy transfer cost 2 → 1 Energy (spend 1 → transfer 1).

Energy Transfer is possible **only to allies with their own Energy** (not to units with 0 base Energy such as shikigami, puppets, and squads). The 1:1 conservation of the total cannot be broken by any specialty, school, masterwork, or Relic.

Advanced specialties (pick 1 at 7th·9th dan): 7th dan — Zhuge Kongming ([aptitude]: freely decide count order at combat start) / Ambush from Ten Sides ([Kata] Energy 2, 1 time at combat start: deploy 2 allied units concealed, treated as an ambush) / Brain of the Battlefield ([aptitude]: a dedicated extra 2 Energy at each round's start, no carryover). 9th dan — Genius Strategist ([aptitude]: up to 2 squad orders per round at 0 Energy, one transfer can split across 2 targets) / Unorthodox-Orthodox Stratagem ([Kata] Energy 0, 1/combat: skip the next breath of 1 elite-or-lower enemy, against lord-grade or higher apply on a 2d10 + Wisdom + Scheming ≥ 15 success · even on failure the next-breath limit is -2) / Formation of Invincibility ([upkeep] 1/lull: next round's maximum Energy +2 · all squads' Cohesion +1).

- **Recommended Weapons:** a self-defense tanto and hankyu, a fan (symbol). Avoiding combat is the rule.
- **Recommended Schools:** none. A school of military texts over a martial school. Muryu (self-taught) is recommended.
- **Recommended Factions:** Kagura Domain, Ikko-ikki, Sakai Guild. · **Three Ways and Six Hearts:** Loyalty or Truth (the self-righteousness of "I know best" risks a Loyalty → Hegemony turn). · **Recommended Companion:** every Front Zone comrade — since you have no combat power of your own.

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Source: co-04-07-09 § Divine Calculation and Ghostly Strategy · Techniques · Principle 2

Merchant (商人) — Master of Gold



❖ Merchant coins and abacus still life

Role: social / economic (economic control, bribery, supply, disruption, information) · **Key**

Attributes: Presence / Wisdom · **Core Zone Entry:** Forced Breakthrough

You put up weapons, hire mercenaries, and collapse the enemy's interior with gold. While a samurai kills a thousand with a blade, you make a thousand leave with a single gold coin. You do not stand in the Front Zone; you fight with gold from the rear or from outside the battlefield. But the moment a bribed enemy squad cuts down its old comrades, you cannot forget that it is a scene you made.

Key Resource — Gold (金貨): a base of 5 gold per combat (common to all PCs). Background (merchant's scion) +3, 7th-dan Great Caravan +2 per lull, 9th-dan Plutocrat +5 per lull. **The per-combat gold cap is 20** (the merchant makes their edge through turnover, not by raising the cap). Gold 1 ≈ a tactical effect worth 2~3 Energy.

Dan	Specialty (pick 1)	Type	Energy	Gold	Limit	Effect
1st dan	Golden Leverage	[Kata]	2	1	—	target zone's enemy Domination immediately -2. Reaches adjacent zones.
3rd dan	Hire Mercenaries	[Kata]	0	2	1/combat	summon 1 Minion squad (3 people) immediately, deploy in the allied Rear Zone, Cohesion 2.
	Bribe	[Kata]	2	1	1/round	negate the next-breath action of 1 enemy Minion squad.
	Caravan Resupply	[upkeep]	—	1	1/lull	repair all allies' broken weapons + fully reload all teppo.
5th dan	War Economy	[aptitude]	—	—	—	gain Gold 1 when an enemy Minion is defeated.
	Market Domination	[Kata]	2	3	1/combat	nullify the enemy's lull recovery effects (1 round).
	Shield of Gold	[aptitude]	—	1(spend)	1/round	per 1 hit, spend Gold 1 → Wounds loss -1 (minimum 1 Wound). Additional spending on the same hit has no effect.

Advanced specialties (pick 1 at 7th·9th dan): 7th dan — Great Caravan ([aptitude]: gain Gold 2 automatically per lull, cap stays at 20) / Bribed Defection ([Kata] Energy 3 · Gold 4, 1/combat: turn 1 enemy Minion squad allied) / Battlefield Merchant ([Kata] Energy 2, 1/round: provide an ally with immediate equipment exchange). 9th dan — Plutocrat ([aptitude]: gain Gold 5 automatically each lull, cap stays at 20) / War Bonds ([Kata] Energy 0 · Gold 5, 1/combat: all allies Energy +3 that round) / Merchant of the Realm ([Kata] Energy 3 · Gold 0, 1/combat: make 1 enemy squad defect or make 1 enemy lord leave until combat ends. When both sides have full attributes, resolve **2d10 + Presence +**

Bribery vs **2d10 + Wisdom + Bearing**; the defender wins ties. Use TN 13 only for an attribute-less squad. No effect on negotiation-immune targets).

- **Recommended Weapons:** kaiken (concealed dagger), tanto (self-defense), hankyu, an escort squad. Negotiation over combat is the true trade.
- **Recommended Schools:** none. A school of dealing over a martial school (such as Sakai-ryu accounting).
- **Recommended Factions:** Sakai Guild, Kunitomo Guild, Kagura Domain. • **Three Ways and Six Hearts:** No Heart or Hegemony (can turn toward either Compassion or Hegemony). • **Recommended Companion:** an artisan — supply synergy.

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Source: co-04-07-10 § Gold · Techniques · Three Ways and Six Hearts

Artisan (工人) — Builder of Walls and Traps

Role: control / terrain (barricade construction, traps, equipment / autonomous-automaton repair, karakuri crafting) • **Key Attributes:** Physique / Wisdom • **Core Zone Entry:** Forced Breakthrough

One who brought the smithy's hammer to the battlefield. You improvise repairs on a collapsed wall, raise barricades along the enemy's advance route, and sharpen an ally's broken blade. Making karakuri (mechanical dolls) is your domain alone, and your synergy with autonomous automatons is the strongest. Each time you make a new weapon, the face of the person who will die by it rises before you — how far to build is your conflict.



Dan	Specialty (pick 1)	Type	Energy	Limit	Effect
1st dan	Karakuri Fieldworks	[Kata]	3	1/round	install a barricade (starting and maximum Durability 3) between two adjacent zones. Movement on that route costs an additional 2 Energy. Destroyed if the enemy attacks it with 3 techniques.
3rd dan	Quick Repair	[Kata]	1	—	repair an ally's broken weapon or barricade Durability +1 up to its maximum or autonomous automaton recovers 1 Wound.
	Set Trap	[Kata]	2	1/round	install a trap in a zone. 1 Wound + movement stops when enemies enter. 1 use.
	Reinforcement Work	[Kata]	2	1/combat/zone	allies in 1 zone gain Defense +1 (permanent for that combat).
5th dan	Karakuri Doll	[Kata]	3	1 body/combat	deploy 1 mechanical doll. Veteran-grade, Wounds 2, Defense 14, autonomous attack (1/round · 0 Energy · 2d10 ≥ Defense). Individual unit (not subject to squad orders or Cohesion). Poison/fear immunity.
	Double Barricade	[aptitude]	—	—	grant the barricade Defense 12, destroyed on 3 hits landed. Durability stays at 3.
	Field Forge	[upkeep]	—	1/lull	at the lull, temporarily enhance 1 ally's weapon to "masterwork" (attacks +2 until the next combat) or autonomous automaton recovers 2 Wounds.

Advanced specialties (pick 1 at 7th · 9th dan): 7th dan — Build Fortification ([Kata] Energy 5, 1/combat: fortify the zone, allied Defense +3 · enemy movement +3 Energy · barricade auto-installed) / Fire Attack ([Kata] Energy 3, 1/round: ignite an existing barricade, 2 Wounds when crossing, disappears after 2 rounds) / Secret Passage ([Kata] Energy 2, 1/combat: a secret route only allies use, movement 1 Energy). 9th dan — War Machine ([Kata] Energy 5, 1 body/combat: a large karakuri, Elite-grade — Wounds 4 · Defense 15 · Energy 8, fixed shooting 2 Energy/2 Wounds, poison/fear immunity) / Iron Fortress ([aptitude]: enemy Breakthrough target number +4 in the artisan's zone; allied barricades touching it have maximum Durability at least 6, and newly installed barricades start at current/maximum 6; existing current Durability is not healed) / Master Artisan ([upkeep]: permanently enhance all allies' weapons at combat start, all attacks +1 · additional 1 Wound on a Critical Hit).

- **Recommended Weapons:** su-yari (doubles for defense), tetsubo (Defense breaking), rokushakubo, hammer, karakuri (your own work).

- **Recommended Schools:** none. A craftsman's school over a martial school (Kakuji-ryu forging, Kunitomo-ryu karakuri).
- **Recommended Factions:** Kunitomo Guild, Sakai Guild, Kagura Domain. • **Three Ways and Six Hearts:** Truth or Compassion (the maker's responsibility). • **Recommended Companion:** an autonomous automaton — tanking and repair synergy.

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Source: [co-04-07-11](#) § Techniques · Autonomous-Automaton Synergy · Three Ways and Six Hearts

Entertainer (藝人) — Requiem Buffer

Role: support / recovery (recovery, buffs, morale management, narrative catalyst, requiem) • **Key Attributes:** Presence / Fate • **Core Zone Entry:** Forced Breakthrough

You do not carry a blade; you pluck the biwa, sing, and wipe the wounds of the injured. While other classes kill the enemy, you keep allies from dying. When your song rings out on a collapsing Front Zone, trembling hands grip the spear again, and when your hand wraps the wound of a fallen warrior, they return from the threshold of death. You have no combat power — with low Defense and low Wounds, the Rear Zone is your basic place. But without an entertainer, the battlefield is nothing but despair.



Dan	Specialty (pick 1)	Type	Energy	Limit	Effect
1st dan	Battlefield Flower	[upkeep]	— (lull only)	1/lull	1 ally recovers 1 Wound or 1 squad recovers 1 Cohesion. No Energy cost.
3rd dan	War Song (軍歌)	[Kata]	2	1/round	all allies in the same zone + adjacent zones: next attack technique +1.
	Emergency Treatment	[Kata]	2	1/round	1 ally in the same zone recovers 1 Wound. (One of the only recovery methods in combat.)
	Miko Dance	[aptitude]	—	—	increase the target count of "Battlefield Flower" in the lull to 2.
5th dan	Requiem (鎮魂歌)	[Kata]	2	1/round	yoma only. All yoma in adjacent zones, attack techniques -2 (1 round).
	Song of Energy	[Kata]	3	1/round	ally recovers 3 Energy immediately (cannot exceed the maximum). Count rises.
	Natural Presence	[aptitude]	—	—	the Presence aura effect extends to adjacent zones.

Advanced specialties (pick 1 at 7th·9th dan): 7th dan — Battlefield Diva ([aptitude]: "Battlefield Flower" recovery amount 2 · 2 targets in the lull) / Song of the Undying ([Kata] Energy 3, 1/combat: when 1 ally would next become incapacitated, they survive at Wounds 1 instead) / Yoma Fascination ([Kata] Energy 3, 1/round: against 1 elite yoma, 2d10 + Presence ≥ target Defense, on success cannot act for 1 round). 9th dan — Grand Performance ([Kata] Energy 5, 1/combat: all allies recover 2 Wounds + recover all Cohesion + Energy +3) / Song of the Soul ([Kata] Energy 5, 1/combat: revive 1 incapacitated ally immediately, at half Wounds) / First Under Heaven ([aptitude]: treated as Presence +3, Domination aura applies to the whole battlefield).

- **Recommended Weapons:** a self-defense kaiken, hankyu (Rear Zone shooting), biwa / drum / flute (symbols). A non-combat specialist.
- **Recommended Schools:** none. An artistic school rather than a martial one (Biwa-Hoshi-ryu, Shirabyoshi-ryu).
- **Recommended Factions:** Sakai Guild, Kagura Domain, Muhyeon Band. · **Three Ways and Six Hearts:** Compassion or Truth (the conflict is the Void-ward despair of "does this song have meaning?"). · **Recommended Companion:** every member of a squad-running party — keeper of Cohesion and Wounds.



Source: [co-04-07-12](#) § Techniques · Three Ways and Six Hearts

Summary

Class	Role	Key Attributes	Core Zone Entry	One line
shugenja	Core Zone / grappling	Physique / Courage	free	burns Wounds (flesh) to make an explosion — a healer partner is a must
feng shui master	control / terrain	Wisdom	Forced Breakthrough	changes the battlefield's zones themselves rather than cutting the enemy
scholar	support / recovery	Wisdom	Forced Breakthrough	transfers Energy to comrades (1:1) and commands squads at 2×
merchant	social / economic	Presence / Wisdom	Forced Breakthrough	buys and sells enemy and ally with gold (cap 20)
artisan	control / terrain	Physique / Wisdom	Forced Breakthrough	builds barricades, traps, and karakuri by hand
entertainer	support / recovery	Presence / Fate	Forced Breakthrough	recovery, buffs, and requiem by song, with no combat power

Three classes (scholar and entertainer, plus the Pure Land Monk on the support axis) fill the support / recovery role group, feng shui master and artisan take control / terrain, and the merchant takes social / economic on their own. Since these have weak solo firepower (feng shui master, entertainer) or no combat power of their own (scholar), they only pull their weight when built together with a comrade who holds the line. The latter 6 of the extended set (gaijin, savage, half-yoma, living god, autonomous automaton, puppeteer) are covered in the next section.

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Extended II

확장 후반 · 拡張後半

If the six extended classes covered in the previous section are those who ground the roles of the basic 6 to a sharper edge, the six introduced now are those standing at the very rim of the board that is the Sengoku. An outsider bearing the gunpowder of the Nanban, a wild warrior who serves the kamuy, a half-blood in whom two bloods war within one body, a god who walks alive, a heart that beats on a mainspring, one who exists in two places at the tip of a thread. They are powerful but strong in concept, so when you pick one, take the GM's approval along with it.

Each class is compressed into 1 page. It centers on the specialties up to the 5th dan and moves only the tables for the 7th- and 9th-dan advanced specialties. Numbers, costs, tags, and conditions are exactly as in the CO source. For the full advancement structure, dual builds, and schools, see [Chapter 9 — Growth] and [Chapter 7 — Schools] together.

13. Gaijin (外人, Foreigner)



The teppo sniper. With foreign gunpowder, ignores armor.

An outsider come over from the Nanban, or a Japanese who has learned foreign technique. Either way, you are a person of the new age. You trust gunpowder, not the blade; you make distance, not loyalty, your weapon. If the samurai decides all under heaven within 100 paces, you nullify that decision from 200 paces out.

- **Role:** ranged firepower, [Pierce all] sniping, gunpowder handling — **key attributes** Courage/Finesse — **Core Zone entry** forced Breakthrough
- **Three Ways and Six Hearts:** Truth or Hegemony. A tool of the new age.
- **Starting auto-skills:** Archery learned + Navigation · Survival · Perception at intro.

1st dan [aptitude] Foreign Gunpowder — on a teppo shot, [Pierce all]. $2d10 + \text{Archery} \geq \text{Defense}$ (no attribute added, Courage not applied). **1st dan [aptitude] Outsider's Affinity** (automatic) — instantly use the devotion techniques of any **European-lineage** Exotic Relic (only a matching Three Ways and Six Hearts required; no [Foreign Adaptation] specialty needed). Other Exotic Relics adapt to **2 cultures** at once with 1 [Foreign Adaptation] slot (other classes: 1 slot = 1 culture). Auto-appraise the origin of Exotic Relics, foreign literature and interpretation checks +2, trades at foreign ports -20%.



D a n	Pick 1 specialty (summary)
3rd	Rapid Fire reload Energy 2→1 · Sniping fire at 2-zone range, hit +1 · Buckshot 1–3 extra casualties on a Minion/Mob squad (Veteran+ only add 1 Wound on a Critical Hit)
5th	Repeating Gun [Kata] 4 Energy, a 2-round burst with no reload (each [Pierce all] · 1 Wound), 2 times per combat · Powder Mix [Kata] 3 Energy, 1 Wound to everyone in the zone, 1 time per round · Foreign Armor Defense 13, no Energy penalty
7th	Cannon [Kata] 5 Energy, 2 Wounds to everyone in the zone · instant death to Mob/Minion (1 time per combat) · Marksman of the Magic Bullet on a teppo Critical Hit, 3 Wounds + 1 Wound to 2 behind · Fortify [Kata] 3 Energy, Defense +2 · enemy movement +2 Energy (1 time per combat)
9th	Nanban Secret Weapon rapid-fire cannon, 1 Wound per round for 2 Energy each round · no reload (3 rounds per combat) · Age of Fire a teppo hit is always 2 Wounds, Critical Hit 4 Wounds · Tactician counted as Wisdom +2 (squad-order discount), fires at all zones from the rear

Squad Tactics (chosen with a 3rd/5th-dan class specialty slot): **Three-Rank Fire** [Tactic:Kata] a bow/gun squad fires 3 volleys in a row · **Bombardment Position** [Tactic:stance] a gun squad fires from a fixed spot, range +1 zone · attack +1 · cannot move.

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Source: co-04-07-13

14. Wildman (野人, Wildman)

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A wild warrior carrying the blood of the Emishi and Ainu. With bare hands and bare body, he fights the war civilized men have forgotten.

Long before the age of chaos that Yamato calls "the Sengoku" came, people lived in this land. You are its last living witness. You do not take up the katana; the makiri and your body are your weapons, and in place of armor you wear toughened skin and the kamuy's protection. If the onmyoji reads the stars and the feng shui master reads the earth, you smell the scent — the oldest and most accurate scouting art.



- **Role:** Core Zone combat, bare-handed slaughter, wilderness survival, yoma detection — **key attributes** Courage/Physique — **Core Zone entry free**
- **Three Ways and Six Hearts:** Truth or Compassion. The heart of one who lives with nature.

- **Starting auto-skills:** Unarmed Combat learned + Survival · Perception · Footwork at intro.

1st dan [aptitude] Hand of the Kamuy — a bare-handed attack (Unarmed Combat) costs Energy **1**, in or out of the Core Zone. On a hit, choose (1 time per round): **Push** (force the target to an adjacent zone) or **Grab** (the target cannot move next round). Free entry/exit to the Core Zone. The wildman's bare hand is treated not as [Light] but as an ordinary (standard) attack — **a normal 2 Wounds on a Critical Hit** (other classes' bare hands are [Light], gaining nothing on a Critical Hit).

D a n	Pick 1 specialty (summary)
3rd	Bear-Taker if a bare-handed hit lands on a target with higher Wounds than yourself, 1 extra Wound · Wild Sense auto-success on yoma detection · immune to Surprise Attack · knows a yoma-encounter-table result in advance at the lull · Makiri an Energy 1 short-weapon, bleeding on a hit (1 Wound per lull, cleared at Physique ≥ 13)
5th	Iyomante [Kata] 2 Energy, mental save (Courage ≥ 13) on all enemies in the same zone · Defenseless on a failure (1 time per round) · Kamuy's Protection while wearing no armor, Defense = 10 + Physique + Courage · Take Root immune to Push/forced movement, an enemy trying to pass through pays +2 Energy to move
7th	Shura-Garu every bare-handed attack in the Core Zone is automatically in Critical Hit range (a double + a sum of 14 or more) · Mountain's Wrath [Kata] 3 Energy, a bare-handed check on all enemies in the same zone · on success 1 Wound + Push (1 time per round) · Kamuy Descent [Kata] 2 Energy, descent for 1 round (attack +3 · Defense +3 · movement Energy 1), after use Energy -3 next round (1 time per combat)
9th	Mastery of Bare Hands a bare-handed hit is base 2 Wounds, Critical Hit 3 Wounds + disarm · Avatar of the Earth auto-recover 2 Wounds each lull, complete immunity to poison/disease/fear · Last Hunter while at Wounds 1: on reaching it, instantly recover 4 Energy (cannot exceed maximum) · attacks auto-hit · nullify all incoming hits 1 time for 1 round

Squad Tactics: Beast Charge [Tactic:Kata] charge with the squad and bare hands/makiri, mental save on all enemies (Courage ≥ 11) + squad attack +1 · **Kamuy's Howl** [Tactic:Kata] enemy squads up to 2 adjacent zones out get Cohesion **-2** + Fear, allied squad attack +2 (1 round).

※

Source: co-04-07-14

15. Half-Yokai (半妖, Half-Yokai)

※

A half-blood of human and yoma. A being wedged between two worlds. The more it uses yoma power, the more its humanity is eroded.

When night falls, the nails grow long, the eyes shine gold, and wounds heal abnormally fast. Human society fears you and yoma society sees you as "the half one." Yoma power grows stronger the more you use it, but the more you use it, the more your humanity fades. Belonging nowhere in either world, each battle you decide anew which side to follow.

- **Role:** shapeshifting fighter, yoma negotiation, crisis burst, night scouting — **key attributes** Courage/Fate — **Core Zone entry free**
- **Three Ways and Six Hearts:** Truth or Compassion, or Demon. Decided by the ratio of the two bloods.
- **Starting auto-skills:** Unarmed Combat learned + Perception · Fighting Spirit · Hardiness at intro.

1st dan [aptitude] Yoma Blood — at all times: **auto-recover 1 Wound** at the lull, auto-success on yoma detection (within 2 zones), yoma negotiation +2, free entry/exit to the Core Zone. Cost: when an allied Minion squad is **first placed in the same zone** as the half-yokai, Cohesion -1 (fear/loathing). If held together with the [Child of the Spirit Realm] background, the recovery is only the class version, and detection sums both.



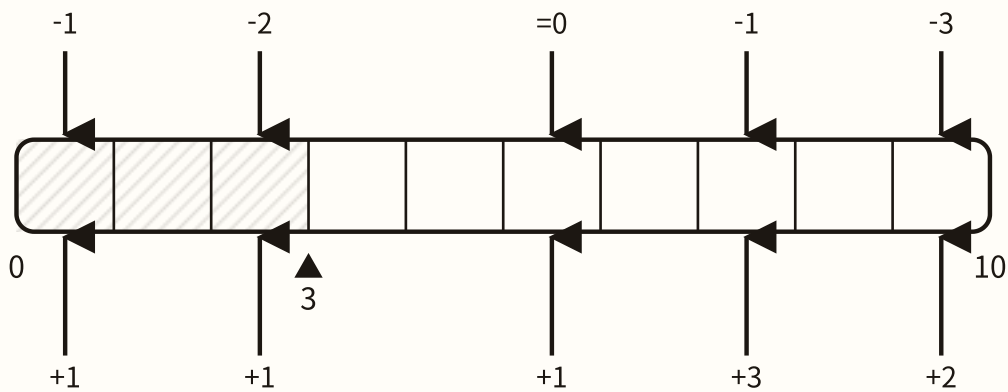
D a n	Pick 1 specialty (summary)
3rd	Claws bare-handed Energy 1, bleeding on a hit (1 Wound per lull, cleared at Physique ≥ 13 or Medicine ≥ 11) · Yoma Eyes auto-see-through of Infiltration/Disguise/Illusion, attack +1 against yoma targets, complete night vision · Fearsome Momentum enemy Minion/Mob attacks against the half-yokai -2, enemy squad Cohesion recovery -1
5th	Half-Transformation [Kata] 2 Energy, yoma form for 1 round (attack +2 · Defense +2 · movement Energy 1), 2 times per combat, allied squad Cohesion -1 on use · Yoki Absorption recover 1 Wound per yoma slain + Fate Intervention +1 use · Half-Blood's Instinct grasp 1 enemy's next action each round, auto-detect traps/ambushes, first-breath preemptive +2
7th	Full Awakening (prerequisite: Half-Transformation) Half-Transformation 3 times/combat + 2-round duration + Critical Hit expanded · Yoma Domination [Kata] 3 Energy, opposed check against 1 yoma Elite, on success turn it to your side for 2 rounds (1 time per combat) · Regeneration Frenzy at Wounds 0, auto-revive instantly at Wounds 3 + attack +3 for the next 2 rounds, then forced combat-incapable (1 time per combat)
9th	Ruler of Two Worlds yoma attacks' Wounds reduction is halved + the human-squad Cohesion penalty is nullified · Great Yoma Transformation [Kata]+[stance] 5 Energy, great-yoma form for 3 rounds (Wounds +5 · attack +4 · Defense +4 · a fear aura, Courage ≥ 13 on all enemies), after ending Wounds 1 · Energy 0 (1 time per combat) · Dominion of Karma Fate Intervention count = Fate modifier x2 , double adjustment ± 2 possible

Squad Tactics: Yoma's Roar [Tactic:Kata] only while transformed, an adjacent-zone enemy squad gets Fear + Cohesion **-2** (allied squads also Cohesion -1) · **Yoma's Shield** [Tactic:aptitude] while in the same zone as the half-yokai, the squad is immune to a yoma's mental attacks (but the squad's maximum Cohesion -1).

※

Source: co-04-07-15

16. Arahitogami (現人神, Arahitogami)



❖ Faith gauge diagram

Number	Meaning
0	Faith 0 — divinity sealed
3	starting Faith
10	maximum Faith
↑	5 gain conditions (arrow number = amount gained)
↓	5 loss conditions (arrow number = amount lost, =0 is total loss)

※

A living god. A being in whom a divine nature dwells within a human body. Faith is power, and power is faith.

You are not the enshrined deity of a shrine but a god who walks alive here and now. Precisely, a shard of a kami held in a human vessel. That power is mighty but needs the fuel called faith. When people believe and revere, the power fills; when no one believes, the god dies. Therefore your greatest enemy is not the enemy army but doubt.

- **Role:** domain control, area buff/debuff, faith-resource management, divine-domain forming — **key attributes** Presence/Wisdom — **Core Zone entry** forced Breakthrough
- **Three Ways and Six Hearts:** Compassion or Truth. The balance between god and human.
- **Starting auto-skills:** Bearing learned + Sorcery · Barrier · Agitation at intro.

Core resource — Faith (信仰): at combat start **3**, maximum **10**. Gain — +1 per lull / +1 when an allied squad survives via Barrier or buff / +1 for maintaining or recovering an allied squad's Cohesion / +3 on a [Heavenly Mandate] (double 10) firing / +2 when an allied Lord is spared incapacitation by an ability. Loss — -1 when you lose 1 Wound / -2 on a [Fumble] (fumble) / **total loss (0)** when you are incapacitated / -1 on an allied squad's collapse / -3 on a [Karmic Retribution] (double 1). At **Faith 0**, all divine abilities are unusable (the "just a human" state), recovering gradually via the automatic +1 at the lull.

1st dan [stance] Manifest Divine Authority — form a **divine domain** in the zone you occupy: all allies in the same zone are immune to Fear, allied squad Cohesion is protected from collapse (holds at 1 even reaching 0), and the arahitogami's Presence aura effect is **×2** (doubled). Cost: maintaining the divine domain consumes Faith **1** at the start of each round (it vanishes at 0).

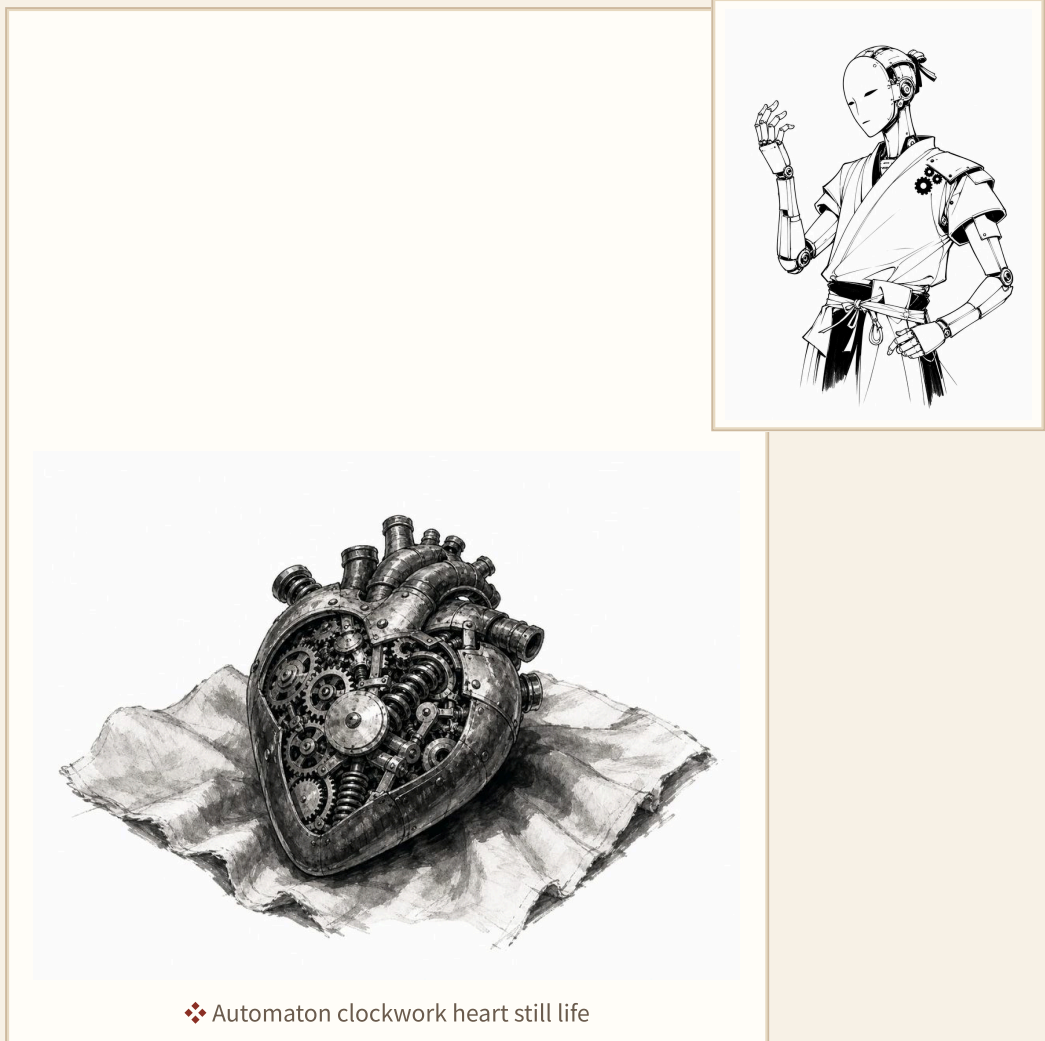
D a n	Pick 1 specialty (summary; Energy · Faith cost noted)
3rd	Blessing [Kata] 1 Energy · Faith 1, 1 ally's next check +5 (1 time per round) · Oracle [Kata] 1 Energy · Faith 1, 1 hint via d100 on "an event within the next 3 rounds" · Purification [Kata] 2 Energy · Faith 1, clear all debuffs in the same zone · yoma Domination -2
5th	Great Barrier [Kata]+[stance] 3 Energy · Faith 2, a Barrier including the adjacent zone (allies inside Defense +2 · yoma entry 2 Wounds), held 3 rounds (2 times per combat) · Healing Light [Kata] 2 Energy · Faith 2, all allies in the same zone recover 2 Wounds + squad Cohesion +2 (2 times per combat) · Divine Punishment [Kata] 3 Energy · Faith 2, on 1 adjacent enemy 2d10+Wisdom ≥ Defense , on a hit 3 Wounds + Defenseless
7th	Divine Wind [Kata] 4 Energy · Faith 3, whole battlefield enemy-squad Cohesion -3 · make 1 d10 roll and distribute that many removals among enemy Minion/Mob individuals or squad members (apply headcount reduction; remove all if insufficient, no reroll; Veteran+ excluded; 1 time per combat) · Divine Domain Expansion the divine domain reaches 2 adjacent zones · maintenance cost the same · Descent Art [Kata] 3 Energy · Faith 3, summon an avatar (Elite-grade: Wounds 3 · Defense 13 · Energy 8), held 2 rounds (1 time per combat)
9th	Amaterasu [Kata] 5 Energy · Faith 5, whole battlefield allies recover 3 Wounds · full Cohesion recovery · attack +3 for the next 2 rounds, all yoma take 2 Wounds · Human-God Union Faith maximum 15 · loss amount halved (round up) · even on a Fumble only -1 · keeps half Faith when incapacitated · divine-domain maintenance cost 0 · Taboo: Living-God Release [Kata] consumes all Faith (minimum 5) · 5 Energy, for 3 rounds all checks auto-succeed · all attacks auto-Critical-Hit (2 Wounds) · Wounds reduction taken 0 · whole battlefield allies Defense +3, after ending Wounds 1 · Energy 0 · Faith 0 (divine abilities sealed until the next combat)

Squad Tactics: Sacred Domain Deployment [Tactic:stance] only while Manifest Divine Authority is active; extend the Sacred Domain to the squad's zone (consume an additional 0.5 Faith each lull — 0.5-unit tracking is permitted for this trait only) · **Divine Punishment by Proxy** [Tactic:Kata] Faith 1, all enemies in the target zone **2d10+Presence ≥ Defense** · Minion/Mob instant death · Veteran+ 2 Wounds.

※

Source: co-04-07-16

17. Automaton (自律機人, Automaton)



※

A karakuri puppet that moves under its own power, built by an artisan. A being that is not human. The mainspring is its heart, the gears its muscle.

You are some artisan's lifelong masterwork. No blood flows, you know no fear, and poison has no effect. But wounds do not heal — only repair is possible. Without the Three Ways and Six Hearts, you begin in **No Heart**, and are the only class that can first acquire a Heart at the 9th dan. What everyone else begins with at the 1st dan, you must go all the way to the 9th to reach.

- **Role:** defense specialist, front-line anchor, environment-immune tank, escort — **key attributes** Physique/Wisdom — **Core Zone entry** forced Breakthrough
- **Three Ways and Six Hearts:** **No Heart** (start), first acquires a Heart at the 9th dan.
- **Starting auto-skills:** Hardiness learned + Disable · Perception · Geography at intro.

1st dan [aptitude] Body of the Mechanism — at all times: complete immunity to poison/disease/fear, immunity to bleeding/curse, **no natural recovery** (no recovery at the lull ·

herbs/elixir/Medicine ineffective), **repair only** (an [artisan] spending 2 Energy recovers 1 Wound), no yoma negotiation, base Defense **14** (no additional armor may be worn). Derived values: Wounds = **4 + Physique** (+1 over a human's 3+Physique), Energy = 10 + Finesse, Fate (運) **always counted as 0** (Fate Intervention unusable). *No natural recovery forbids only passive recovery; machine-type active recovery (artisan repair · self-repair · mainspring resupply, and the like) applies normally.*

D a n	Pick 1 specialty (summary)
3rd	Iron Wall Defense [aptitude]+[Kata] while in a covering stance Defense +4 , take a hit for an ally in the same zone at 0 Energy ([Kata]) instead (2 times per round, the 0-Energy cap is shared) · Built-in Weapon [technique] Energy 2, standard size, immune to disarm/destruction, no Energy fluctuation even in the Core Zone · Self-Repair [Kata] 3 Energy, recover 1 Wound yourself (no artisan needed, 1 time per round)
5th	Mainspring Overload [Kata] 2 Energy, for the next 2 rounds the round-start Energy maximum +4 (no carryover), Wounds reduced by 2 after ending · Great Shield Mode [Kata]+[stance] 2 Energy, cannot attack while held · all allies in the same zone Defense +3 · Domination +3 · Analysis Engine [Kata]+[aptitude] analyze 1 enemy for 1 Energy, attack +1 at all times · target's Defense/Wounds/special abilities all revealed
7th	Fortification [Kata]+[stance] 3 Energy, becomes the zone itself (cannot move · ally Defense +4 · enemy movement +2 Energy · Domination +5, 2 times per combat) · Built-in Teppo [technique] 2 Energy, [Pierce all] fire at an adjacent zone · no reload · 5 rounds of ammunition · Combat Log on re-engagement attack +2 · Defense +1
9th	Ultimate Weapon [Kata] 5 Energy, all built-in weapons fire at once (2 Wounds to all enemies in the same zone · 1 Wound to adjacent), after use the built-in weapons cannot be used (the rest of the combat), 1 time per combat · Perpetual Motion [upkeep]+[aptitude] auto-recover 1 Wound each lull (an exception to no natural recovery) · Energy +2 · Pseudo-Emotion [aptitude] the Fate modifier restored to its original value · Fate Intervention possible · yoma negotiation possible · the Presence aura applies to allied Cohesion

Choosing Pseudo-Emotion reaches the narrative turning point from machine to person, and here for the first time it acquires one Heart among Loyalty/Compassion/Truth. If not chosen, it goes the way of Ultimate Weapon and Perpetual Motion as a pure machine.

Squad Tactics: Machine Linkage [Tactic:aptitude] while in the same zone as the automaton, a squad-order check may use Wisdom in place of Finesse · **Auto-Defense Protocol** [Tactic:stance] squad Defense +1 · immune to fear/charm.



Source: co-04-07-17

18. Puppeteer (傀儡師, Puppeteer)



Fights by controlling puppets. The body behind, the puppets ahead. With one body it exists in two places.

With threads wound round the fingers, it controls person-sized battle puppets. The body does not stand in the Front Zone; from the Rear Zone or the Flank Zone it wages war with fingers alone. If the onmyoji's shikigami is a disposable consumable, your puppet is another self — the moment a puppet breaks, a part of you dies. Reaching the 9th dan, it works three puppets in three zones at once.



- **Role:** remote combat / split existence — **key attributes** Wisdom/Finesse — **Core Zone entry** only the puppet enters freely (the body is forced Breakthrough)
- **Three Ways and Six Hearts:** Truth or Compassion. A person of a divided self.
- **Starting auto-skills:** Stratagem learned + Perception · Disable · Disguise at intro.

Core mechanic — Puppet (傀儡): at combat start, place 1 puppet in any zone. **Base stats:** Wounds **2** · Defense **12** · Domination **+1**, no Energy (it acts on the puppeteer's Energy/checks), movement costs the puppeteer 2 Energy. **Thread range 2 zones** (it halts if it strays 3 or more zones out). You cannot mix a puppet technique and a body technique in one breath. **Backlash on puppet destruction:** puppeteer Wounds reduced by 1 + Defenseless (1 breath), regenerated at the lull. The puppet is an **individual unit**, so it is not a target of squad orders or Overall Command. Control is 0 Energy ([Kata]) with a **cap of 2 per round**.

Basic puppet-blade techniques: puppet horizontal cut (2 Energy, $2d10 + \text{Wisdom} + \text{Swordsmanship} \geq \text{Defense}$, 1 Wound · Wisdom-based) · puppet thrust (2 Energy, $2d10 + \text{Finesse} + \text{Swordsmanship}$, [Pierce 1] · 1 Wound) · puppet guard (Reserve 1/improvised 2, $2d10 + \text{Finesse} \geq \text{enemy attack}$, nullify the puppet's hit) · [Licensed] twin puppet (3 Energy, 2 puppets attack at once for 1 Wound each, 1 time per round).

1st dan [aptitude] War of Threads — unlocks the above puppet-placement, base-stat, and thread-range rules.

D a n	Pick 1 specialty (summary)
3rd	Puppet Reinforcement puppet Wounds 3 · Defense 13 · Domination +2 · Simultaneous Operation in one breath, execute 1 puppet technique + body movement (2 Energy) at once (1 time per round) · Decoy Puppet [Kata] 2 Energy, change the puppet's appearance to an allied Lord/Elite · on a failed enemy Perception (≥ 13), mistaken identity (1 time per combat)
5th	Multiple Puppets operate 2 puppets at once (each in a different zone, only 1 controlled per breath) · Self-Destruct Puppet [Kata] 1 Energy, self-destruct the puppet · 1 Wound to all enemies in the same zone · puppet destroyed (no backlash, 2 times per combat) · Barrier of Threads [stance] 2 Energy, enemy movement +1 Energy · Domination +1 in the zone between puppeteer and puppet
7th	Master's Threads unlimited thread range · execute a puppet technique 2 times in one breath · Soul Transfer [Kata] 3 Energy, fully transfer consciousness into the puppet · for 3 rounds the puppet acts with Lord-grade stats · the body halts Defenseless (1 time per combat) · Puppet Theater [Kata] 4 Energy, all puppets (up to 3) focus-attack the same 1 enemy for 1 Wound each · ignore combo fatigue (1 time per combat)
9th	Myriad Forms operate 3 puppets at once · control up to 2 per breath · puppet techniques up to 2 · War on Stage [stance] 3 Energy, the body's zone becomes a "stage" · all allies within the stage get checks +2 · no backlash even if a puppet is destroyed · Puppeteer's Secret on puppet destruction, instead of backlash, 2 Wounds + Defenseless to the enemy that destroyed it

Puppet advancement growth: 1st dan Wounds 2/Defense 12/1 puppet → 3rd 3/13/1 → 5th 3/13/2 → 7th 3/14/2 → 9th 4/14/3 → Tatsujin 5/15/3.

Squad Tactics (an exception unique to this class — auxiliary-joining a puppet to a squad): **Puppet Squad** [Tactic:aptitude] enroll 1 puppet · squad Wounds +1 · Defense +1 (the bonus vanishes on destruction + squad Cohesion -1) · **Thread Formation** [Tactic:stance] the puppeteer's Finesse-modifier bonus on the squad's movement/attack (the puppeteer can take no other action).



Source: co-04-07-18

Classes Beyond This Handbook

This far is the **official 18 classes** (basic 6 + extended 12) for which this handbook carries data. These eighteen fill all nine of the battlefield's role groups without remainder, and for a first character, choosing from within them is enough. Yet in the core rulebook there are two more groups beyond this boundary. They are the GM's domain of permission, so this handbook, without data, only tells you they exist — so that one day you have a reason to open the core rulebook.

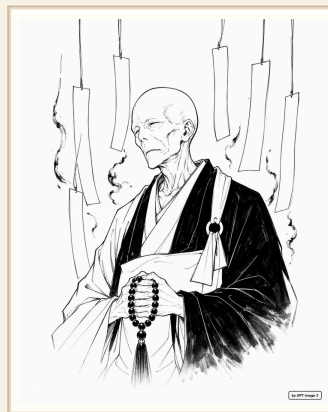
The 3 Outsider Classes — Those Who Do Not Belong to This Age

Reaching the Sengoku without knowing the technology of their own age, they blend into the battlefield by borrowing other classes' specialties through the [Adaptation] mechanic. Their fixed role is weak, and it is their trait to borrow a role to fill it.

- **Modern Person (現代人)** — a person of the future dropped in with, instead of a blade, the knowledge of centuries later. Rather than fighting directly, a strategist who lets comrades fight. Because "all people are equal" is a mad saying in this age, their Three Ways and Six Hearts wavers more easily than others'.
- **Heroic Spirit (英霊)** — a warrior who should have died. A regret dwelling in some Relic is too strong to scatter even in the Spirit Realm, and, like a ghost, seeks its own Relic while wandering this age. The Relic is the anchor, and without the anchor the spirit-body slowly scatters.
- **Celestial (天人)** — a god fallen from the heavens. When yoma energy overflows into the present world, a part of the divine nature descends. It begins stronger than anyone, but walks a "descending curve" whose divine nature fades the longer it stays, and at its end turns toward Ascension (昇天).

The 12 Majin Classes — Those Who Gained Extremes for the Price of Discarding Humanity

Twelve shadows derived from the "mirror combinations" of the basic classes (e.g., Shurado = samurai × esoteric monk). By default they are NPC villains, and if the whole table agrees they open as PCs too. Most are outside the honor code, and some spend the resource of humanity and lose the character at 0. Their Three Ways and Six Hearts, too, is fixed to a particular dark heart (Hegemony · Void · Demon · No Heart), narrowing the road back toward the bright side.



Shurado · Poison-Insect Master · Itako · Man-Eating Oni · Kaibutsu · Blood Flower · Shikomenotsukai · Tatarigami · Tengu Master · Iron God · Yori hito · General Store — each bears the name war-demon, the extreme of poison, borrowing of souls, predator, living buddha, dancing-girl of blood, apostle of the netherworld, god who metes out punishment, disciple of the wind, mechanized human, dissector of yoma, and shop of the battlefield. Their handling demands its own separate guidance, so if you are interested, open the core rulebook's villain guide together with your GM. The villain is the hero's mirror, and what is reflected in the mirror you come to know as you play.

※

Source: [co-04-07-00](#) (hierarchy · roster), [co-04-07-19](#) (majin tone), [co-04-07-32~34](#) (the scent of the 3 outsider classes)

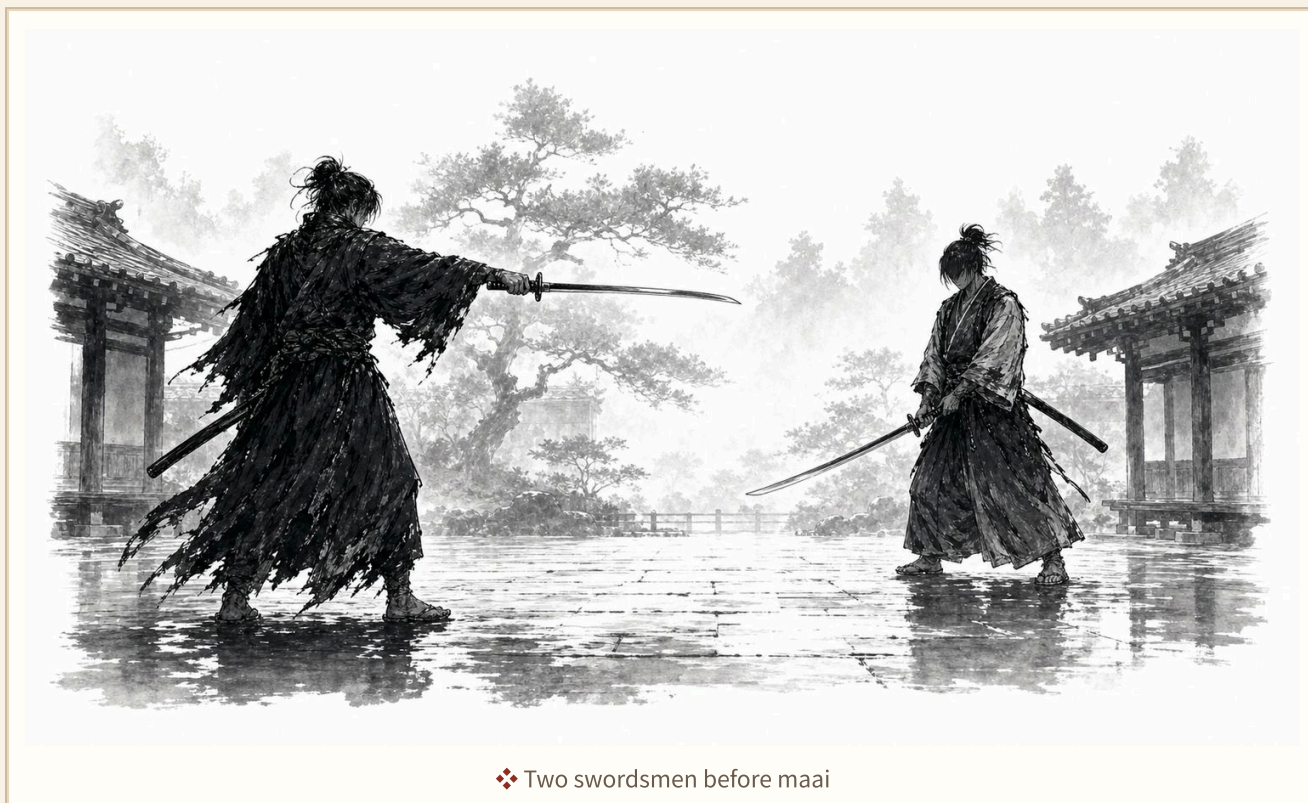
| Summary

- **Gaijin**: [Pierce all] teppo sniping from the rear or high ground. Inatomi-ryu (Rapid Fire) · Nanban-ryu (Cannon). Exotic Relic affinity.
- **Wildman**: free Core Zone · bare-handed slaughter (a normal 2 Wounds on a Critical Hit). Bare-body Defense via the Kamuy's Protection. Yoma detection.
- **Half-Yokai**: free Core Zone · transformation burst (Half-Transformation → Great Yoma Transformation). The allied Cohesion penalty is the price. Fate-centered.
- **Arahitogami**: with the Faith resource (start 3, maximum 10), divine domain and area buff/debuff. At 0 it grows powerless.
- **Automaton**: many immunities · a high-Defense tank. No recovery (repair only) · Fate 0. First acquires a Heart at the 9th dan.
- **Puppeteer**: the body in the rear, the puppet (Wounds 2/Defense 12+) operated remotely within a 2-zone thread range. Backlash on destruction.
- **The boundary**: the 3 outsider classes and 12 majin classes are introduction only, without data. Open them in the core rulebook with GM permission.



Schools

유파 · 流派



❖ Two swordsmen before maai

Even the same blade becomes a different sword by school. The sword of Katori Shinto-ryu is a sword that seizes the enemy's initiative; the sword of Yagyu Shinkage-ryu is a sword that takes the enemy's blade away. The spear has schools, the bare hand has schools, and even sorcery has schools.

Joining a school is not simply learning stronger techniques. You form a master-disciple bond, become bound by the obligations of fellow disciples, and carry the school's honor. In exchange, you gain techniques of a level that an ordinary warrior cannot reach. This chapter deals with the rules of that contract and all the data of the eighteen schools.

1. The School System

What a School Replaces

A school replaces the relevant skill's **Licensed (3 points) maneuver** and **secret art (4 points, the Master-stage maneuver)**. Instead of the skill's basic maneuver, you come to use the school's own stronger maneuvers. The check bonus (Trained +1 / Licensed +2 / secret art +3) is **always retained**, regardless of the school. What a school changes is not the bonus but the maneuver you gain at that stage.

Skill Stage	No School	With School
Novice (1 point)	untrained removed	same
Trained (2 points)	+1 bonus	same (+ school added benefit)
Licensed (3 points)	+2 + skill-specific maneuver	+2 + replaced with school Licensed maneuver
Secret art (4 points, Master stage)	+3 + skill-specific maneuver	+3 + replaced with school secret art
Saint (5 points)	automatic success	automatic success

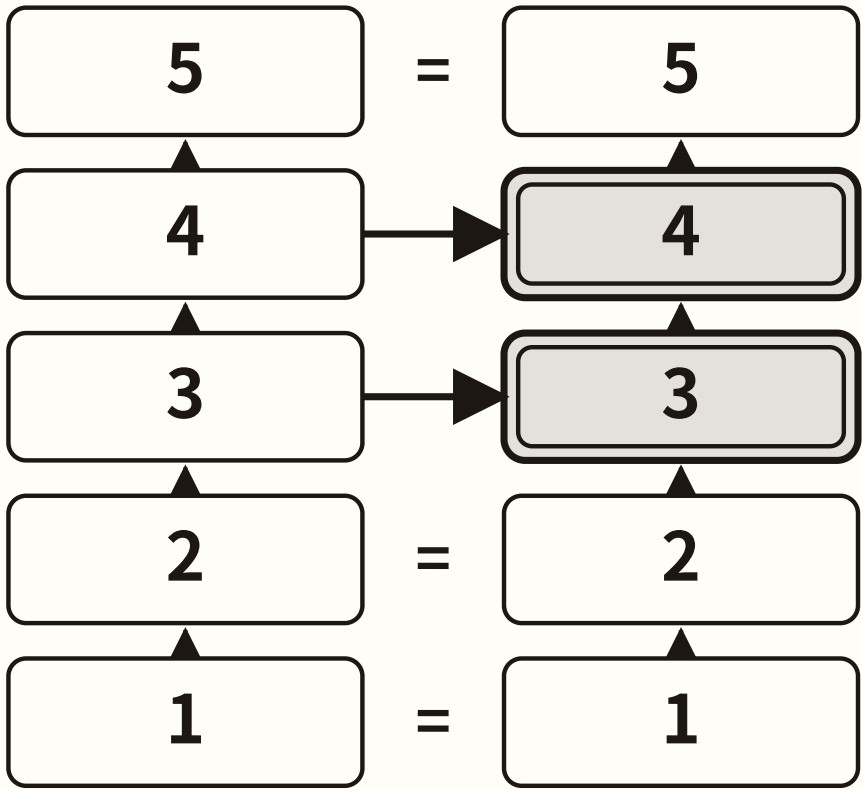
Weapon techniques are separate. Licensed techniques from weapon slots (uchigatana One Flash, zanbato One Stroke, etc.) remain usable regardless of the school. A school is about technique, not how to use a weapon.

Bonuses do not stack. A school's added effect and the same check bonus granted by Licensed/secret art do not stack when of the same name and type; only the highest applies.

※

Source: co-04-03 § 1 · § 3

Learning Rules



❖ 5-step school skill ladder

Number	Meaning
1	Initiate
2	Practiced
3	Licensed
4	Secret Art / Master
5	Saint
Left / Right column	No School / With School
→ (stages 3 · 4)	replaced with school Licensed / secret art maneuver (double border)
= (stages 1 · 2 · 5)	same regardless of school

Item	Rule
Cost	spend 1 trait slot (instead of a class/general/background trait)
Timing	at character creation or on advancement (odd dan)
Limit	only 1 school per skill. Different schools on multiple skills are allowed
Prerequisite	relevant skill Trained (2 points) or higher
Effect	Licensed maneuver → replaced with school Licensed maneuver. Master maneuver → replaced with school secret art

※

Source: co-04-03 § 2 (learning conditions)

School Types and Added Benefits

When you learn a school, you gain **1 added benefit** in addition to maneuver replacement. Each school has a set type, and the type determines the added benefit and the restriction.

School Type	Trait Name	Added Benefit	Restriction
Famous School (有名門派)	"Disciple of the ○○-ryu"	Negotiation +2 with dojos/fellow disciples in various regions. Lodging/information/repair support. Fame +1 when using the relevant skill	On damaging the school's honor, expulsion (loss of school maneuvers). You share the master's enemies
Secret Transmission (秘人秘傳)	"Inheritor of ○○"	A connection to 1 master NPC. In a crisis, advice (the GM provides a hint). Access to a secret manual	Duty to carry out the master's secret mission (campaign hook). If the master dies, the transmission remains incomplete
Self-Taught Style (自己流)	"Nameless ○○"	Against the first duel opponent, impossible to read — a -2 penalty to the opponent's choice of defense technique	The benefit applies only in the first engagement . Afterward you are studied. No fellow disciples/dojos (alone)

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Source: co-04-03 § 2 (school types and added benefits)

Expulsion Rules (Famous Schools)

While you belong to a Famous School, the following actions trigger an **expulsion check**.

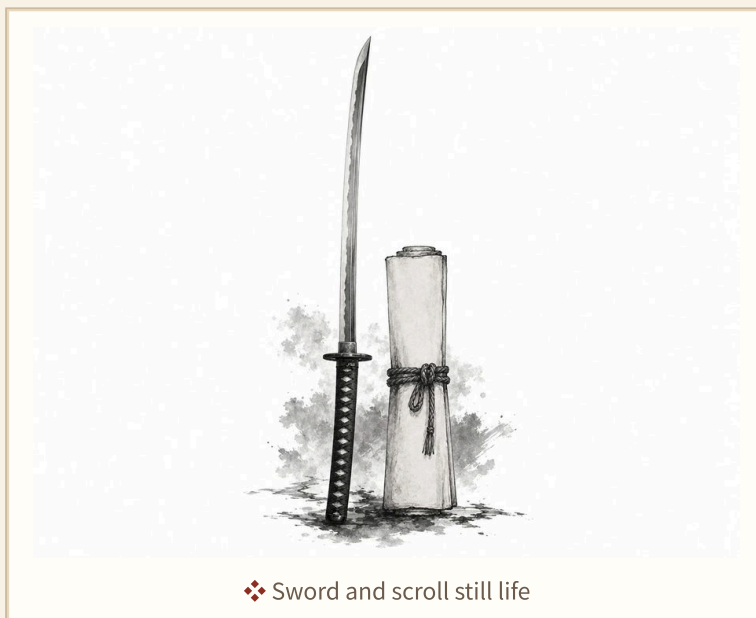
- attacking a fellow disciple
- teaching the school's maneuvers to an enemy (including yoma)
- publicly damaging the school's honor

On expulsion, you **lose** the school's Licensed/secret-art maneuvers and return to the basic maneuvers. **The trait slot is not returned.**



Source: **co-04-03** § 2 (expulsion rules)

2. School Data



Below is the full set of this game's schools (the original text is in the core rulebook, co-04-04). This table alone lets you choose and play. Each school has a type, skill, added benefit, and restriction, plus the replacement maneuvers of the Licensed and secret-art stages. In the tables, "Basic Maneuver" is the skill-specific maneuver you gain at that stage when you have no school, and "School Replacement Maneuver" replaces it.

2-1. Swordsmanship Schools (剣術流派)

Katori Shinto-ryu (香取神道流)

- **Type:** Famous School · **Added:** Katori Shrine network (lodging/information/repair at dojos in various regions, Negotiation +2 with fellow disciples) · **Restriction:** duty to preserve the school's honor. Using cowardly acts (assassination, poison, ambush) triggers an expulsion check
- **Three Ways and Six Hearts:** naturally fits Loyalty. "The orthodox sword method."

Stage	Basic Maneuver	School Replacement Maneuver
Licensed	Swordsmanship weapon defense technique reservation cost -1	[stance] Attitude of Sen (先の態度) : maintain for 2 Energy. During this stance, first attack +3. On release, Defense -2 (1 breath, debuff)
Secret art	no Energy cost when counterattacking	[Kata] Heaven-Earth-Man (天地人) : 4 Energy, 1/round. High-middle-low 3-strike chain. Roll each check. If all 3 strikes hit, deal 2 additional Wounds

Yagyu Shinkage-ryu (柳生新陰流)

- **Type**: Secret Transmission · **Added**: successor NPC connection to the master Yagyu Muneyoshi (柳生宗嚴). Advice in a crisis. Access to the secret manual "Life-Giving Sword (活人剣)" · **Restriction**: duty to carry out the master's secret mission. The master is disappointed by needless killing
- **Three Ways and Six Hearts**: Compassion or Truth. "Win without using the sword."

Stage	Basic Maneuver	School Replacement Maneuver
Licensed	Swordsmanship weapon defense technique reservation cost -1	[Kata] Muto (無刀) : 3 Energy, 1/round. 2d10+Finesse+Swordsmanship vs enemy 2d10+Courage. On success, disarm the enemy + immediately make 1 attack with that weapon
Secret art	no Energy cost when counterattacking	[Kata] Life-Giving Sword (活人剣) : 2 Energy, 1/combat. Declare "nonlethal" on 1 target. For this combat, all techniques against that target inflict Defenseless + loss of fighting will instead of Wounds damage (cannot act next round)

Nito-ryu (二刀流, Miyamoto Musashi)

- **Type**: Self-Taught Style · **Added**: against the first duel opponent, "impossible to read" — -2 to the opponent's choice of defense technique · **Restriction**: after the first engagement, the advantage disappears. No fellow disciples/dojos (self-taught)
- **Three Ways and Six Hearts**: No Heart or Demon. "Winning is everything."

Sta ge	Basic Maneuver	School Replacement Maneuver
Lice nse d	Swordsmanship weapon defense technique reservation cost -1	[aptitude] Niten Ichi-ryu (二天一流) : when equipped for two-sword style (katana+kodachi), you may use main-weapon + off-weapon techniques at the same time in one breath (total Energy stays within the one-breath limit)
Sec ret art	no Energy cost when counterattacking	[Kata] Ganryu (巖流) : 3 Energy, 1/round. Simultaneous strike with the blades in both hands. 2d10+Courage+Swordsmanship+3 >= Defense. On success, 3 Wounds . On Critical Hit, 4 Wounds

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The secret art Ganryu (巖流) is written with the same kanji as the school of Sasaki Kojiro, Ganryu (巖流), introduced in § 4 — the traces of the two swordsmen who met at Ganryu Island are handed down side by side, reading the characters differently.

Jigen-ryu (示現流)

- **Type**: Famous School · **Added**: Satsuma (薩摩) regional network. Negotiation +2 for matters related to the Shimazu clan · **Restriction**: the doctrine of "stake everything on the first blow." Each attack beyond the first takes a cumulative -1 penalty
- **Three Ways and Six Hearts**: Hegemony or Loyalty. "A sword needs only one stroke."

Sta ge	Basic Maneuver	School Replacement Maneuver
Lic en se d	Swordsmanship weapon defense technique reservation cost -1	[stance] Dragonfly Stance (蜻蛉の構え) : 2 Energy (maintain). A stance with the sword raised over the head — while maintained, first attack of each round +4 , and if that attack is a Critical Hit, +1 additional Wound damage . Cumulative -2 from the second and later attacks in each breath. You can move while maintaining the stance
Se cre t art	no Energy cost when counterattacking	[aptitude] First Sword (一の太刀) : the first attack of the first breath of the round is an automatic Critical Hit . Later attacks are normal

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Source: co-04-04 § Swordsmanship Schools

2-2. Spearmanship Schools (槍術流派)

Hozoin-ryu (寶藏院流)

- **Type:** Famous School · **Added:** Nara Hozoin (寶藏院) temple network. Negotiation +2 for warrior-monk/esoteric-monk matters · **Restriction:** monk's precepts. Cannot attack civilians. Yoma extermination takes priority
- **Three Ways and Six Hearts:** Way of Emptiness Compassion or Way of Mystery Truth. "The spear is both a ritual implement that purifies yoma and a tool that guards sentient beings."

Stage	Basic Maneuver	School Replacement Maneuver
Licensed	additional Front Zone Domination +1	[stance] Jumonji Force (十文字の勢): maintain for 2 Energy. Jumonji-yari only. While maintained, +2 to probing techniques + hook techniques automatically succeed (disarm)
Secret art	yari Energy 2 → 1	[Kata] Crimson Lotus (紅蓮): 4 Energy, 1/round. Exorcist energy at the spearpoint. Against yoma, 3 Wounds + sealing (cannot act for 1 round). Against humans, 2 Wounds

Kan-ryu (貫流)

- **Type:** Secret Transmission · **Added:** legendary spear-master NPC. In a crisis, provides hints on "the ultimate art of the spear" · **Restriction:** the master is cursed by a yoma. A mission to break the curse
- **Three Ways and Six Hearts:** Way of Mystery Truth. "With one spear, pierce a thousand answers."

Stage	Basic Maneuver	School Replacement Maneuver
Licensed	additional Front Zone Domination +1	[aptitude] One Spear Pierces Heaven (一槍貫天): the range of the suyari straight thrust extends to 2 zones . You can thrust from the Rear Zone to the enemy Front Zone
Secret art	yari Energy 2 → 1	[Kata] Ten Thousand Spears (萬槍): 5 Energy, 1/combat. Phantasmal spears multiply. Against all enemies in the target zone, 2d10+Courage+Spearmanship >= Defense. Each takes 1 Wound

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Source: co-04-04 § Spearmanship Schools

2-3. Unarmed Combat Schools (體術流派)

Takenouchi-ryu (竹内流)

- **Type:** Famous School · **Added:** dojos in various regions. Negotiation +2 for binding/arrest matters · **Restriction:** "subdue without killing" is the doctrine. When you finish an enemy with Unarmed Combat, Cohesion changes by **-1** instead of +1 (fellow disciples' disappointment)

- **Three Ways and Six Hearts:** Way of Emptiness Compassion. "Subduing without killing is the hardest path."

Stage	Basic Maneuver	School Replacement Maneuver
Licensed	short weapon Core Zone bonus applies	[Kata] Ultimate Joint Lock (極意關節技): 2 Energy, 1/breath. On successful grapple, target cannot act (while the grapple is maintained). Maintaining costs 1 Energy each breath. No other actions
Secret art	choose an additional effect on hit	[aptitude] No Killing (無殺): on an Unarmed Combat hit, you may choose "neutralize" instead of Wounds damage — the target's Wounds do not decrease, but cannot act this round + Defenseless

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Source: co-04-04 § Unarmed Combat Schools

2-4. Ninjutsu Schools (忍術流派)

Iga-ryu (伊賀流)

- **Type:** Secret Transmission · **Added:** Iga jonin master NPC. Access to secret manuals related to poison/traps · **Restriction:** duty to keep Iga's secrets. If exposed, all of Iga is endangered
- **Three Ways and Six Hearts:** Way of Mystery Demon or No Heart. "Shadows have no morals. Only the mission."

Stage	Basic Maneuver	School Replacement Maneuver
Licensed	first infiltration strike automatic Critical Hit	[aptitude] Poison Master: when a single-hit poison hits or scores a Critical Hit, poison effect is multiplied by 2 (poison 1 Wound→2 Wounds). However, the multiplier does not apply to the per-round tick of sustained/area effects (e.g., Killing Incense). Antidote difficulty +3
Secret art	poison needle stacks each round	[Kata] Killing Incense (殺人香): 3 Energy, 1/combat. Spread poison mist over everyone in the zone. 1 Wound each round, Physique≥15 to clear

Koga-ryu (甲賀流)

- **Type:** Famous School · **Added:** Koga network. Negotiation +2 for drug/tool supply · **Restriction:** duty to carry out Koga commissions (information gathering/assassination)
- **Three Ways and Six Hearts:** Way of Mystery Truth. "Where knowledge and craft exist, shadows remain."

Stage	Basic Maneuver	School Replacement Maneuver
Licensed	first infiltration strike automatic Critical Hit	[Kata] Trap Chain (罠連鎖) : 2 Energy, 1/round. Trigger 2 installed traps at the same time. Or strengthen a trap (2 Wounds damage)
Secret art	poison needle stacks each round	[aptitude] Mechanical Ninjutsu (機械忍術) : combines Kunitomo Guild technology. Add a mechanical function to a trap (automatic reset 1 time)

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Source: [co-04-04](#) § Ninjutsu Schools

2-5. Archery Schools (弓術流派)

Ogasawara-ryu (小笠原流)

- **Type**: Famous School · **Added**: ritual archery network. Negotiation +2 for audiences with nobles/daimyo · **Restriction**: values ritual. No "cowardly shooting" in combat (from infiltration, shooting into the Core Zone)
- **Three Ways and Six Hearts**: Way of Rites Loyalty. "The bow is not a tool but a rite. Rites have discipline."

Stage	Basic Maneuver	School Replacement Maneuver
Licensed	bow reload 1 Energy	[stance] Seiza Shooting Method (正坐射法) : maintain for 2 Energy. While maintained, all Archery techniques +3. Cannot move
Secret art	2-zone shooting	[Kata] Thousand-Year Arrow (千年の矢) : 4 Energy, 1/combat. Unlimited range. 2d10+Courage+Archery+4 >= Defense. 2 Wounds. Snipe anywhere on the battlefield (Aim Focus [Direct] allowed)

Gassen-ryu (合戦流)

- **Type**: Self-Taught Style · **Added**: against the first duel opponent, "impossible to read" — -2 when the opponent chooses a defense technique against Archery shooting · **Restriction**: after the first engagement, the advantage disappears. No fellow disciples. Formless shooting — scorned by the ritual schools
- **Three Ways and Six Hearts**: Way of Emptiness Void or Way of Mystery Truth. "Abandon ritual and see only the flow of battle."

Stage	Basic Maneuver	School Replacement Maneuver
Licensed	bow reload 1 Energy	[aptitude] Intuitive Shot (直感射撃) : you may use Fate instead of Courage for Archery attack techniques
Secret art	2-zone shooting	[Kata] No-Thought Shot (無想射) : 3 Energy, 1/round. Shoot with eyes closed. 2d10+Fate+Archery+2 >= Defense. 2 Wounds. Can be used while infiltrating (infiltration maintained)

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Source: co-04-04 § Archery Schools

2-6. Sorcery Schools (呪術流派)

Abe-ryu (安倍流)

- **Type**: Secret Transmission · **Added**: master NPC descended from Abe no Seimei. Shikigami secret manual · **Restriction**: must treat shikigami as "living beings." Shikigami self-destruction is taboo
- **Three Ways and Six Hearts**: Way of Mystery Truth. "A shikigami is both a tool and a friend."

Stage	Basic Maneuver	School Replacement Maneuver
Licensed	Sorcery attack into adjacent zone	[aptitude] Greater Shikigami Art (大式神術) : shikigami gain Wounds +1, Defense +2. A shikigami can attack independently 1 time/round (2d10+Wisdom >= Defense)
Secret art	Sorcery range 2 zones	[Kata] Hundred Demons Summoning (百鬼召喚) : 5 Energy, 1/combat. Summon 5 shikigami at the same time. Each has Wounds 2, Domination +1

Tsuchimikado-ryu (土御門流)

- **Type**: Famous School · **Added**: Tsuchimikado family network. Negotiation +2 for Imperial Court (朝廷) matters. Access to astronomical observation data · **Restriction**: must prioritize the Imperial Court's orders. Using sorcery against the court triggers expulsion
- **Three Ways and Six Hearts**: Way of Rites Loyalty. "Heaven's will lies in the Imperial Court."

Stage	Basic Maneuver	School Replacement Maneuver
Licensed	Sorcery attack into adjacent zone	[Kata] Curse (呪詛) : 2 Energy, 1/round. Place "Tsuchimikado's Curse" on 1 enemy within 2 zones — the target takes -3 to all checks (1 round). Pure sorcery, not shikigami
Secret art	Sorcery range 2 zones	[stance] Astronomical Observation (天文観測) : maintain for 2 Energy. While maintained, know every enemy's next-breath action in advance (GM reveals it)

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Source: co-04-04 § Sorcery Schools

2-7. Exorcism Schools (退魔流派)

Shugendo-ryu (修験道流)

- **Type:** Famous School · **Added:** mountain Shugendo network. Lodging at mountain temples/training grounds · **Restriction:** must revere the mountain kamuy. Forest destruction triggers expulsion
- **Three Ways and Six Hearts:** Way of Mystery Truth or Way of Emptiness Compassion. "The path of mountain and fire."

Stage	Basic Maneuver	School Replacement Maneuver
Licensed	+2 attack against yoma	[stance] Goma Formation (護摩の陣): maintain for 2 Energy. While maintained, your zone becomes a "Holy Fire" environment — yoma take 1 Wound each lull, humans unharmed
Secret art	+1 Wound on hit against yoma	[Kata] Great Seal (大封印): 5 Energy, 1/combat. Against 1 yoma, 2d10+Wisdom+Exorcism+3 >= Defense+4. On success, seal: cannot act until combat ends. Even on failure, 2 Wounds

Shingon Exorcism School (真言退魔流)

- **Type:** Secret Transmission · **Added:** nameless blind monk NPC. Access to the mantra (mahamantra) secret manual. Instruction in making a vajra (金剛杵) · **Restriction:** "Those who use sound as a weapon are eaten by sound." After using a school technique, **all Negotiation/command checks -3** within that round (the voice is corroded by the mantra). Abuse causes permanent voice alteration — if used for 3 consecutive rounds, the GM triggers a "spiritual corrosion" event
- **Three Ways and Six Hearts:** Loyalty or Compassion. "Sweep away demons with sound. Pay the price with the body."

Stage	Basic Maneuver	School Replacement Maneuver
Licensed	+2 attack against yoma	[Kata] Mahavairocana Mantra (大日真言): 3 Energy, 1/round. Sacred vibration in your zone + adjacent 1 zone. Against all yoma in the area, 2d10+Wisdom+Exorcism >= Defense. Each takes 1 Wound. Effective against incorporeal yoma too
Secret art	+1 Wound on hit against yoma	[Kata] Vajra Strike (金剛杵撃): 4 Energy, 1/combat. Against 1 yoma, 2d10+Wisdom+Exorcism+4 >= Defense. 3 Wounds + immediately remove curse/possession + if the target is Elite-grade or lower, fear (1 round) . Against humans, only 1 Wound

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Source: co-04-04 § Exorcism Schools

2-8. Gunnery Schools (銃術流派)

Gunnery uses the Archery skill (covering bows and teppo). The two schools replace the Archery slot's Licensed and secret art.

Inatomi-ryu (稲富流)

- **Type:** Famous School · **Added:** the shooting-dōjo network of Inatomi Ikkan (稲富一甘). Negotiation +2 for gunpowder/ammunition supply. Kunitomo Guild connection · **Restriction:** the doctrine that "firearms are fired from the front." No surprise shooting from infiltration. Violation bars entry to the dōjo
- **Three Ways and Six Hearts:** Hegemony or Loyalty. "Battlefield efficiency lies in firearms."

Stage	Basic Maneuver	School Replacement Maneuver
Licensed	teppo reload 2 Energy	[aptitude] Rapid-Fire Method (速射法) : teppo reload is reduced to 1 Energy . Can shoot every breath
Secret art	teppo 2-zone shooting	[Kata] Three-Rank Firing (三段撃發) : 4 Energy, 1/round. Fire 3 teppo in rotation. 3-shot volley. Each is 2d10+Archery >= Defense. Each deals 1 Wound. If all 3 shots hit, deal 1 additional Wound (total 4 Wounds)

Nanban-ryu (南蠻流)

- **Type:** Self-Taught Style · **Added:** access to Nanban technology — checks to obtain foreign firearms/gunpowder/tools +3. gaijin NPC network · **Restriction:** treated as a "foreigner." Negotiation -2 with conservative factions (Hiei League, Ikko-ikki). No fellow disciples/dōjos
- **Three Ways and Six Hearts:** No Heart or Hegemony. "Power came from beyond the sea."

Stage	Basic Maneuver	School Replacement Maneuver
Licensed	teppo reload 2 Energy	[aptitude] Foreign Design (異國設計) : teppo range extends to 3 zones . Improved gunpowder efficiency. In exchange, reload remains 2 Energy
Secret art	teppo 2-zone shooting	[Kata] Cannon (大砲, cannon) : 5 Energy, 1/combat. Use a Nanban cannon. Against all in the target zone, 2d10+Archery+3 >= Defense. Each takes 2 Wounds. Destroy 1 zone terrain gimmick

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Source: co-04-04 § Gunnery Schools

2-9. Medicine Schools (醫術流派)

Manase-ryu (曲直瀬流)

- **Type:** Famous School · **Added:** the medical network of Manase Dosan (曲直瀬道三). Negotiation +2 to obtain medicinal materials. Lodging at clinics in various regions · **Restriction:** "A physician sometimes must treat an enemy." Refusing a treatment request from an incapacitated enemy triggers an expulsion check
- **Three Ways and Six Hearts:** Compassion. "Saving lives is the physician's duty."

Sta ge	Basic Maneuve r	School Replacement Maneuver
Lice nse d	healing restores 1 Wound	[Kata] Acupuncture and Moxibustion (鍼灸術): 2 Energy, 1/round. Use needles and moxa on 1 ally. Restore 2 Wounds + remove 1 abnormal condition (choose poison/curse/fear, etc.)
Sec ret art	everyone +1 Wound at lull	[aptitude] Battlefield Surgery (戦場外科): healing at lull gains a +1 Wound bonus (total everyone +2 Wounds). In addition, during combat, if you succeed at 2d10+Wisdom+Medicine >= 15 on 1 incapacitated ally, they return to combat with 1 Wound (1 time per round)

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Source: co-04-04 § Medicine Schools

3. How to Choose a School — the 3 Questions Your Sword Must Answer

A school uses one whole trait slot. The replacement maneuver is strong, but you also carry the bonds and restrictions that come with the type. Before you choose, answer the three questions below.

Question 1 — How do you want to win. Do you want to strike first and end it (Katori's Attitude of Sen, Jigen's Dragonfly Stance, Inatomi's rapid fire), to take away the opponent's weapon and will (Yagyu's Muto/Life-Giving Sword, Takenouchi's joint lock/No Killing), or to specialize in purifying yoma (Hozoin, Shugendo, Shingon)? The shape of the school's replacement maneuver is the very motion you will repeat in combat.

Question 2 — What bonds can you bear. The three types are each a different contract. A **Famous School** gives you the support of dojos/fellow disciples and Negotiation +2, but if you damage its honor you are expelled and the trait slot is not returned. **Secret Transmission** gives you one master and a secret manual but bears the campaign hook of the master's secret mission. **Self-Taught Style** gives you the impossible-to-read that works only in the first duel, but you walk alone — from the second opponent on, the advantage vanishes. How you become entangled with the GM in the campaign is decided here.

Question 3 — Does it fit your heart. Each school has a Three Ways and Six Hearts it naturally fits. Katori is Loyalty, Yagyu is Compassion/Truth, Jigen is Hegemony/Loyalty, Nito-ryu is No Heart/Demon, Takenouchi is Compassion, Manase-ryu is Compassion. Choosing the fitting heart makes the narrative smooth; deliberately choosing against it creates conflict — "Is striking first justice?" (Katori), "What it means to win without a blade" (Yagyu), "The price of the arrogance that once is enough" (Jigen). Either way, if it is an intended choice, it is good.

If the answers to the three questions converge on one, that school is your sword. If they split, delaying the school and spending the trait slot on a skill or weapon first is also a valid choice. Since you can layer only one school on any one skill, there is no reason to rush.

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Source: [co-04-03](#) § 5 (schools and the Three Ways and Six Hearts), [co-04-04](#) each school's Three Ways and Six Hearts note

4. More Schools — Expansion Material

The schools above cover all 9 skills. If that is not enough, the expansion material widens the path of the sword further. **EX2** adds **12 new swordsmanship schools** on top of the 4 swordsmanship schools — from the practical sword methods of bakumatsu warriors to the Joseon sebeop, the Central Plains tang dao, and Western Liechtenauer, covering the swords of foreign lands. **FC03** adds **3 new schools** alongside the chronicle of 12 sword masters — Tsukahara Bokuden's Kashima Shinto-ryu (鹿島新當流), Sasaki Kojiro's Ganryu (巖流), and Ito Ittosai's Ito Itto-ryu (伊東一刀流). All three are schools born from the sword of a single founder. All of these follow the same replacement rules, so they do not compete for a seat with this book's schools and only widen the range of choice.

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Source: [ex2-10-01](#) (12 new swordsmanship schools), [fc03-03-00](#) (3 new schools)

| Summary

- A school replaces one skill's **Licensed (3 points) and secret art (4 points) maneuvers**. The check bonus (+1/+2/+3) and weapon techniques are retained regardless of the school.
- The learning cost is **1 trait slot** (at creation or on odd-dan advancement), the prerequisite is the relevant skill **Trained (2 points) or higher**, and any one skill takes **only one** school.
- A school has three types: **Famous School** (Negotiation +2, support / risk of expulsion), **Secret Transmission** (master, secret manual / secret mission), **Self-Taught Style** (impossible to read in the first duel / alone).
- This book's schools are 4 swordsmanship, 2 spearmanship, 1 unarmed combat, 2 ninjutsu, 2 archery, 2 sorcery, 2 exorcism, 2 gunnery, 1 medicine.
- When choosing, answer the three questions: **how you will win · what bonds you will bear · which heart it fits**.
- If you need more, there are EX2 (12 swordsmanship) and FC03 (3).



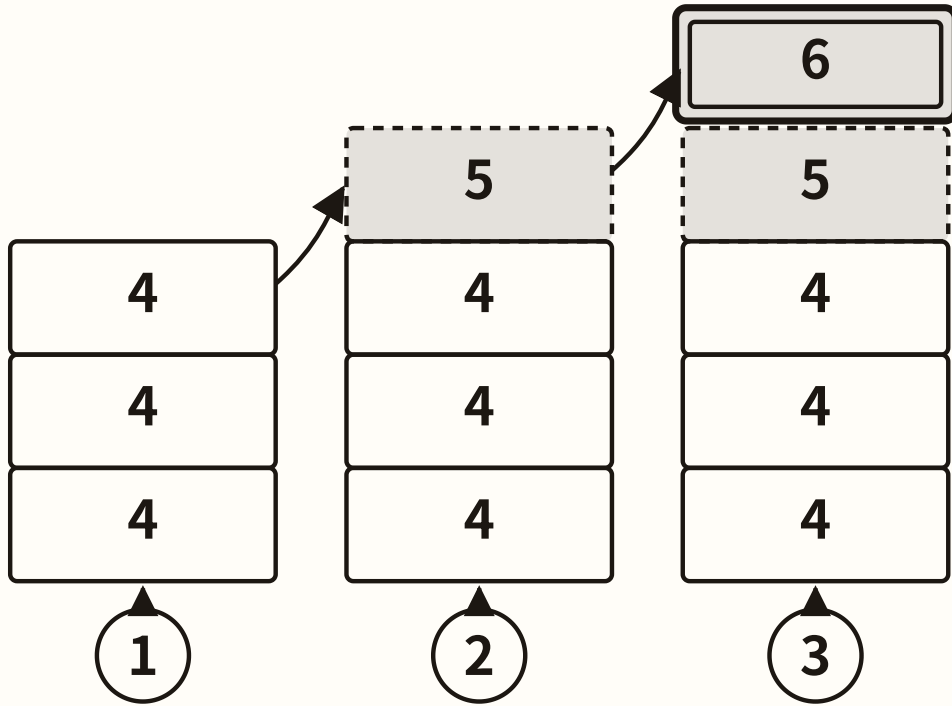
Arms & Equipment

병장과 장비 · 兵装と装備



The weapon decides the way of fighting. Even the same "katana" fights a completely different battle depending on its form. What your character grips is, in effect, the choice of "which zone, which tactic will I shine in." This chapter narrows things down only as far as that choice needs — eight standard weapons, four sets of armor to guard the body, belongings for the road, and the existence of blades that bear a name. Do not try to cover every situation with a single weapon. It is enough for each character to have one or two shining zones.

Weapon Grades — Number of Techniques



❖ 3 weapon grade technique ladder

Number	Meaning
1	Issue Gear — 3 techniques
2	Fine make — 4 techniques
3	Masterwork — 5 techniques
4	Base techniques (Attack A · Attack B · Defense)
5	Licensed technique (opened at Fine Work or higher)
6	masterwork technique (Masterwork only)

Weapons split into three grades. The higher the grade, the more techniques it can use, one at a time.

Grade	Description	Techniques
Issue Gear (普及品)	Mass-produced. Ashigaru standard. Buyable at market.	Attack A + Attack B + Defense = 3
Fine Work (業物)	A quality weapon shaped by a craftsman's hand. Commission or loot.	3 + Licensed technique = 4
Masterwork (名品)	A weapon with a name. Its own narrative. Scenario reward or heirloom.	4 + masterwork technique = 5

Your first character usually holds Issue Gear. A technique marked **[Licensed]** can be used only when that weapon is Fine Work or higher.

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Source: co-07-01 § Weapon Grades

The 8 Standard Weapons



by GPT image 2

❖ 8 standard weapons still life

Below are the standard weapons representing eight families. Each weapon has three techniques by default — **Attack A, Attack B, Defense** — and its `[Licensed]` technique opens only at Fine Work or higher. The check formula is always the single form `2d10 + modifier >= Defense`, and defense-bypass tags (`[Pierce]`, `[Direct]`, `[Incorporeal]`) are spelled out in the effect column. "Energy" is the Energy cost of using that technique, and "Wounds" is the reduction in Wounds dealt to the enemy on a hit.

※

A reserved defense technique's "+1 Defense while reserved" is a non-armor bonus from a weapon-technique stance, so it is negated by `[Direct]` (armor/shield bonuses remain).

1. Uchigatana (打刀) — standard blade

The most common katana. Versatile, but never outstanding. The wielder's skill decides the blade's worth. Its strength is that the Parry reservation Energy is 1, the cheapest of all.

Technique	Type	Energy	Check	Effect	Limit
Horizontal Cut (横斬り)	Attack A (Courage)	2	2d10+Courage +Swordsmanship >= Defense	1 Wound. Standard attack.	—
Thrust (突き)	Attack B (Finesse)	2	2d10+Finesse+ Swordsmanship >= Defense	[Pierce 2]. 1 Wound.	—
Parry (受け流し)	Defense	reservation 1/improved 2	2d10+Finesse+ Swordsmanship >= enemy attack	Negate the hit.	—
[Licensed] Single Flash (一閃)	Attack	3	2d10+Courage +Swordsmanship >= Defense	1 Wound. The next time hit (including if defense or evasion negates the damage), automatically counterattack+2d10+Courage+Swordsmanship. Attack and defense as one.	1 time /round

No zone bonus (identical everywhere). Price: 5 gold.

2. Zانبato (斬馬刀) — horse-cutter, large blade

A large blade for cutting down mounted warriors, horse and all. Too heavy to strike in a flurry, but it deals maximum damage on a Critical Hit.

Technique	Type	Energy	Check	Effect	Limit
Horse-Cut (斬馬)	Attack A (Courage)	3	2d10+Courage+Swordsmanship >= Defense	1 Wound + additional 1 Wound against a mounted target.	—
Rising Cut (切上げ)	Attack B (Physique)	3	2d10+Physique+Swordsmanship >= Defense	1 Wound + enemy Defenseless (next breath).	1 time/breath
Blade-Body Block (刀身受け)	Defense	reservation 2/improvised 3	2d10+Physique >= enemy attack	Negate the hit. On a defense Critical Hit, seal the enemy weapon for 1 round.	—
[Licensed] Cut in Two (一刀兩斷)	Attack	4	2d10+Courage+Swordsmanship+1 >= Defense	2 Wounds. 3 Wounds on a Critical Hit.	1 time/round

Zone bonus: Front Zone +1. Energy +1 in the Core Zone (treated as a long weapon). Price: 7 gold.

3. Su-yari (素槍) — straight spear

A plain straight-line spear. The ashigaru's basic weapon. It establishes Domination in the Front Zone and checks the enemy with reach.

Technique	Type	Energy	Check	Effect	Limit
Straight Thrust (直突き)	Attack A (Courage)	2	2d10+Courage+SpearmanSHIP >= Defense	1 Wound. Range: same zone+adjacent Front Zone.	—
Sweep (薙ぎ)	Attack B (Physique)	2	2d10+Physique+SpearmanSHIP >= Defense	No damage. Force move the target (adjacent zone).	1 time/breath
Check (牽制)	Defense	reservation 2/improvised 3	automatic on enemy movement	Against an enemy entering the zone, 2d10+Courage+SpearmanSHIP >= Defense. On hit, movement stops+1 Wound.	—
[Licensed] Spear Wall (槍壁)	Stance	2	—	While maintained, your zone Domination +3. +4 in the Front Zone. Cannot move.	maintain

Zone bonus: Straight Thrust +1 in the Front Zone. Energy +1 in the Core Zone. Price: 2 gold.

4. Naginata (薙刀) — long blade spear

A blade mounted on a long haft. It cuts like a katana yet has the reach of a yari. Strong at wide-area cuts against many enemies.

Technique	Type	Energy	Check	Effect	Limit
Horizontal Sweep (横掃)	Attack A (Courage)	3	2d10+Courage+Spearman'ship >= Defense	Check 2 enemies in the same zone. Each success deals 1 Wound. Wide (split across 2 bodies).	—
High Cut (上段斬り)	Attack B (Finesse)	2	2d10+Finesse+Spearman'ship >= Defense	1 Wound. Range: same+adjacent.	—
Naginata Block (薙刀受け)	Defense	reservation 1/improvised 2	2d10+Finesse+Spearman'ship >= enemy attack	Negate the hit. Can also defend against attacks from outside reach (adjacent zone).	—
[Licensed] Chain Sweep (連環掃)	Attack	4	2d10+Courage+Spearman'ship >= Defense	Check all enemies in the same zone. Each takes 1 Wound.	1 time/round

Zone bonus: Front Zone +1. Energy +1 in the Core Zone (long weapon). Price: 5 gold.

5. Daikyu (大弓) — longbow

A bow for long-range sniping. It fires safely from the Rear Zone. A bow reloads automatically at no cost with every shot, so reloading does not occupy the defense slot or movement — this is the core axis of contrast with the teppo.

Technique	Type	Energy	Check	Effect	Limit
Direct Shot (直射)	Attack A (Courage)	2	2d10+Courage+Archery ≥ Defense	1 Wound. Range: 2 zones .	—
Arcing Shot (曲射)	Attack B (Wisdom)	3	2d10+Wisdom+Archery ≥ Defense	1 Wound. Ignore cover. Range: 3 zones .	1 time/ breath
Bow-Stave Block (弓幹受け)	Defense	reservation 2/improvised 3	2d10+Physique ≥ enemy attack	Defense +1 while reserved. On a successful defense, damage -1 Wound (minimum 1). On a defense Critical Hit, negate the hit. Emergency melee defense.	—
[Licensed] Piercing Shot (貫通射)	Attack	3	2d10+Courage+Archery+1 ≥ Defense	[Pierce 2]. 2 Wounds. 1 Wound to the enemy behind as well.	1 time/ round

Price: 5 gold. Long-range sniping and Rear Zone specialist.

6. Tanegashima (種子島) — standard matchlock

A matchlock brought over from the Nanban. The only standard weapon that breaks heavy armor. That reloading occupies the defense slot is the price of its powerful armor bypass.

Technique	Type	Energy	Check	Effect	Limit
Direct Fire (直射)	Attack A (—)	2	2d10+Archery ≥ Defense	[Pierce all]. 1 Wound. Range: adjacent zone.	—
Arcing Fire (曲射)	Attack B (Wisdom)	3	2d10+Wisdom+Archery ≥ Defense	1 Wound. Ignore cover. Range: 2 zones.	1 time/ breath
Reload (再装填)	Defense	2	—	Enables next shot. Required after firing. Cannot move while reloading.	—
[Licensed] Three-Rank Fire (三段射撃)	Attack	4	2d10+Archery ≥ Defense	[Pierce all]. 2 Wounds . 3 consecutive shots (preloaded). Must prepare before battle starts.	1 time/ battle

Price: 8 gold.

※

Teppo Check Protocol. A teppo's individual single-target shot rolls $2d10 + \text{Archery} \geq \text{Defense}$ — **the attribute is not added.** Because **[Pierce all]** nullifies armor and shields, it pierces even heavy armor (Defense 16 → effective 10), but **non-armor Defense such as evasion, stances, barriers, and cover is reflected in the to-hit as is** (that domain is **[Direct]**, so a teppo cannot pierce it). Critical Hit = 2 Wounds + 1 Wound to the enemy behind.

7. Tanto (短刀) — standard dagger

A versatile support dagger. It does not tire in a Core Zone melee. Being a short weapon, its Combo Fatigue penalty in the Core Zone is eased to -1 instead of -2.

Technique	Type	Energy	Check	Effect	Limit
Thrust (突き)	Attack A (Courage)	1	$2d10 + \text{Courage} + \text{Swordsmanship} \geq \text{Defense}$	[Light]. 1 Wound.	—
Inside the Guard (懐入り)	Attack B (Finesse)	1	$2d10 + \text{Finesse} + \text{Swordsmanship} \geq \text{Defense}$	[Light]. 1 Wound. [Pierce 3] in the Core Zone, [Pierce 1] outside the Core Zone.	—
Emergency Evasion (緊急回避)	Defense	reservation 1/improvised 2	$2d10 + \text{Finesse} \geq \text{enemy attack}$	Negate the hit. Even on failure, damage -1 Wound (minimum 1). Treat the opponent's Critical Hit as an ordinary success.	—
[Licensed] Pierce the Vital Point (急所貫き)	Attack	2	$2d10 + \text{Finesse} + \text{Ninjutsu} \geq \text{Defense}$	[Pierce 2]. 2 Wounds. Bleeding on a Critical Hit.	1 time/ round

Price: 1 gold. Combo Fatigue -1 applies in the Core Zone.

8. Fists (素手) — unarmed combat

Bare-handed grappling. The last resort that remains even when you lose your weapon, even when weapons are forbidden. Especially strong in the Core Zone.

Technique	Type	Energy	Check	Effect	Limit
Strike (打撃)	Attack A (Courage)	1	2d10+Courage+Unarmed Combat >= Defense	[Light]. 1 Wound. (Wildlander = treated as ordinary)	—
Grapple (組み)	Attack B (Physique)	2	2d10+Physique+Unarmed Combat vs enemy 2d10+Physique	No damage. Bind (cannot move for 1 round).	1 time/b reath
Push Out (押し出し)	Defense	reservation 2/improvise d 3	2d10+Physique+Unarmed Combat vs enemy 2d10+Physique	Force-move the enemy (adjacent zone). No damage.	—
[Licensed] Chain Technique (連鎖技)	Attack	2	2d10+Courage+Unarmed Combat >= Defense	1 Wound+bind. Strike and grapple at once.	1 time/r ound

Price: none (bare-handed). Core Zone +2 bonus.

※

Source: [co-07-01](#) § Blades, Spears, Bows, Guns, Short Weapons (standard-weapon excerpt)

When You Lose Your Weapon — Makeshift Weapons

When you have lost your blade or it is your only option, everything within reach of your hand becomes a weapon. Makeshift weapons like a bamboo spear, a sickle, a stone, a kitchen knife, or a rusted blade **cannot become a masterwork/Fine Work/Divine Artifact, have no Licensed technique, and have only one main attack and one defense technique**. Because they are unforged and unfamiliar to the hand, **-1 to hit on every individual attack check** always applies. For example, a bamboo spear is `2d10 + Courage >= Defense` (with the constant -1 to hit on top) for a single thrust dealing 1 Wound, and a haft block — that is all. Price is 0 to 1 gold; it can be picked up anywhere.

※

Source: [co-07-15](#) § Common Specifications (-1 to hit, 2 techniques, no Licensed)

Armor (甲冑)

Armor raises Defense, but heavy armor makes breathing hard and movement dull. The armor's Energy penalty is **offset by as much as the Physique (體) modifier**.

Armor	Defense	Energy Penalty	Notes
Unarmored	10	—	base
Light armor (leather, mail)	12	—	ashigaru standard
Heavy armor (tosei gusoku)	14	-1 Energy	can be offset by Physique (體)
Heavy battle armor (o-yoroi)	16	-2 Energy	Physique +2 or higher recommended
Shield	+1	—	one-handed weapons only

The table value is the target number for Defense directly. An attack to-hit check is $2d10 + \text{attack modifier} \geq \text{target Defense}$.

How to offset with Physique (體). Wearing heavy armor (-1 Energy) with Physique +1 makes the penalty 0. Wearing heavy battle armor (-2 Energy) with Physique +1 leaves an effective -1 Energy. That is why heavy battle armor is recommended at Physique +2 or higher. A shield gives Defense +1 but can only be used together with a one-handed weapon.

Armor Damage and Repair. When hit by an attack with the **[Break]** tag, that attack's armor reduction remains until repaired. During battle you can temporarily restore only +1 of the armor's extra portion with an upkeep slot (1 time per same set of armor); after battle, a 1-hour camp repair gives +2 (1 gold), and a 1-day blacksmith repair gives full restoration (30% of the armor's price).

※

Source: co-03-05 § Defense, § [Break] Repair and Recovery

Quick Table of General Belongings

Beyond weapons and armor, these are the things on the road. The GM handles the fine-grained economy, so what follows is a reference narrowed only as far as outfitting a character needs.

Item	Value / Notes
Currency unit	Gold (金貨). The weapon and armor prices below are the baseline.
Weapon price range	Makeshift weapons 0 to 1 · thrown types such as teyari and kunai 0.5 to 1 · standard melee 2 to 7 · bows 3 to 5 · teppo 8 to 20.
Armor repair cost	Camp repair 1 gold · blacksmith repair = 30% of the armor's price · masterwork/Divine Artifact repair = 50% + a craftsman of equal grade.
Thrown-weapon consumption	Teyari, kunai, stones, and the like are lost when thrown (consumed). Buy them in sets (e.g., a set of 5 kunai for 0.5 gold).
Reload materiel	Teppo and bows are handled by rule with no separate belonging management (bow = automatic at no cost, teppo = consumes the defense slot).
Emergency armor parts	With camp-repair tools and spare parts (1 gold), restore +2 of the armor's extra portion.

Precise prices, commerce, and domain economy are outside the scope of this handbook. If they are needed to run a campaign, consult the GM materials.

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Source: [co-07-01](#) (prices) · [co-03-05](#) § Repair and Recovery (repair costs) · [co-07-15](#) (makeshift-weapon prices)

Masterworks and Divine Artifacts — Blades That Bear a Name



❖ Masterwork and divine artifact still life

Above the standard weapons are weapons that bear a name. A **masterwork (名品)** is a weapon carrying its own narrative, and in addition to the four standard techniques it also holds one **masterwork technique** unique to that weapon — a craft dwelling only in that one blade, of the sort where a single Muramasa blade cleaves a fiend's cuirass in two. Above it, a **Divine Artifact (神器)** is arms with a divine essence in them, standing at the very top of armor's grade hierarchy and able to split even masterwork armor with **[Break]**. Such weapons cannot be bought at market — they are a scenario reward, an heirloom passed down a bloodline, or a relic sleeping deep in a yoma's nest. This handbook conveys only the **fact that they exist**. The data for individual masterworks and Divine Artifacts is handled by the GM in the core rulebook — on the day your campaign touches such a weapon, the GM will hand you a sheet.

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Source: [co-07-01](#) § Weapon Grades (masterwork = 5 techniques) · [co-03-05](#) § [Break] Grade Hierarchy (Divine Artifact armor)

Summary

- Weapon grades: **Issue Gear 3 techniques · Fine Work 4 techniques (+Licensed) · masterwork 5 techniques (+masterwork technique).**
- The check is always `2d10 + modifier >= Defense`. Defense bypass is marked with the `[Pierce]` (ignore armor), `[Direct]` (ignore evasion and sorcery), and `[Incorporeal]` (soul) tags.
- **Teppo**: individual shot `2d10+Archery >= Defense` (attribute not added) + `[Pierce all]`. It pierces even heavy armor, but reloading eats the defense slot.
- Armor: Unarmored 10 · Light armor 12 · Heavy armor 14 (-1 Energy) · Heavy battle armor 16 (-2 Energy) · Shield +1. The Energy penalty is **offset by Physique**.
- Makeshift weapons: 2 techniques, no Licensed, **a constant -1 to hit**.
- Masterworks and Divine Artifacts are **introduced only as existing** — the data comes from the GM (the core rulebook).

九



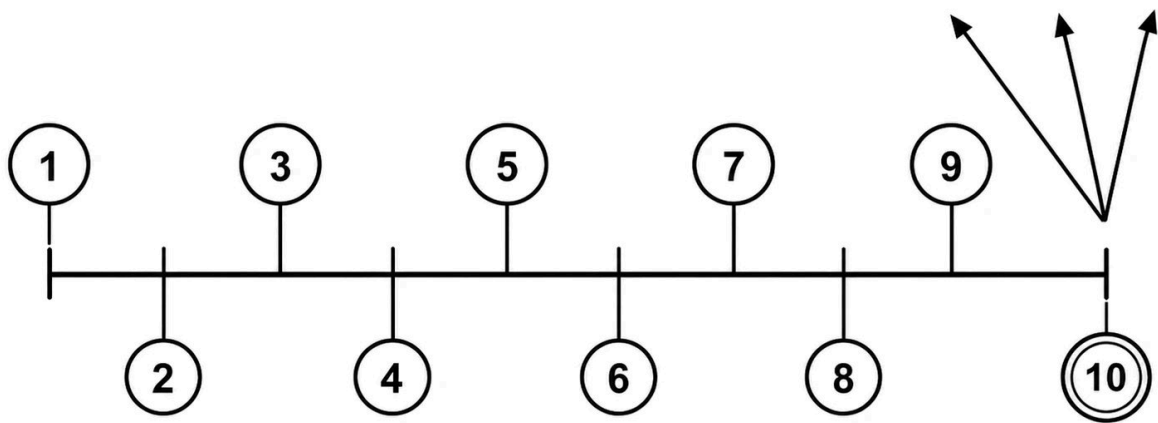
Growth

성장 · 成長

The hand that first grips a sword and the hand that makes its name ring through the Sengoku are the same hand. Between them lie ten awakenings. On odd dan you carve the battlefield's awakening into a specialty; on even dan, through ceaseless training, you shore up the foundation of attributes and skills. 1st dan is a greenhorn who has just grasped a blade, 5th dan is a commander whose name is known, and Tatsujin (10th dan) is a legend whose name rings through the Sengoku.

This chapter covers the rules by which your character grows. What promotion grants, how deep you can dig into a mastery grade, what name you leave at the last, tenth awakening — and it shows, on an actual sheet, how one warrior grows from 1st dan to 5th dan.

Promotion — Ten Awakenings



Number	Meaning
1/3/5/7/9	odd dan — trait gain
2/4/6/8/10	even dan — attribute and skill growth
10	final branch

Milestone

Promotion is not a matter of piling up experience points. It is an awakening on the battlefield, a moment of growth met at the crossroads of life and death. The GM and you agree together to decide a promotion. If one or more of the conditions below is met, the GM declares a promotion.

Condition (pick 1 or more)	Note
Combat completed 2–3 times	GM's discretion. The basic condition
Narrative milestone achieved	A personal goal, a key event, etc.
An awakening tied to skill use	"I got through the crisis with swordsmanship," etc.
GM declaration at session's end	The milestone method

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Source: [co-04-02](#) § promotion conditions.

Odd Dan and Even Dan

The 10 steps give two things in alternation. On **odd dan** (1st, 3rd, 5th, 7th, 9th) you gain a specialty. On **even dan** (2nd, 4th, 6th, 8th, 10th) you gain attribute +1 and 2 skill points.

Dan	Even dan — foundation growth	Odd dan — specialty gain
1st dan	Initial skill setup (9 points)	Class 1st-dan innate specialty (automatic) + 1 background specialty + 1 general specialty
2nd dan	attribute +1 / +2 skill points	—
3rd dan	—	1 class specialty (3rd-dan list) + 1 general specialty
4th dan	attribute +1 / +2 skill points	—
5th dan	—	1 class specialty (5th-dan list) + background growth or 1 general specialty
6th dan	attribute +1 / +2 skill points	—
7th dan	—	1 class advanced specialty (7th-dan list) + 1 general specialty
8th dan	attribute +1 / +2 skill points	—
9th dan	—	1 class advanced specialty (9th-dan list) + background growth or 2 general specialties
Tatsuji n	attribute +1 / +2 skill points	1 class advanced specialty + 1 Renown Title specialty

- **attribute +1:** +1 to 1 attribute of your choice. The PC cap is +3.
- **+2 skill points:** freely distribute 2 skill points. However, you must observe the count limit on Licensed-and-above in the mastery grade section below.

※

Source: [co-04-02](#) § Law — the 10-step cross growth table, § foundation growth details.

The Freedom to Choose Lower-Dan Specialties

When promotion grants a new specialty slot, you can choose not only the specialty of that dan but also a **lower-dan specialty**. A 5th-dan samurai can belatedly learn the 3rd-dan specialty "Declare Duel" with a 5th-dan class slot, or a 9th-dan character can spend a 9th-dan slot on the general specialty "Tough." A general specialty slot is always chosen from all general specialties with no step restriction. You cannot acquire the same specialty twice (a specialty explicitly marked repeatable, like Tough, is the exception).



Source: [co-04-02](#) § freedom of specialty choice.

There Are Two Roads — Dual Build

Most characters dig into a single class to the end. But there are those who walk **two roads** — one who is samurai and scholar, one who is Pure Land Monk and arahitogami. This is the dual build.

After meeting the secondary class's prerequisite attributes and skills, declare a dual build when advancing to **3rd, 5th, 7th, or 9th dan**; it cannot be changed thereafter. A character has only one Dan, all of it in the **primary class**. The secondary class has no Dan to record, divide, or accumulate. At the declaration advancement and later 5th-, 7th-, and 9th-dan advancements, you may **pay at most 1 general-trait slot from that advancement** to borrow one secondary-class **1st-, 3rd-, or 5th-dan class trait** at or below your current Dan. You do not gain the secondary class's 1st-dan automatic trait for free. The skills eligible for Master become the union of both class lists, but skill points and all caps do not increase. At 10th dan, choose **exactly 1** of the three Renown Title axes; a combination Renown Title is not an extra title and **only replaces the class-capstone branch when that axis is chosen**.

Among the extended classes, the 3 Outsider classes (modern person, heroic spirit, celestial) use **Adaptation** instead of the dual build. It is a rule for picking up this era's techniques by observation and imitation without formal instruction, and it is an alternative to the dual build. If you need the detailed tables of both rules, they are in the core rulebook (co-04-02).



Source: [co-04-02](#) § dual build, § Adaptation.

Mastery Grade — How Many Licensed-and-Above?

A skill has 5 degrees of mastery. Each degree differs in investment points and check bonus.

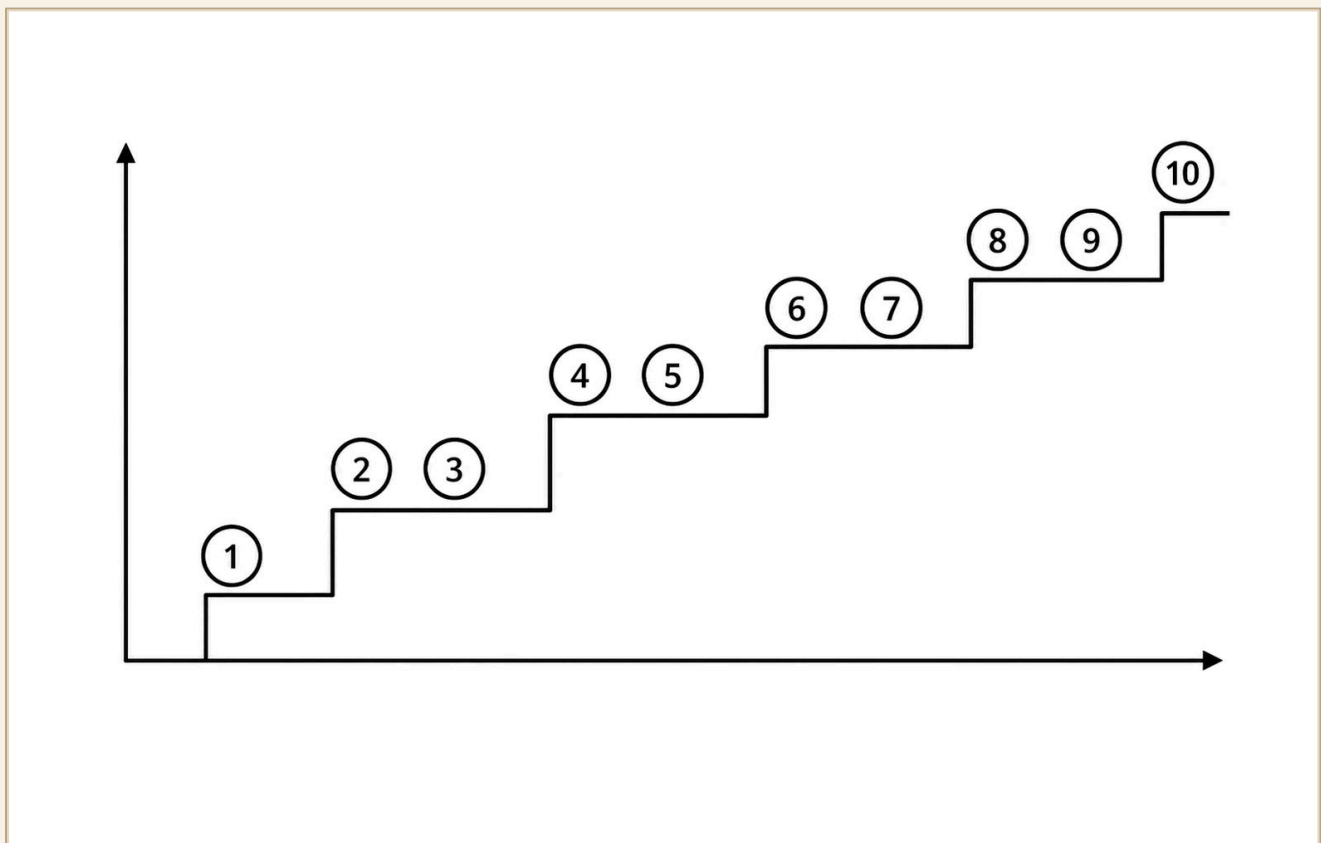
Degree	Investment points	Check bonus	Special benefit	Limit
Novice (入門)	1	+0	Removes the unskilled penalty	—
Trained (習得)	2	+1	—	—
Licensed (免許)	3	+2	A per-skill tactical benefit	The combined count limit on Licensed-and-above
Master (名人)	4	+3	A benefit that bends the Energy rules	2nd dan+ · class 6 skills · shared count
Saint (聖人)	5	Auto-success	A mythic ability	10th-dan Tatsujin only

If you use a skill you do not even have at Novice, your check takes a **-2** penalty (the unskilled penalty).

※

Source: co-04-09-00 § the 5 degrees of mastery.

The Licensed-and-Above Count Rule (Re-Collation)



Number	Meaning
1-10	licensed-and-above cap by dan
2/4/6/8/10	cap rises on even dan

Because Licensed, Master, and Saint are powerful, there is a **limit on how many you may hold**, and the three **share** this limit. The limit rises with dan.

- **1st dan: 1**
- **+1 for each even-dan promotion (2nd, 4th, 6th, 8th, 10th)**

Spelled out, this gives:

Dan	Licensed-and-above holding cap
1st dan	1
2nd dan	2
4th dan	3
6th dan	4
8th dan	5
10th dan	6

Three points to note.

- On 3rd, 5th, 7th, 9th dan (odd dan) the cap **does not rise**. The count increases only on even-dan promotion.
- **Master (4 points) is possible from 2nd dan**, and only within the 6 skills the class permits. A 1st-dan character cannot hold Master.
- **Saint (5 points) is 10th-dan Tatsujin only**, gained solely through the "skill Saint" option of the Renown Title.

※

Source: [co-04-09-00](#) § the 5 degrees of mastery ※, [co-04-02](#) § foundation growth details.

Renown Title — The Last Single Road

When you rise to Tatsujin (10th dan) through 10 promotions, three roads open. You choose **only one** of them. That choice completes the character's story.

Road	What it completes
1. Class Capstone (職業の極意)	An ultimate technique that explodes the class's own tactical potential. The samurai's Peerless Full Body, the Pure Land Monk's Dharma King, and so on.
2. Background Capstone (背景の極意)	Evolves the background you have raised from 1st dan, making you a ruling power of the world. A different capstone by the 5th-dan fork (A/B): Fallen Noble A's daimyo, farmer A's Ikko Ikki, and so on.
3. Skill Saint (技能聖人)	Breaks one class-permitted Master skill through to the 5th degree (Saint). Swordsmanship's Sword Saint, Archery's divine archer, and so on. It transcends dice checks.

※

Source: [co-04-05](#) § Law — the 3-fold system.

The Renown Title Is a Campaign-Ending Device

The effects of a Renown Title are deliberately designed to nullify the core system. The Sword Saint breaks the check itself (auto-hit, auto-dodge), the God of War breaks the Energy economy, the Dharma King breaks the incapacitation system. This is not a flaw but the intent. A character who has reached 10th dan stands at the apex of the story, and the Renown Title is meant for **1–2 climactic battles**, not for grinding ten more sessions afterward.

The recommended campaign structure is three seasons. 1st–5th dan (Season 1) is when Breakthrough, Domination, the Core Zone, and squads are fully meaningful; 5th–9th dan (Season 2) is when specialties and schools bend the mechanics; 10th dan (Season 3) is when the Renown Title destroys the final antagonist and ends the story. If two or more PCs in the same party hold a Renown Title, the core mechanics are all nullified, so the GM treats the acquisition of a Renown Title as the signal for the campaign's end.

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Source: [co-04-05](#) § GM warning — the Renown Title and campaign's end, § recommended campaign structure.

The 1st→5th Dan Chronicle — Kagura Masamune's Five Seasons

We connect the preceding rules into the growth of one character. We raise the **samurai Kagura Masamune** (Fallen Noble), made in Chapter 5 (the character-creation walkthrough), from 1st dan to 5th dan across five seasons. The fiction is written anew for the example, and the numbers are exactly the actual rules.

Remember the basic derived-value formulas: **Energy = 10 + Finesse**, **Wounds = 3 + Physique**, **Domination aura = Presence (positive only)**, **Fate Intervention = Fate (minimum 1)**. The even-dan attribute +1 pulls these derived values up along with it.

1st Dan — Young Commander

The Kagura house was a martial family that served as the lord's vanguard for three generations. After the father Masatsugu died in battle during a yoma expedition and the fief was absorbed by a neighboring local clan, what remained was one old manor, two retainers, and a single uchigatana of the father's. In the spring of his sixteenth year, Koizumi, Kagura Domain's military officer, came and said — "Your father's shadow still remains on the battlefield." His first deployment was the extermination of ko-oni on a border mountain road. When he took an immovable stance on a narrow bridge with five ashigaru spearmen, Masamune understood in his body why his father had not yielded a single step.



Item	Value
Attributes	Courage+2 · Finesse+1 · Physique+1 · Wisdom 0 · Presence 0 · Fate-1
Derived	Energy 11 (10+Finesse 1) · Wounds 5 (3+Physique 1+Tough 1) · Defense 14 (heavy armor) · Fate Intervention 1
Skills (9 points)	Swordsmanship Trained · Fighting Spirit Novice · Military Science Novice · Intimidation Novice (class automatic) + Negotiation Novice · Bearing Novice · Horsemanship Novice · Survival Novice (background · free)
Specialties	Immovable Formation (1st-dan automatic · stance) · Family Name (background) · [1 empty general slot]
Licensed-and-above	0 / cap 1
Background · Heart	Fallen Noble (route unchosen) · Loyalty



Masamune held over his 1st-dan general specialty slot to the next season. Swordsmanship is already Trained (+1).

2nd Dan — Through the First Winter (Even Dan)

In his first winter on border guard, Masamune fought two more close engagements. When an ashigaru dropped his spear with frozen hands on a snow-covered pass, he blocked the wind with his own body and re-formed the line. Strength came to him — the arm gripping the sword grew heavier, and his seat on horseback steadied. Even-dan growth is not flashy. The foundation only grows thicker.

Change	Content
attribute +1	Courage +2 → +3
+2 skill points	Swordsmanship Trained → Licensed (3 points, 1 point spent) · Horsemanship Novice → Trained (2 points, 1 point spent)
Derived change	None (Energy · Wounds unchanged). Melee attack check +1 higher
Licensed-and-above	1 (Swordsmanship Licensed) / cap 2



A promotion pays only the **difference** between tier values — raising from Trained (2 points) to Licensed (3 points) costs 1 point. So 1 of the 2nd dan's +2 skill points is left over, and Masamune spent that 1 point raising Horsemanship from Novice to Trained — the balance atop a horse he learned on the winter mountain pass. The moment he raised Swordsmanship to Licensed, Masamune holds his first Licensed-and-above skill — with the Swordsmanship Licensed benefit "Blade-Screen," the reservation cost of the uchigatana's defensive technique becomes 1 → 0. Having used 1 of the Licensed-and-above cap of 2, he still has room for one more.

3rd Dan — A Name Is Given (Odd Dan)

In spring, in a skirmish on the outskirts of Eizo Castle, Masamune faced the enemy commander, a ko-oni chieftain, head-on. For the first time he declared a duel — forcing a fight between the two of them alone in a narrow zone and pulling his subordinates outside it. It was the moment his father's inherited sword first sat in his hand as "his own." After the battle, he went himself to a Koga artisan's workshop and had the sword re-polished. "The blood that stains this sword is my responsibility." That resolve made his body harder still.

Change	Content
Class specialty (3rd dan)	Declare Duel ([Kata], 2 Energy, 1/round)
General specialty	Adept ([aptitude], +1 point to 1 skill — assigned to Perception)
Derived change	Perception +1 point (Wounds holds at 5 since the 1st-dan Tough)
Licensed-and-above	1 (Swordsmanship Licensed) / cap 2 (odd dan, so cap unchanged)



Confirm that on odd dan the Licensed-and-above cap does not rise. Masamune's cap is still 2.

4th Dan — Setting the Sword Right Again (Even Dan)

In the second major engagement, he could not stop one ashigaru squad from being destroyed. That night in the tent Masamune wept for the first time, and from the next day he honed his handiwork. Drawing the blade and returning it began to flow smoothly within a single breath — the growth of Finesse is precisely the number of actions you can pack into one breath. Around this time he knocked on the door of Katori Shinto-ryu. The old master said, "You already know half of Katori from the battlefield. The other half is the art of reading initiative (先)."

Change	Content
attribute +1	Finesse +1 → +2
+2 skill points	Horsemanship Trained → Licensed (3 points, 1 point spent) — for mounted command · Perception Novice → Trained (2 points, 1 point spent) — an eye for reading initiative (先)
Derived change	Energy 11 → 12 (10+Finesse 2)
School acquired	Katori Shinto-ryu (Swordsmanship) — 1 general specialty slot invested. The Swordsmanship Licensed maneuver is replaced by the school Licensed maneuver "Attitude of Sen"
Licensed-and-above	2 (Swordsmanship · Horsemanship Licensed) / cap 3



With the even-dan promotion, the Licensed-and-above cap rose 2 → 3. Masamune raised Horsemanship to Licensed to fill 2, and still has room for one more. A school consumes 1 specialty slot but is unrelated to the skill count limit — a school merely replaces the maneuver of the Swordsmanship Licensed he already holds.

5th Dan — The General of the Turnaround (Odd Dan)



❖ Turnaround general at Eizo Castle

At the siege of Eizo Castle, at the moment the allied line was broken through, Masamune blocked the collapsing line with Immovable Formation. He held out for an hour in a melee where ko-oni and ashigaru were mixed together, and during that time the rear rank succeeded in re-forming. After the battle the lord of Kagura Domain said, "Your line did not break." With that single word the house's fief was restored. Masamune chose the **Path of Restoration**. The old retainers who had left returned one by one and gripped their swords again with aged hands. He organized them into a single squad — a squad of those who had regained their name. His subordinates now call him "Iron Wall."

Change	Content
Class specialty (5th dan)	Ironwall Defense ([aptitude]) — while maintaining Immovable Formation, Defense +2, immune to Defenseless
Background fork	Path of Restoration (A) → 5th-dan specialty Retainer Summons (deploy 1 Veteran squad free in combat)
Derived change	None (odd dan)
Licensed-and-above	2 / cap 3 (odd dan, so cap unchanged)
Background · Heart	Fallen Noble Route A (Restoration) · Loyalty · School Katori Shinto-ryu

5th-Dan Completed Sheet

Kagura Masamune — Samurai 5th Dan
 Courage+3 · Finesse+2 · Physique+1 · Wisdom 0 · Presence 0 · Fate-1
 Energy 12(10+Finesse 2) · Wounds 5(3+Physique 1+Tough 1) · Defense 14 · Fate Intervention 1
 Background: Fallen Noble Route A (Restoration) | Heart: Loyalty | School: Katori Shinto-ryu (Swordsmanship)
 Weapon: uchigatana — Horizontal Cut(Courage 2) / Thrust(Finesse 2·[Pierce 2]) / Parry(res 1/imp 2)
 [Licensed] Issen(3 Energy·1/round) / [School Licensed] Attitude of Sen(stance)
 Specialties: Immovable Formation(stance) · Family Name · Tough · Declare Duel(Kata)
 · Ironwall Defense(aptitude) · Retainer Summons(background A)
 Licensed-and-above 2/3: Swordsmanship Licensed · Horsemanship Licensed
 Squads: Kagura elite spearmen(5 Minions, Defense 13) + retainer squad(3 Veterans, Defense 13)

Over five seasons Masamune raised two attributes (Courage · Finesse), dug two skills up to Licensed, carved five specialties, and chose Restoration at his background's fork. Here he is at 5th dan. There is as yet no Sword Saint, no daimyo, no Renown Title. That is the story of Seasons 2 and 3. How Masamune becomes "Iron-Wall Masamune" and gains the Renown Title Peerless Full Body continues in the core rulebook's sample sheet (co-04-08-01).

※

Source: numbers cited from co-04-08-01 (samurai sample 1st · 5th dan), co-04-07-01 (samurai specialties), co-04-01 (Fallen Noble background), co-04-02 (growth). The fiction is newly written for the example.

Summary

- **Promotion is a milestone.** The GM declares it on one of combat completed 2–3 times, a narrative milestone, an awakening from skill use, or a GM declaration at session's end. It is not the accumulation of experience points.
- **Odd dan is specialties, even dan is foundation.** Each even dan (2nd, 4th, 6th, 8th, 10th) grants attribute +1 (cap +3) and +2 skill points. A new specialty slot may choose lower-dan specialties too.
- **A dual build** pays to borrow secondary-class options on top of one primary-class Dan. It provides 1st-/3rd-/5th-dan trait borrowing, the union of Master-eligible skills, and a combination Renown branch that replaces only the class capstone. The secondary class has no Dan, and the character still gains exactly 1 Renown Title. The 3 Outsider classes use **Adaptation** instead, and the two are alternatives.
- **The Licensed-and-above (Licensed · Master · Saint) count cap is shared:** 1 at 1st dan, +1 per even-dan promotion (1st · 2nd · 4th · 6th · 8th · 10th dan = 1 · 2 · 3 · 4 · 5 · 6). It does not rise on odd dan. Master from 2nd dan, Saint 10th-dan only.
- **The Renown Title is one of 3** (Class Capstone · Background Capstone · skill Saint) and is a campaign-ending device. Its acquisition is a signal 1–3 sessions before the story's end.

- **The 1st→5th dan chronicle:** Masamune, through Courage · Finesse +1 each, Swordsmanship · Horsemanship Licensed, five specialties, and the Path of Restoration, became the 5th-dan "Iron Wall." The Renown Title is still far off.



Squads

분대 · 分隊



The dazzling protagonist of the battlefield is you, but what actually holds the line is the squad of nameless soldiers. Five ashigaru raising their spears lifts the Domination of a zone; four bowmen standing in the Rear Zone keep the enemy from advancing rashly. They do not judge for themselves. They move at a single word of your command.

This chapter holds only what you need to lead and work a single squad. Large-scale pitched battles running many squads, the full roster of each faction's elite squads, and the detailed no-command tables are in the core rulebook (co-06). Here you learn **how to command one squad with your Energy and to hold that squad so it does not waver.**

1. What Is a Squad

A squad is a body of soldiers bound by **the same grade (Minion or Veteran) + the same weapon.** There are usually 3–6 members, and the several bodies are managed by **a single stat block.** A squad does not act on its own — it moves only by a **Squad Order.** Merely being placed in a zone grants a Domination bonus.

What must be distinguished from a squad is the **individual unit**. A shikigami, a puppet, or an Elite-grade lieutenant is 1 person (or 1 body) = 1 block, and is **not the target of Squad Orders, Overall Command, or Squad Tactics**. These do not carry a Cohesion value; they are managed by Wounds and Energy, and move by a sorcerer's control action or their own maneuver system. Every rule in this chapter is about **squads**.

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Source: [co-06-00](#) § Distinguishing individual units from squad units · [co-06-06](#) § Squad composition

2. Cohesion — Why the Squad Stands

Soldiers are not machines. When a comrade falls, when a yoma roars, when the commander is out of sight, the heart collapses. **Cohesion** is the numeric measure of the will that lets a squad stand on the battlefield — it is the squad's morale and its durability.

- **Base Cohesion: 3.** A Veteran squad has **4**.
- When Cohesion reaches **0**, the squad **Routs (breaks and flees)** (§ 5).

Cohesion Loss

Cause	Loss	Check timing
Squad loses half or more of its members	-1	Batched at the lull
The lead (you) is incapacitated	-1 (all squads)	Immediate
Yoma Fear (on a failed mental resistance)	-1	At the lull
Entering / leaving the Core Zone	-1 (each)	Immediate
Struck by an area attack	-1	Batched at the lull

"Member loss" and "area strike" are not subtracted per attack — they are **settled in a batch at the lull**. "Lead incapacitated" and "Core Zone entry/exit" are narrative moments and so are reflected **immediately**.

Cohesion Recovery

Method	Recovery
Entertainer specialty "Battlefield Flower" (lull)	+1
The lead's (your) Presence (美) morale check (lull, on success)	+1
Pure Land Monk specialty "Amida's Shield"	Rout prevention (holds at 1 on reaching 0)

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Source: [co-06-06](#) § Cohesion

3. Squad Orders — They Move on Your Energy

A seasoned general's command is short. "Advance." "Fire." "Hold." The squad moves at that one word. The command is paid from **your own Energy** — the squad has no Energy.

Base cost: 2 Energy. If your **Wisdom is +2 or higher**, it is **1 Energy**. No exceptions.

Wisdom (智)	Order Energy
+1 or lower	2
+2 or higher	1

For a squad-commanding build, Wisdom +2 or higher is recommended. If you give two or three orders in one round, the difference of 1 Energy is large.

Kinds of Order

Order	Added cost	Effect
Advance	Base	Move the squad to an adjacent zone.
Core-Zone Breach	+1 Energy	Commit the squad into the Core Zone. Cohesion -1.
Volley Fire / Attack	Base	The squad attacks 1 enemy within range (see below).
Shield Wall Formation	Base	The squad's Domination contribution ×1.5. No movement that round.
Retreat	Base	Move the squad to a rearward adjacent zone.

"Added cost = Base" means there is no Energy beyond the Squad Order cost (2 Energy, with the Wisdom discount applied).

Volley Fire / Attack Check

2d10 ≥ target's Defense (no modifier — the squad's mass firepower). The effect changes with the **strength** of the to-hit roll's result. There is no separate secondary die; the to-hit roll **decides everything in 1 roll**.

To-hit roll result	Against a Minion/Mob squad	Against a Veteran+ squad	Against an individual unit (Elite/Lord)
Miss (below target)	Remove 0	No effect	No effect
Hit (target met)	Remove 1	Cohesion -1	1 Wound
Hit + total 13 or more	Remove 2	Cohesion -1 + 1 Wound	1 Wound
Hit + total 17 or more	Remove 3	Cohesion -2 + 1 Wound	1 Wound + Defenseless
Critical Hit (double + hit)	Remove 3	Cohesion -2 + 1 Wound	2 Wounds
Heavenly Mandate (10-10 + hit)	Remove the whole squad or Cohesion 0 (GM's choice)	Cohesion -3 + 2 Wounds	Instant death or 3 Wounds

On failure: a miss. If you fired toward the Core Zone, a friendly-fire check applies.

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Source: [co-06-06](#) § Squad Orders

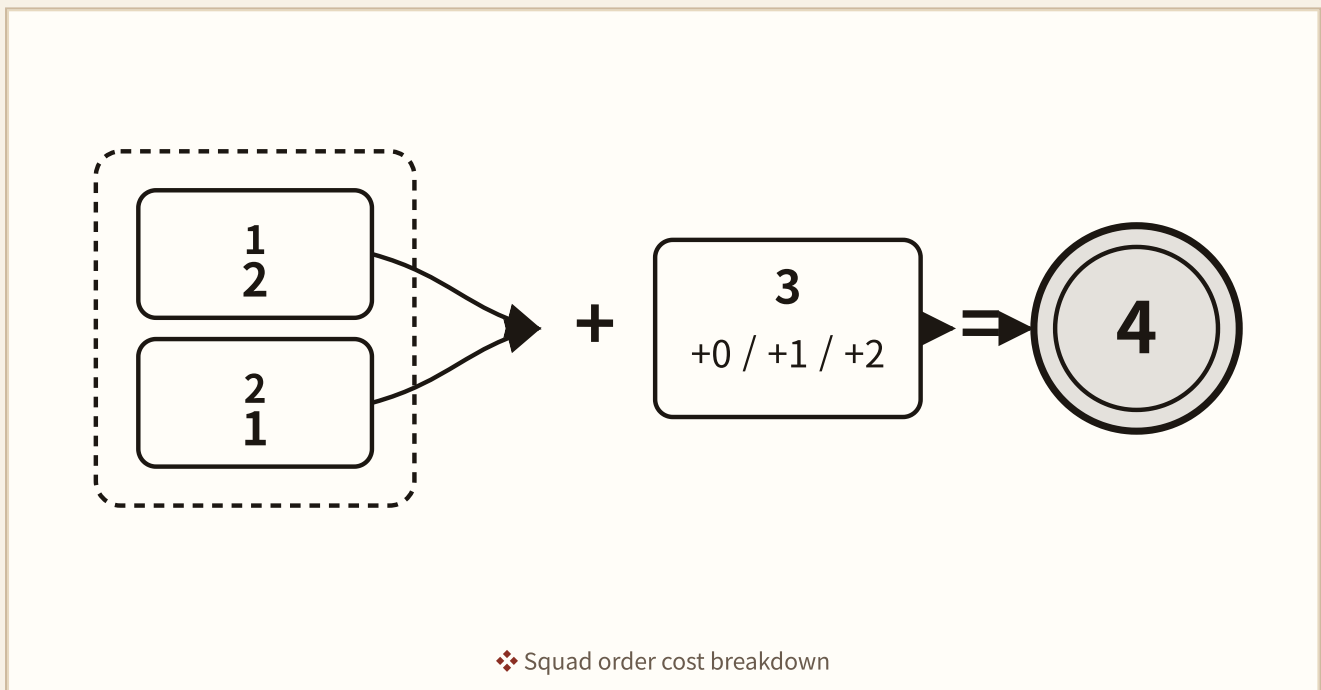
4. Tactic Tags — Squads Have Techniques Too

A squad's actions are not only "Advance" and "Fire." Elite spearmen block a breakthrough with the **Three-Tier Spear Wall**, warrior-monks shave a yoma's Defense with the **Exorcism Sutra**, and genin cut off sight with a **Smoke Screen**. This distinctive combat ability is called a **Tactic**. A Tactic follows the same structure as a personal maneuver but triggers at the squad level, and is activated by your **Squad Order**.

Notation	Type	Trigger	Description
[Tactic:Kata]	Active	Squad Order Energy + added cost	You spend Energy and the squad performs a specific action.
[Tactic:Stance]	Sustained	Declared with Squad Order Energy	The squad holds a specific formation. Lasts until you declare its release or the squad moves. Only 1 at a time.
[Tactic:Aptitude]	Passive	Always in effect	A faction trait or a squad-specific property. No activation needed.

[Tactic:Kata], [Tactic:Stance], and [Tactic:Aptitude] share the same structure as a personal specialty's [Kata], [Stance], and [Aptitude]; only the target being a squad differs.

Tactic Activation Cost



Number	Meaning
1	Wisdom +1 or lower order (2 Energy)
2	Wisdom +2 or higher order (1 Energy, Wisdom discount)
3	the Tactic's own added cost (Base=+0 · +1 Energy · +2 Energy)
4	total Tactic activation cost

Tactic activation cost = Squad Order cost + the Tactic's own added cost

The Squad Order cost is 2 Energy (1 Energy at Wisdom +2 or higher), and the Tactic's added cost is written per Tactic as **Base** (no add), **+1 Energy**, or **+2 Energy**.

※

Example — a scholar with Wisdom +2 orders "Three-Tier Spear Wall" to a spearman squad:

Squad Order = 1 Energy (Wisdom +2 discount) · Three-Tier Spear Wall added cost = Base → **1 Energy total**.

Tactic Slots by Grade

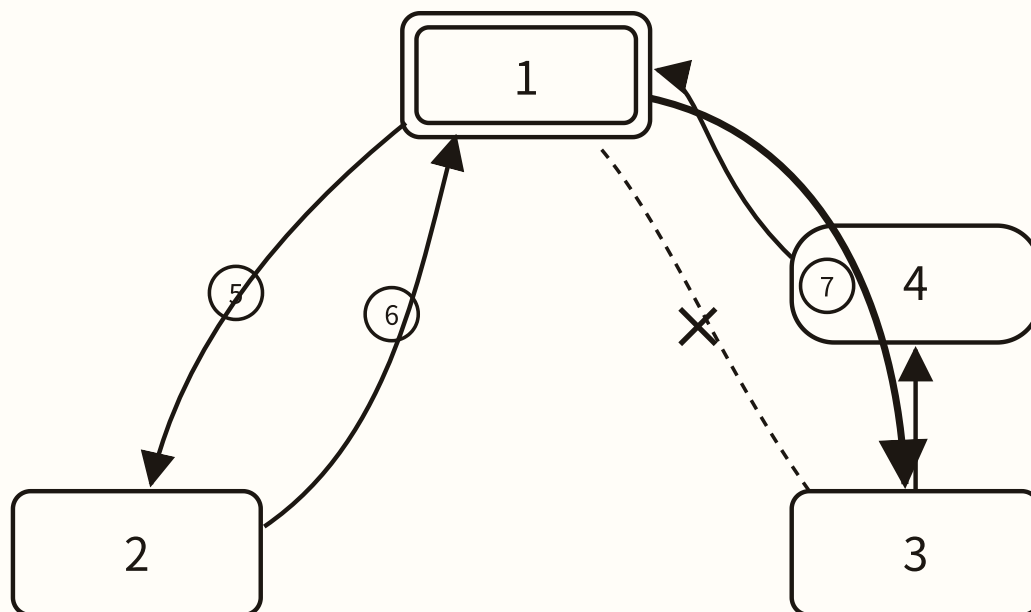
The number of Tactics a squad can hold is set by its grade.

Grade	Tactic slots
Mob (雑)	0–1 (holding position or 1 basic attack)
Minion (卒)	1 [Tactic:Kata] — base. An elite/special Minion may additionally hold 1 [Tactic:Aptitude].
Veteran (練)	Minion + 1 more (Kata or Stance)
Elite (將)	Veteran + 1 more — combat options nearly on par with an individual.
Lord (主)	A full character sheet (a faction trait is held as an Aptitude specialty).

※

Source: co-03-07 § 2.5 Squad tactic notation · co-06-06 § Squad tactics

5. Squad States — Active, Routed, Destroyed



❖ Squad state flow diagram

Number	Meaning
1	active
2	routed
3	destroyed
4	post-combat reformation (gold + season time)
5	Cohesion reaches 0
6	return — lull Presence (美) check success (Cohesion 1) or auto-rally post-combat
7	Wounds reach 0 or a direct "squad Destruction" declaration

A squad moves among three states. Because each state has **a different return path and recovery cost**, do not treat them interchangeably.

State	Cohesion	Wounds	Holds the field	Domination contribution	Return mid-combat	Post-combat handling
Active	≥ 1	≥ 1	Yes	Normal value by grade	—	Deploys as is to the next battle
Routed	0	≥ 1	Removed from the zone	0	Can return on a lull Presence (美) check	Auto-rallies before the next battle
Destroyed	—	0	Removed from the zone	0	Impossible	Reformation required (gold + season time)

Rout (崩壊) — Cohesion 0 = Breaking and Fleeing

The squad members have come apart and are in flight or hiding. **Their combat power is gone, but most are alive.** It triggers when Cohesion reaches 0 (unless prevented by the Pure Land Monk's "Amida's Shield" or the like).

- The squad is removed from the current zone and its Domination contribution becomes 0. It withdraws to the abstract "off-field" space and cannot receive orders during combat.
- **Return mid-combat (rescue)**: each lull you may make a $2d10 + \text{Presence (美)} \geq 13$ check. On success the squad returns at Cohesion **1** and is redeployed to a zone adjacent to you. Even on failure it does not convert to Destroyed, and you retry on the next lull.
- **Post-combat**: if 1 or more Wounds remain, it auto-recovers to Cohesion 1. Members, equipment, and experience are preserved, and it can deploy as is to the next battle.

Destruction (潰滅) — No Return to the Field

Most of the squad members are dead or incapacitated and the squad is **physically annihilated**. It triggers by one of the following: (i) the squad's Wounds reach 0, or (ii) a Heavenly Mandate table, a karma table, a masterwork, a secret art, and the like directly declares "squad Destruction."

- The squad is fully removed from the field, and thereafter **no return within the same battle is possible** by any means. Other squads of the same faction take Cohesion -1 as a morale blow.
- **Post-combat reformation** costs gold and season time. Before reformation you cannot deploy that squad, and 1 of your squad slots stands empty in the meantime.

Squad type	Reformation cost	Time required
Militia grade (bamboo spear · local)	Hiring cost × 2 (gold 6)	1 season
Mercenary-band grade (5 Minions)	Hiring cost × 2 (gold 16)	1 season
Bandit-band grade	Hiring cost × 2 (gold 10) or re-securing a plunder ground	1 season
Elite squad (Veteran or higher)	Usually hiring cost × 3 + 2 seasons (GM's discretion)	2 seasons
Includes a named lieutenant (Elite grade)	Permanent loss — requires the narrative of recruiting a new NPC	Per scenario

If a named lieutenant (Elite grade) is caught in the Destruction, that NPC is a permanent loss and becomes a narrative milestone.

※

Source: co-06-06 § Squad state system · § Rout · § Destruction

6. Squads and the Energy Economy

Squad command **runs on top of your Energy pool**. Keep a few things in mind together.

- **Orders are paid from your Energy.** Each order costs 2 Energy (1 Energy at Wisdom +2 or higher). Layer a Tactic on and the Tactic's added cost is added too.
- **Your Energy is shared between the squads and your own combat.** Swinging your own blade also takes Energy. If you spend two Squad Orders (2–4 Energy) in one round, that much less Energy is left for your own offense and defense. The balance between the command build and the combat build is precisely this allotment of Energy.
- **The order target is squads only.** A shikigami, a puppet, or an Elite-grade lieutenant does not move by a Squad Order (individual unit). Nor can it be a recipient of a "squad/lead-targeted" support such as a scholar's Energy transfer.
- **If you are incapacitated,** all squads immediately take Cohesion -1 and fall into a no-command state. The detailed behavior of a squad that has lost its commander follows the GM material.

※

Source: co-06-06 § Squad Orders · § Cohesion · co-06-00 § Core rules for individual units

7. Squad Type Comparison Table

Generic squads that belong to no faction are the troops you can most easily hire and work. They are bought with gold, conscripted in a village, or gathered from the back alleys. All the values below are as in the CO source.

Item	Mercenary Band (傭兵團)	Militia (民兵隊)	Bandit Band (盜賊團)
Grade	5 Minions	5 Minions	4 Minions
Wounds	1	1	1
Defense	12	10	11
Weapon	katana (2 Energy)	bamboo spear (2 Energy)	dagger (1 Energy)
Hiring cost	gold 8 / season	gold 3 / season	gold 5 / season or plunder allowed
Cohesion	2 (loyalty bought with money)	3 (defending the homeland)	2 (a band bound by profit)
Faction trait	None	None	None

Tactic summary

- **Mercenary Band** — `[Tactic:Kata] Mercenary's Blow` (added cost Base): $2d10 \geq \text{Defense}$. Remove 1–3 Minions (apply the hit-strength table) / Veteran+ Cohesion -1 or 1 Wound. A standard attack. • `[Tactic:Aptitude] Faithful to Gold`: pay gold 1 each lull for Cohesion +1 (max 4); -1 if unpaid.
- **Militia** — `[Tactic:Kata] Bamboo-Spear Charge` (added cost Base): $2d10-2 \geq \text{Defense}$. Remove 1–2 Minions (apply the hit-strength table, but up to 2 at most) / Veteran+ 1 Wound. Weak but cheap. • `[Tactic:Aptitude] Homeland Guard`: Cohesion +2 in your own domain zone, Cohesion -1 elsewhere.
- **Bandit Band** — `[Tactic:Kata] Ambush Plunder` (added cost Base, limit of 1 per round): triggers only while infiltrating. Remove 1–3 enemy Minions (apply the hit-strength table) + gain gold 1, and drop infiltration. • `[Tactic:Aptitude] Instinct to Flee`: auto-flees on reaching Cohesion 0 (Rout), but auto-returns at the lull (1).

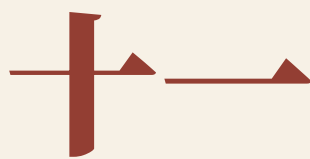
On promotion to Veteran grade: a Minion squad may become a **Veteran** by surviving 5 battles + GM judgment. This grants Wounds +1, Defense +1, and Tactic slot +1 (add 1 Kata or Stance), and the headcount drops through eliteization (e.g., 5 Minions → 3 Veterans). The base Cohesion also rises from 3 to **4**. Promotion is not achieved merely by filling a number of battles — it must carry narrative conviction.

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Source: **co-06-06** § Generic squads (Mercenary Band · Militia · Bandit Band) · § Squad promotion

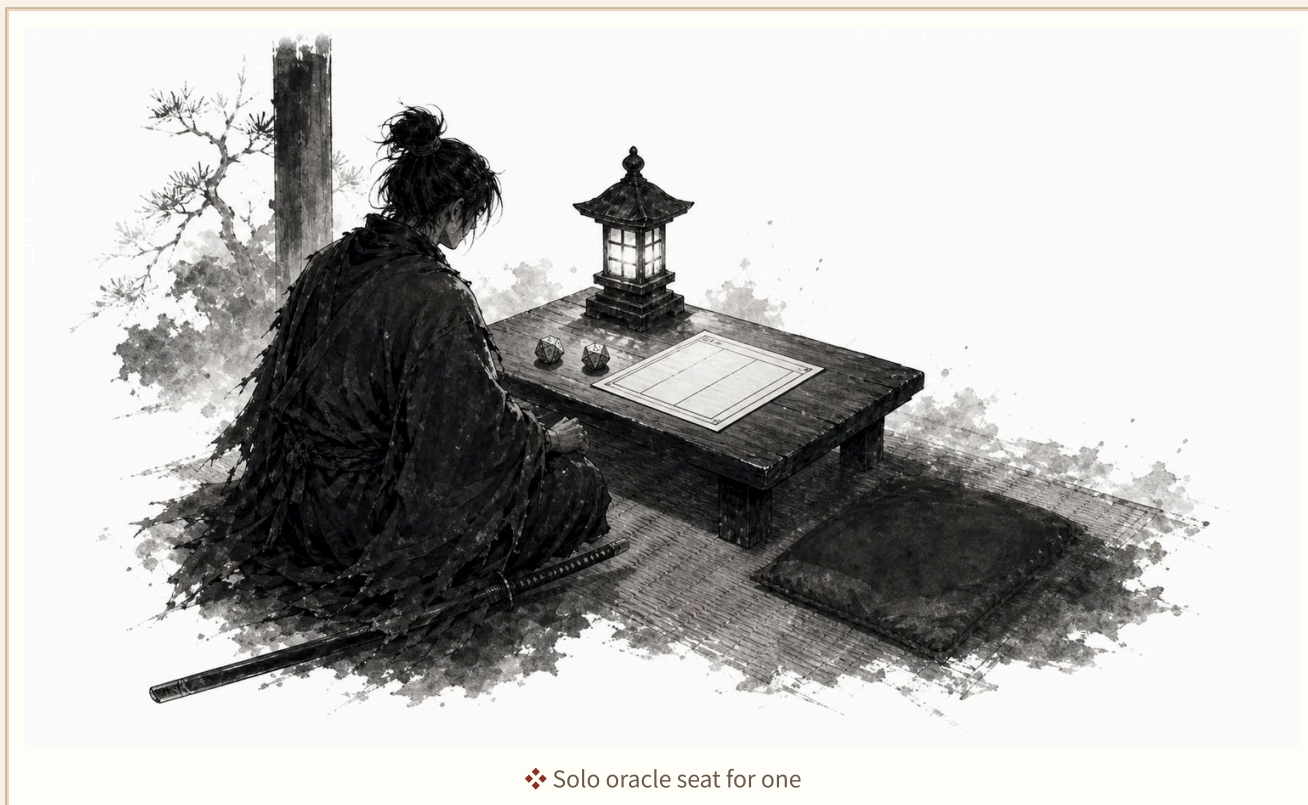
Summary

- **Squad = a bundle of 3–6 with the same grade (Minion/Veteran) + the same weapon.** It has no action of its own and moves only by a Squad Order, and its mere placement grants Domination. A shikigami, a puppet, or an Elite-grade lieutenant is an individual unit, so squad rules do not apply.
- **Cohesion base 3 (Veteran 4). 0 = Rout (breaking and fleeing).** Wounds 0 = Destruction (no return within the battle). Rescue a Rout with a lull $2d10 + \text{Presence} \geq 13$; reform a Destruction with gold + season.
- **Squad Order = your Energy 2 (1 at Wisdom +2 or higher).** Both orders and Tactics come out of your Energy, shared with your own combat.
- **Volley Fire decides even its strength with a single $2d10 \geq \text{Defense}$ roll** (total 13/17, Critical Hit, Heavenly Mandate).
- **Tactic = [Tactic:Kata/Stance/Aptitude]**. Activation cost = Squad Order cost + the Tactic's added cost. Slots are set by grade (Minion 1 Kata, Veteran +1, Elite +1).
- **3 generic squads:** Mercenary Band (Defense 12 · Cohesion 2 · gold 8), Militia (Defense 10 · Cohesion 3 · gold 3), Bandit Band (Defense 11 · Cohesion 2 · gold 5).



Solo Oracle

솔로 오라클 · ソロ神託



It is fine if you have no one to cross blades with yet. This chapter covers how, with no GM, you alone run a short adventure with this book alone. Having a companion is fine too — the oracle works just as it is even when a GM must open a world on the spot.

This chapter is the one layer in this book that is newly assembled. Even so, the tools you roll with do not change. There is no new die, no new table system. You lay onto the oracle the very grammar of 2d10, doubles, and the Critical Hit you have already learned. You simply hand the judgment the GM used to make — "is it there," "what does the enemy do" — over to the dice and a priority table.



This chapter is the **only new-rules layer** in the entire handbook. The solo oracle changes not a single other rule; it is an opt-in tool that fills only the GM's empty seat.

1. The Promises of a Table Without a GM

A table you run alone has no referee. So for the table to keep rolling, a few promises must be set down first.

- **You sit in two seats at once.** One is your character's seat — the seat that decides what you want and where you point the blade. The other is the world's seat — the seat that rolls for what the

world answers your character with. The oracle is the device that holds you back from taking sides in the second seat.

- **Ask honestly.** The oracle is useless on a question whose answer you have already decided. Roll only on questions whose answer really could go either way — "does a sentry stand at the end of the corridor," "did this merchant catch on to who I am."
- **Accept the result that comes.** If the oracle rolls "No," then in that world it is No. Do not reroll even if you dislike it. The unexpected result is precisely the force that keeps a table run alone alive.

The Scene-Framing Loop

Solo play rolls in units of scenes (scene). One scene goes once around the following four steps.

1. **Declare the goal** — decide in one sentence what your character means to accomplish in this scene. "Slip past the checkpoint," "learn the whereabouts of the yoma from the village headman."
2. **Oracle** — ask the oracle the facts you need to set up the scene (§ 2). "Is there a sentry at the checkpoint," "is the headman cooperative." If needed, roll here too for whether there is an encounter (§ 3).
3. **Check / Combat** — roll the actual check against the situation the oracle set up. For a skill check, follow the rules of Chapter 3; for combat, follow the solo combat procedure (§ 4).
4. **Record** — write in the journal what happened in this scene and what has been newly fixed into the world (§ 5). The next scene's goal usually grows from here.

When one loop ends, move to the next scene and declare a goal again. A campaign is this loop stacked up over many turns.



Source: The solo scene loop is a new rule of this handbook (a Chapter 11 layer). The check, combat, and skill rules used are themselves cited from Chapter 3 (co-03-03-07).

2. The Question Oracle

When a yes/no question you want to ask the world arises, roll the oracle. The grammar is just as you already know it.

How to Roll

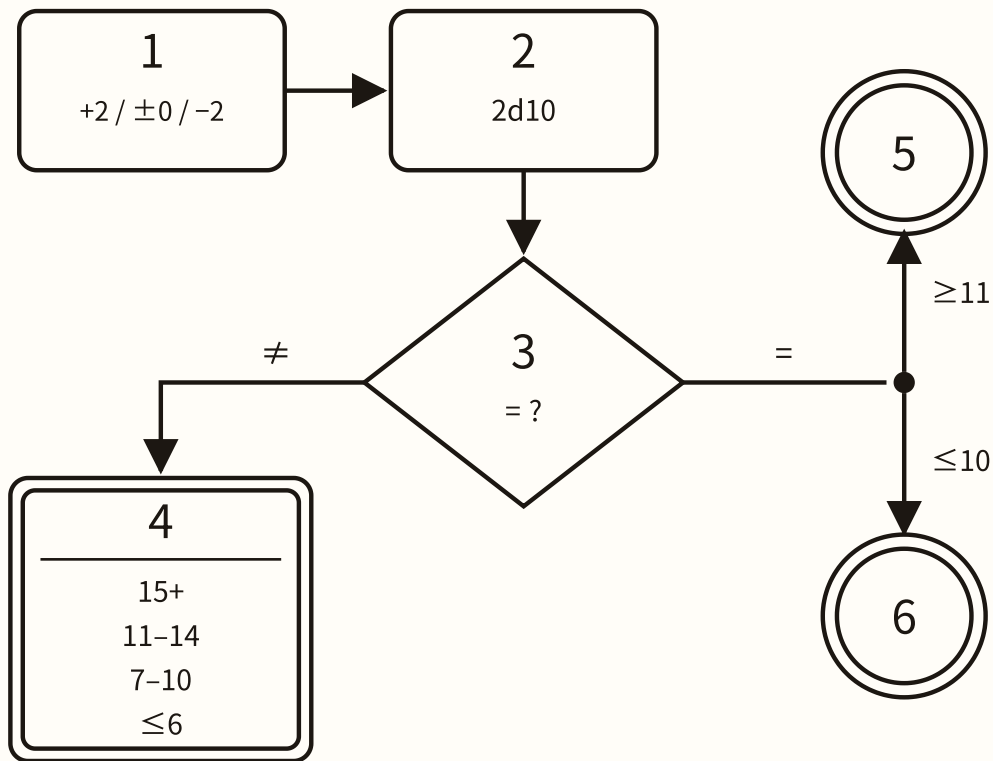
1. Gauge the **Likelihood** that the question comes true as one of three: **Likely**, **Even**, **Unlikely**.
2. Roll **2d10** and sum them, then add the **±2 modifier** according to Likelihood.
3. Read the value that comes up (modifier included) on the result table below.

Likelihood	Modifier	When
Likely	+2	It stands to reason. If things go as they naturally would, yes.
Even	± 0	It could go either way. Fifty-fifty.
Unlikely	-2	It would be a surprise. There is no good reason for it to be so.

If you cannot gauge it, use **Even**. The oracle is a rough estimate, not a calculation.

※

Source: The 2d10 summing, the bell curve, and the modifier grammar are from [co-03-01](#) § 2d10 basic check. The ± 2 Likelihood modifier and the 4-way result thresholds are a new rule of this handbook (a Chapter 11 layer).



❖ Question oracle flowchart

Number	Meaning
1	Choose likelihood — likely/normal/unlikely (+2/±0/-2)
2	2d10 + likelihood modifier
3	Check whether the dice are doubles
4	Read the 4-band result (when not doubles)
5	Good twist (doubles & final 11 or more)
6	Bad twist (doubles & final 10 or less)

Result Table (When Not Doubles)

Read the final value with the modifier added. If the two dice show the **same face**, go to the Twist rule below instead of this table.

Final Value	Result	Meaning
15 or more	Yes, and	Yes — and on top of it, something to your advantage comes with it.
11 – 14	Yes	Yes, just as asked.
7 – 10	No, but	No — yet a small opening or consolation remains.
6 or less	No	No, just as asked.

You fill in the "and" and the "but" with story. If **Yes, and** comes up for whether a sentry is "there" at the checkpoint — there is one, and on top of that he is dozing. If **No, but** comes up — there is none, but the footprints of a patrol that just passed are still wet.

Doubles = Twist

If the two dice show the **same face** (1-1, 2-2 ... 10-10), the oracle goes beyond a simple yes/no and delivers a **Twist**. It applies the grammar of the check's Critical Hit and Fumble as is.

- If the final value with the modifier added is **11 or more** → **Good Twist**. Yes, and dramatically so. A turn far more favorable than expected opens up. (corresponds to a Critical Hit)
- If the final value is **10 or less** → **Bad Twist**. No, and harshly so. The situation tangles far worse than expected. (corresponds to a Fumble)

A Twist is an event that swings the scene's direction hard. A new enemy bursting in, an unexpected betrayal, the discovery of a hidden passage, or the catastrophe of the ground giving way beneath your feet. What to put in is yours to decide, but treat its weight at the same grade as a Critical Hit or a Heavenly Mandate.

3. Encounters



When setting up a scene, if you need "what do I run into here," roll the encounter table. First ask the oracle whether there is an encounter (usually **Unlikely** to **Even**), and if there is, roll the tables below. Here we carry only the **Mob, Minion, and Veteran-grade** range you can roll lightly even on your own — the yoma above that are the core rulebook's domain.

Encounter Table (d10) — Mob, Minion, Veteran-grade

Roll one d10 and read what appears. The stats are carried over from the yoma bestiary of the core rulebook (co-08-02).

d 10	Encounter	Grade	Key Stats
1	Nothing	—	A phantom of sound alone. It passes leaving only tension.
2	Zakki (雑鬼) swarm	Mob	Wounds 0 (instant death on declaring an attack) · Domination 0.5. No action of its own.
3	Ayakashi (妖) corpse-fire	Mob (naval)	Wounds 0 · Domination 0.5. Helpless alone; dangerous when dozens gather.
4	Gaki (餓鬼)	Minion	Wounds 1 · Defense 10. Claw-rend (2 Energy, Courage, 1 Wound) · frenzied bite (friend or foe alike).
5	Yoko (妖狐)	Minion	Wounds 1 · Defense 11. Claw (2 Energy, Finesse, 1 Wound) · Disguise stance · illusion evasion (reservation 1 / improvised 2).
6	Funayurei (舟幽霊)	Minion (incorporeal)	Wounds 1 · Defense 12 · incorporeal (physical d100 01–50 negated). Bailing ladle (ship flooding) · fog-calling.
7	Ogumo (大蜘蛛)	Veteran	Wounds 3 · Defense 13. Venom fang (1 Wound + poison) · spider silk (binding, no movement 1 round).
8	Kappa (河童)	Veteran	Wounds 2 · Defense 12. Arm-stretch (binding) · shirikodama (2 Wounds to a bound target). If the dish dries, Wounds 0.
9	Wandering Minion/Veteran yoma	Minion– Veteran	One of 4–8 above roams with no commander . Acts independently with Energy 10 (8 if weak, 12 if strong).
10	Twist	—	Apply the oracle's doubles rule to the encounter. The presence of a higher-grade yoma, or an unexpected ally. Decide it to fit this table's context.

The stats in this table are enough to run combat on their own. If you want the full sheet, with its defensive techniques and special effects, it is in the yoma bestiary of the core rulebook (co-08-02).

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Source: The Mob, Minion, and Veteran stat blocks are all from **co-08-02** (Zakki, Ayakashi, Gaki, Yoko, Funayurei, Ogumo, Kappa). The wandering-yoma Energy 10 rule = **co-08-02** § wandering yoma.

Scent (香) Roll Table (d10) — The Encounter's First Impression

Whatever you have run into, that being comes first by **Scent (香)** before it comes into sight. Once the encounter is set, roll d10 once more to set that first impression. The descriptions below draw each individual's traits from the Scent passages of the core rulebook's yoma bestiary and compress them.

d1 0	First Impression (Scent)	Source Individual
1	A sound like a thin whistle flickers at knee height. If a blade grazes it, it simply scatters.	Zakki
2	The rasp of dry hide and the sound of swallowing come first. Its hunger does not tell friend from foe.	Gaki
3	A wild dog's crouch sliding through the underbrush — turn around, and it stands at your side wearing a fellow traveler's face.	Yoko
4	The mist thickens, and an empty boat draws near without a sound. Pale hands grope along the gunwale.	Funayurei
5	Sticky threads cling to your face. Raise your gaze, and in the dark eight eyes gleam at once.	Ogumo
6	The water pooled in the shallow dish atop its crown sloshes. Slick blue-green skin luring you to the water's edge.	Kappa
7	The calm water surface seethes for no reason, and pale corpse-fire spreads across dozens of points.	Ayakashi
8	The ground rumbles, and a low growl mixed with snorting breath is heard first. Something far larger than a man.	(a higher-grade presence — oni kind)
9	An omen of wind comes ahead. A gust rises in the valley, and something looks down from atop the mountain.	(a higher-grade presence — tengu kind)
10	No footsteps, only a chill comes ahead. The scrape of armor scales rubbing of their own accord. A premonition that the blade will pass through nothing.	(an incorporeal presence — onryo kind)

8–10 are Scents that hint at the presence of a higher-grade being not on the table. If what came from the encounter table and this Scent are at odds, take that very discord as a clue — the real thing may not yet have shown itself.



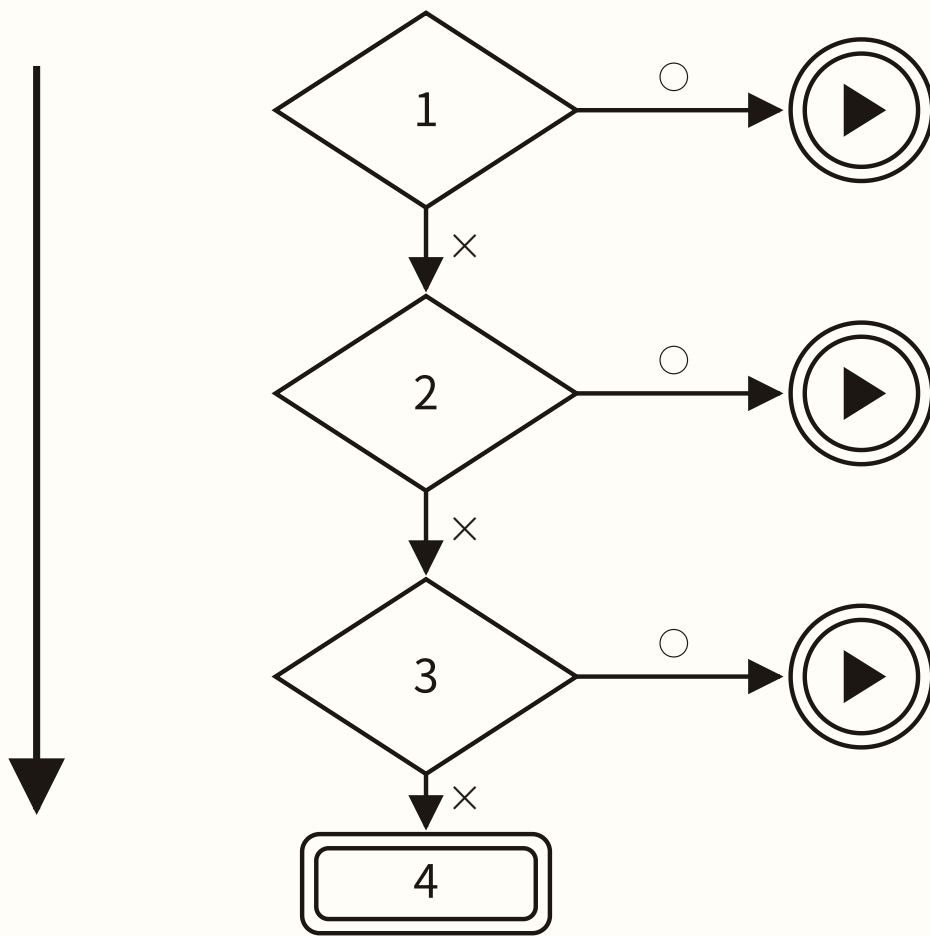
Source: The Scent descriptions are an abridgment of the § Scent original text for each individual in **co-08-02** (Zakki, Gaki, Yoko, Funayurei, Ogumo, Kappa, Ayakashi, and the presence of oni, tengu, and onryo).

4. The Solo Combat Procedure

Once you enter combat, the GM does not move the enemy for you. In its place, an **enemy action priority script** takes that seat. When the enemy's turn (its own count) comes, run down the order below from the top and execute the **first executable item**. If you cannot meet a condition, drop to the next item.

Enemy Action Priority Script

1. **Stance [stance]** — if no stance is being maintained, there is Energy to spare, and this enemy has a stance technique, declare it first. (A stance is 1 at a time.)
2. **Limited technique (limited special attack)** — if there is a `[License]` technique or a strong technique with a limited number of uses like "1 per round" or "1 per combat," and it can still be used in that table, use this. Do not save it.
3. **Basic attack** — if the two above are impossible, fill a single breath with the standard attack technique (Attack A / Attack B, whichever's to-hit is favorable).
4. **Reservation (defensive reservation)** — if there is no spare strength to attack, or the next hit is plainly foreseeable, reserve a defensive technique with the leftover Energy.



❖ Solo combat enemy priority diagram

Number	Priority
1	Stance
2	Limited technique
3	Basic attack
4	Reserve
○	condition met — execute that item and end this turn
×	condition not met — go to the next item

This script is **the same rule as the enemy-AI policy of the Combat Simulator** published on the official site — stance → limited technique → basic attack → reservation. Because the book and the tool use the same algorithm, the combat balance verified with the tool holds just the same when you roll it by hand at the table.

※

Source: The priority script = the same as the AI policy of the official Combat Simulator (carried on the site). The 1 stance slot, reservation/improvised, [License], and the round/combat limits are cited from co-03-04 · co-03-07.

Handling Targets and Checks

- **Target selection:** In a 1:1, there is only one opponent. If you have a squad along (see Chapter 10), the enemy, unless it is an enemy squad following the squad-order rules, by default aims at your character (the most threatening unit).
- **To-hit / damage:** The enemy's attack check and damage are just as in the rules of Chapter 3. Roll to-hit with $2d10 + \text{attribute} + \text{proficiency} \geq \text{your Defense}$, and a hit = **1 Wound**, a Critical Hit (doubles + success) = **2 Wounds** (that value if the weapon states one). There is no damage roll.
- **Your defense:** If there is a defensive technique reserved against the enemy's attack, it fires at 0 Energy. With no reservation you may use an improvised reaction, but the cost is **1.5 × the base reservation cost (rounded up)**. There is 1 defensive reaction per hit.
- **Fate Intervention:** A character with Fate (Fate) can adjust one d10 by ± 1 right after rolling 2d10. Once per combat for each point of the Fate modifier (at least 1 time even if Fate is low). The last intervention can be saved as a final bastion to make the to-hit of a lethal blow that would drop you to Wounds 0 miss outright.

Win and Loss — A Design Where You Do Not Die

Solo combat too follows the Chapter 3 incapacitation rule. When Wounds reach 0, that unit is incapacitated and removed from the battlefield. On a table run alone, however, it is recommended to treat **defeat not as death but as a branch** — you are captured, or driven off, or escape alive having lost something important. Either way, the story continues. If life or death is at stake after combat ends, roll the death check ($2d10 + \max(\text{Physique}, \text{Fate}) \geq 11$, surviving gravely wounded on success).

※

Source: To-hit, damage, the Critical Hit 2 Wounds, Fate Intervention, incapacitation, and the death check are cited from co-03-01 · co-03-05. The "defeat = branch" recommendation is this handbook's solo design (a Chapter 11 layer).

5. The Journaling Format

On a table run alone, the journal stands in for the GM's notes. If you do not write down what has been fixed into the world, you will ask the oracle the same question again in the next scene. The format is free, but if you fill the five fields below for each scene, the table will not come apart.

```

♦ Scene N — [Title]
Goal      : (what you tried to accomplish in this scene)
Oracle    : (question → Likelihood → result. e.g., "is there a sentry / Even / No, but — the footprints are
wet")
Turn      : (what actually happened through the check/combat, two or three lines)
Fixed     : (facts newly set into the world — not to be re-asked of the oracle next time)
Next      : (the thread of the next scene that grew from here)

```

The "Fixed" field is the heart of this format. Gather here the answers the oracle gave, the identities of the yoma you met, and the names and places you learned, and it becomes your own world dictionary. The longer the campaign runs, the more this list holds up the table.

A Worked Example of a Single Scene

Let us actually roll the first scene of the Exorcism Pilgrimage seed (§ 6) with **Masamune (1st dan)** from the Chapter 5 walkthrough.

Scene goal: "Uncover the identity of what plagues this village."

- **Question 1** — "Is the headman telling the whole truth?" He seems frightened, so gauge it as **Even** (± 0). $2d10 = [6, 3]$, sum 9 → the 7–10 band, **No, but**. It is not a lie — yet he is not telling all of it either. He is afraid of something.
- **Question 2** — "Does what he is hiding have to do with the yoma?" You saw a torn ward at the village entrance, so **Likely** (+2). $2d10 = [5, 5]$ — **doubles**. Sum $10+2 = 12$, 11 or more → **Good Twist**. Yes, and dramatically so — the headman breaks down and confesses. For the past three days, he says, his daughter's laughter has been heard from the shrine on the hill behind. His dead daughter's.
- **Encounter** — the shrine path at dusk. Is there an encounter? **Even**. $[8, 4]$, sum 12 → **Yes**. Encounter table (§ 3) $d10 = 7$ — **Ogumo** (Veteran, Wounds 3 · Defense 13). Scent roll $d10 = 5$ — "Sticky threads cling to your face..." The apparition of the shrine was no mere fox, but a spider.
- **The first breath of combat** — Masamune (Energy 11) moves first. Horizontal cut (2) $[7, 4]$, sum $11+3$ (Courage + swordsmanship) = $14 \geq 13$, a hit; Ogumo's Wounds $3 \rightarrow 2$. Horizontal cut (2) $[3, 5]$, sum $8+3 = 11 < 13$, a miss. With the leftover Energy, reserve a Parry (1). Now it is Ogumo's count — run down from ② limited technique of the enemy script (§ 4): it attempts spider silk (binding). From there it flows on just as in the rules of Chapter 3.

When combat ends, write it in the journal.

◆ Scene 1 – The Laughter at the Shrine

Goal : uncover the identity of what plagues the village

Oracle : does the headman tell the whole truth / Even / No, but – he is afraid

does what he hides have to do with the yoma / Likely / Good Twist – a dead daughter's laughter

Turn : engaged Ogumo on the shrine path. Shaved off 1 Wound on the first round and parried the spider silk

Fixed : the headman's daughter is dead · an Ogumo dwells at the shrine · the ward at the entrance was torn

Next : what was the daughter's "laughter" – the spider's illusion, or something else

Two questions, one encounter, one breath of combat — this much is the actual bulk of a single scene. The three lines of the "Fixed" field become the foothold for the next scene.

6. 3 Campaign Seeds

If you are at a loss for what to set as your goal, start from one of the three seeds below. Each seed sets the goal of the first scene and the grain of the questions you will often put to the oracle.

The Wandering Swordsman (放浪劍客)

A swordsman who walks the road with no fixed destination. Moving from village to village, wherever he goes he seeks an opponent to test himself against and builds up a name. The first scene's goal is usually "find a swordsman worth crossing blades with in this town." Ask the oracle about the opponent's skill, temperament, and the pretext of the duel. If you want to roll out each and every duel for real, swap in the **hatashiai rules (zn10, "The One-Ma Duel")** — a mini-engine that handles a 1:1 duel by aiming distance (ma) rather than by zone, letting you actually cross blades with the swordmasters of fc03's Chronicle of Japanese Swordmasters. More than the win or loss, carve into the journal the Renown Title built up in the process and what you lose even in victory.

The Exorcism Pilgrimage (退魔巡禮)

A pilgrim who tours, one by one, lands tormented by yoma. When you quell one town's calamity, the rumor of the next town calls. The first scene's goal is "uncover the identity of what plagues this village." This is the seed that uses the oracle and the encounter table (§ 3) most actively — you will keep asking what appears, what its weakness is, whether the villagers' words are true. The yoma you meet start at Mob, Minion, and Veteran-grade, and you track with the oracle whether an Elite or Lord-grade lies behind them. If you take the discord of the Scent (香) roll table as a clue, the tension of "the real thing is still hidden" comes alive.

The Restoration of the House (家門再建)

The last scion of a house fallen in the wars. A long-breathed seed of gathering the scattered old retainers again, reclaiming the lost home ground, and counting the foes. The first scene's goal is "find

the whereabouts of one old retainer." Ask the oracle often about the human heart — is this one still loyal, is this alliance to be trusted, who lies behind the rumor. Since negotiation and decision tend to be the center more than combat, it is especially important to keep piling up figures and relationships in the journal's "Fixed" field. As the gathered number grows, it naturally swells into scenes of leading a squad (Chapter 10).

| Summary

- **The scene loop:** Declare the goal → Oracle → Check/Combat → Record. This one loop is the unit of solo play.
- **The oracle:** 2d10 + Likelihood modifier (Likely +2 / Even ± 0 / Unlikely -2). Final value 15 $\uparrow$ = Yes, and $\cdot$ 11–14 = Yes $\cdot$ 7–10 = No, but $\cdot$ 6 $\downarrow$ = No. **Doubles = Twist** (value 11 $\uparrow$ Good, 10 $\downarrow$ Bad — applying the Critical Hit and Fumble).
- **Encounters:** The d10 encounter table (Mob, Minion, Veteran-grade, cited from co-08-02) + the d10 Scent roll table for the first impression.
- **Solo combat:** The enemy moves by the priority script (stance → limited technique → basic attack → reservation) — the same as the combat-sim AI policy. Defeat = branch.
- **The journal:** the five fields of Goal, Oracle, Turn, Fixed, Next. "Fixed" becomes your own world dictionary.
- **Seeds:** The Wandering Swordsman (hatashiai $\cdot$ zn10 tie-in) $\cdot$ The Exorcism Pilgrimage $\cdot$ The Restoration of the House.



The First Sword

첫 검 · 最初の剣

※

You just made a character. Now walk that character through a single night.

※

This chapter is a **numbered-paragraph gamebook** you read and run alone, without a GM. It is not a book to read in order — each time you are told to, you find that number (¶) and jump to it. The rules open one at a time. At first, two dice, this book, and the sheet you just made are enough.

Before You Begin

What you need is **two 10-sided dice**, **the 1st-dan character sheet you made**, and this book. It does not matter whether you built it with the web builder or used one of the 3 walkthrough characters (samurai, onmyoji, entertainer) as is. Any class can walk this night to the end.

This gamebook **specifies checks loosely**. In many places, instead of "roll Perception," it says "roll with the highest of your attributes." Whatever your character is, the meaning is: cut through this night with your own strengths. When a rules term first appears, it is explained briefly on the spot, and if you want to know more, it points you to the combat-rules chapter (→ **Chapter 3**).

You do not die. Even if you fall this night, the story does not end — a defeated paragraph simply leads to another branch. Roll with an easy heart. The mistakes you learn here will save you at a real table.

To begin, go to ¶ 1.

¶1



It has been a while since the late-summer sun went down beyond the ridgeline. You stand at the mouth of the border village of **Karasuzawa** (烏澤). The legs that carried you half a day are heavy. The village is strangely quiet — the smoke of evening cooking rises, yet there is no barking of dogs, no crying of children.

In your breast is a folded sheet of paper. A public notice posted by the neighboring district's magistrate. *In the past half-month, five have vanished from Karasuzawa. They went out at night and did not return. A reward to whoever brings the reason to light.* Whether you came coveting the reward or were merely passing through, one thing is certain: right now you are standing here.

At the well at the village's edge, an old woman looks at you, the well-bucket dangling from her hand. Her eyes are frightened, but she does not drive off a stranger with a sword.

- To ask the old woman about the vanished → ¶2
- To go straight into the village without a word → ¶3

¶2

"If you mean the folk who vanished—" the old woman's voice cracks. "It's that bamboo grove on the back mountain. They all went that way. To cut wood, to gather mushrooms. And they don't come

back. Yesterday it was Magoroku's youngest...." She cannot go on.

Here you open the first rule of this game — the **check**.

※

Rule Unlocked ① The First Check. When you attempt something and neither success nor failure is certain, you roll the dice. Roll two 10-sided dice **at once** and **sum** them (2–20, average 11). To this you add the relevant **attribute modifier** (-3 to +3), and if you have a helpful **skill**, its proficiency bonus too. If that sum is **at or above the target number**, it is a success.

`2d10 + attribute + (skill) >= target number`

The target number is usually odd. Easy 7, Moderate 9, Standard 11, Hard 13. This gamebook tells you the target number as you go.

Source: [co-03-01](#) § the 2d10 basic check · [co-03-03](#) § basic check

Judge whether the old woman's words are true or blown up out of fear. Roll with **the highest of your attributes** (reading people, so Presence or Wisdom suits, but anything will do). Target number **9** (Moderate).

- If the sum is 9 or higher → ¶ 4
- If the sum is below 9 → ¶ 5

¶ 3

You pass the old woman by and step onto the road into the village. Past a few houses the doors stay shut, and only gazes follow you through the cracks in the shutters. At the road's end a man blocks the way, gripping a spade. The head of the village vigilantes, **Sohachi (惣八)**. Broad-shouldered and fierce-eyed, but beneath that fierceness a weary fear shows through.

"A swordsman. Sent by the magistrate?" He lowers the spade. "I won't stop you. But know this — there is something in that bamboo grove on the back mountain. It wears a human shape, which makes it worse." He jerks his chin toward the grove. "I have four of our young men standing guard with spears, but I never thought they could face such things."

From Sohachi you have learned of the **vigilante band**. When this night deepens, those four will be of use.

To go to the bamboo grove → ¶ 4

¶4



You stand at the mouth of the bamboo grove, black and overgrown, behind the village. The bamboo rustles without wind. The ground is a tangle of footprints — many trails lead **in** toward the village, but there are no trails leading **out**. The old woman's words were true.

Ten paces into the forest, something flickers underfoot. Dim, weightless shapes at knee height. Leaking a thin whistling sound, they swarm and fill the space around you.

※

(This is your first enemy. They look fearsome, but — as you will soon learn — they are nothing to cut down.)

Next you open the second rule of this game, **combat**. → ¶6

¶5

The old woman's words are rambling, and you cannot sort the frightened elder's exaggeration from the truth. "Come back, come back now..." she mutters, and drops the well-bucket. From the bottom of the well rises a hollow thud.

Even on a failure the story moves on — only unprepared. Not knowing exactly where the vanished went, you follow with your eyes only the black bamboo grove behind the village. There is nowhere to go but there.

※

Failure makes a scene too. This is a game where the moment a low roll fails is the moment that opens the next scene. Do not take failure as a punishment. It is only opening a door while underprepared.

To head for the bamboo grove → ¶4

¶6



by GPT image 2

❖ Mob-spirit silhouette spot

※

Rule Unlocked ② The First Combat — Energy and Breath. Combat has a countdown (a count). Every unit has **Energy**, and the higher the Energy, the sooner it moves. Your character's **max Energy = 10 + Finesse (技)**. Finesse +1 means Energy 11, Finesse +0 means 10.

When your turn (count) comes, you act for **one breath**. The Energy you can spend in one breath is **5 by default**. Within that, you pick and combine several actions (maneuvers) — for instance, an uchigatana horizontal cut (2 Energy) + horizontal cut (2 Energy) + a reserved parry (1 Energy) = 5 Energy.

When you use up your Energy, it passes to the next unit, and when everyone has spent their Energy, a **Lull Phase** comes, after which Energy returns to its maximum.

Source: [co-03-04](#) § the dual role of Energy · § one breath · [co-03-06](#) § the structure of the round

Now the things before you — **lesser yoma (雑鬼)**. Look at the stat block.

```
lesser yoma (雑鬼) - Mob
Wounds 0, Domination +0.5
Techniques: none. Its very existence contributes to Domination.
```

※

Source: [co-08-02](#) § lesser yoma (Mob)

That **Wounds is 0** is the key.

※

Rule: Wounds and Attack. How many mortal wounds a unit endures is counted as **Wounds**. If your attack hits at or above the target's **Defense**, it shaves off **1 Wound**. When Wounds reaches 0, that unit falls.

```
2d10 + Courage (勇) + (weapon skill) >= target's Defense → success = 1 Wound.
```

But a **Mob** has Wounds 0, so it **dies instantly just on declaring an attack**. You need not even roll.

Source: [co-03-05](#) § Wounds · § incapacitation

Declare that you swing your sword at the swarm of lesser yoma. There is no check. Each time your blade so much as grazes one, a lesser yoma scatters like mist. It is a warmup with nothing to fear — but let us learn the **feel of spending breath** here.

- Scatter the swarm calmly, one breath at a time, without haste (sparing your Energy) → ¶ 7
- Drive in all at once and sweep the swarm away in one go (pouring in Energy) → ¶ 8

¶7

In one breath, two cuts (2 Energy each) mean two lesser yoma, three cuts mean three — this way you cut only as far as your Energy reaches. The basic limit of one breath is 5 Energy, so a 2-Energy cut fits two to a breath comfortably, and a third goes over your Energy. When your Energy runs out, that breath is over, and you wait for the next count.

※

Why you must not exceed one breath. If you spend Energy over the one-breath limit (5 by default), an **Overload** check is triggered. Against lesser yoma there is no reason to, but before a strong foe this limit splits life from death. For now, just work into your body how much you can spend in one breath.

Source: co-03-04 § Overload

Repeat two or three breaths and the swarm is cleared. Calmly, with no waste. To go in deeper → ¶9

¶8

You drive in as far as you can cut in one breath — two 2-Energy cuts is 4 Energy, and two lesser yoma scatter. With the remaining 1 Energy you cannot cut a third (every maneuver is at least 1 Energy, but a cut is 2 Energy), so that breath ends there.

※

Energy is time itself. The Energy you can spend in one breath is fixed (5 by default), and once it is spent you must wait for the next count. Driving in clears things fast, but if you have no Energy left in an urgent moment, you cannot answer the enemy's blow. There is no cost now — but soon this balance will matter.

Source: co-03-04 § one breath · § handling Energy cost

In a few breaths the swarm is cleared. It was fiery, but you will soon learn to spare your Energy too. To go in deeper → ¶9

¶9

The deeper the bamboo grove, the heavier the air. Black stains grow on the soil underfoot — dried bloodstains. In a clearing ahead, a single gray shape crouches with its back turned, gnawing at something. Only its belly is swollen like a drum, and its limbs are like dry branches. The sound of dry hide rubbing and of swallowing spit reaches you first.

A **gaki** (餓鬼). Unlike a lesser yoma, this one does not scatter in one blow.

gaki (餓鬼) — Minion

Wounds 1, Defense 10, Domination +2 (squad of 5)

Techniques:

- Claw Rend – $2d10 + \text{Courage (+0)} \geq \text{Defense}$ | 1 Wound. Attacks friend or foe alike.
- Frenzied Bite – $2d10 + \text{Physique (+0)} \geq \text{Defense}$ | no damage. Target's next attack -1 (Fear).

※

Source: co-08-02 § gaki (Minion)

This gaki is one that broke off from the swarm and wandered alone. A Minion-grade yoma wandering solo with no commander is treated as having **Energy 10**, so it joins the count on its own and charges at you.

※

Source: co-08-02 § wandering yoma (Minion/Veteran with no commander)

The gaki senses a human presence and whips around. Its eyes, glistening with hunger, turn to you. Now it is **your and the gaki's Energy countdown**.

- If your Energy is higher than the gaki's (Finesse +1 or more means Energy 11 or more → you go first) → ¶ 10
- If your Energy is equal to or lower than the gaki's (Finesse +0 or lower) → ¶ 11

¶ 10

Now it is your breath — whether you moved first because your Energy was higher, or you dodged its first claw and won the turn. You can slip the blade in before the gaki takes its stance again.

Roll the attack. With the weapon in your hand — $2d10 + \text{Courage} + (\text{Swordsmanship or the relevant weapon skill if you have it})$. The gaki's Defense is **10**. A character with a spear rolls a yari thrust (Courage), a dagger a thrust (Courage). Bare-handed, it is an Unarmed Combat strike (Courage).

- If the sum is 10 or higher → ¶ 13
- If the sum is below 10 → ¶ 14

¶ 11

The gaki is faster than you. The count runs from higher Energy, so **the gaki charges first**. It rears its claws and leaps in — **Claw Rend**, rolled as $2d10 + \text{Courage (+0)}$. If it is at or above your Defense, you lose 1 Wound (a PC's base Defense is **10** without armor, 12 in light armor).

Roll this check yourself, in the gaki's place, and confirm the result (in solo, you roll the enemy's rolls too). To the rolled sum, add a Courage modifier of 0.

- If the gaki's sum is below your Defense (a miss) → ¶ 10
- If the gaki's sum is at or above your Defense (a hit, 1 Wound lost) → ¶ 12

¶ 12

The gaki's claw grazes your shoulder. You lost 1 Wound. Mark it on your sheet. It hurts, but you can still stand.

This time it exposed itself. The breath for a counter has come, so now it is time to learn the third rule, **reserved defense**. → ¶ 15

¶ 13

Your blade's tip drives into the gaki's dry torso. Being a Minion with 1 Wound, **one hit brings it down**. The gaki collapses like a dry leaf and fades to black.

With no time to catch your breath, another presence stirs from deeper in the bamboo grove. A shadow that slides through the underbrush in a low, wild-dog posture. This one differs from the last — to face it, you must know **how to block**.

To learn defense → ¶ 15

¶ 14

Your blade cleaved the empty air. The gaki twisted aside and dodged. A starving beast's reflexes are quick. In the next moment it rears its claws and drives in.

What you learn here is **how to block** — the art of turning aside the enemy's blow, instead of blindly cutting again. → ¶ 15

¶ 15

※

Rule Unlocked ③ Reserved Defense. A weapon has not only attack techniques but **defense techniques** too. Things like a katana's "parry," a yari's "feint," a shield's "shield block." A defense technique is used in two ways.

- **Reservation:** within your own breath, you pay Energy in advance to take up a defensive stance. Reserve it this way, and when the enemy's attack comes, it triggers for **0 Energy** (you already paid).
- **Improvised reaction:** if you did not reserve it and try to block in haste, you must pay **1.5 times the base cost (rounded)** on the spot.

A katana parry is reserve **1 Energy** / improvised **2 Energy**. A reserved defense is **consumed once it triggers**.

Source: [co-03-04](#) § reservation · [co-03-07](#) § defense techniques

If you have a weapon with a defense technique (katana, yari, dagger, shield, etc.), choose how to spend your next breath. With no weapon or bare-handed, you use Unarmed Combat's "push away."

- To **reserve** your defense in advance (pay the Energy first) → ¶ 16
- To not reserve, and **block improvised** when the enemy strikes → ¶ 17

¶ 16

This breath, you reserve a defense technique. For a katana, 1 Energy to reserve a parry; for a yari, 2 Energy to reserve a feint. You set the blade at a slant, a stance that waits for the opponent's trajectory.

The shadow sliding through the underbrush leaps up — the form of a wild fox, the pup of a **yoko (妖狐)**. It rears its claws and charges at you. Thanks to the reservation, you trigger the parry for **0 Energy**. If **2d10 + Finesse (技)** is at or above its attack check, it is fully nullified.

Roll. Take the yoko pup's attack check as already rolled, and set the target number at **11**.

- If the sum is 11 or higher (a successful turn-aside) → ¶ 19
- If the sum is below 11 (failed to block) → ¶ 18

¶ 17

You do not reserve a defense, and you wait for the opponent in your attack stance. The shadow sliding through the underbrush leaps up — the pup of a **yoko (妖狐)**. Its claws flash.

To block in haste, you must pay Energy now. Being an **improvised reaction**, it is 1.5 times the base cost — for a katana parry, 2 Energy. What would have been free had you reserved it costs more because you react in haste. This is the difference between reservation and improvisation.

Roll the parry improvised. $2d10 + \text{Finesse}$, target number **11**.

- If the sum is 11 or higher (blocked, but you spent extra Energy) → **¶ 19**
- If the sum is below 11 (failed to block) → **¶ 18**

¶ 18

The defense came late. The yoko pup's claw rakes your forearm. You lose 1 Wound (mark it on your sheet). But it too drove in so deep that it exposed itself. Next is your turn.

Now the counter — and in the moment of the counter, you meet the most dramatic rule in this game.
→ **¶ 20**

¶ 19

Blade and claw clash. You read the opponent's trajectory exactly and let it slide off. The yoko pup is flung back, lands, and bares its teeth. There is no damage. Whether you reserved it or blocked in haste, a block is a block.

Now it has shown an opening. The breath for a counter — here you meet the most dramatic rule in this game. → **¶ 20**

¶ 20

※

Rule Unlocked ④ Critical Hit and Fumble. When you roll 2d10 and **both dice show the same face** (e.g. 6 and 6), it is a **double**. A double comes up about one time in 10, and, meeting the check's success/failure, it makes a dramatic result.

- **Double + success = Critical Hit (会心).** For an attack, it shaves off **2 Wounds** (twice the usual).
- **Double + failure = Fumble (失着).** Your stance breaks and you become **Defenseless** (Defense -4, until your next turn).

And if you have the **Fate (運)** attribute, you can use **Fate Intervention**. Immediately after rolling, adjust one die's face by **±1**. For instance, if a 5 and a 4 come up, push the 4 up to a 5 to make a 5-5 double and aim for a Critical Hit. The number of interventions is as many as your Fate modifier; even with low Fate, at least 1 use per combat is guaranteed.

Source: co-03-01 § double · § Fate Intervention · co-03-05 § Critical Hit · § Fumble · § Defenseless

Counter against the yoko pup. **2d10 + Courage + (weapon skill)**, and the yoko's Defense is **11**. Look closely at the two faces you rolled.

- If the **two faces are the same (a double) and the hit succeeds** → ¶ 21
- If the **two faces are the same (a double) and the hit fails** → ¶ 22
- If it is not a double and the **hit succeeds** → ¶ 23
- If it is not a double and the **hit fails** → ¶ 22

※

If you want to use Fate: if the two faces came up one apart (e.g. 5-6) and the hit also succeeded, you can use Fate Intervention to push the 5 up to a 6, make a double, and go to ¶ 21. For a character with Fate, this single move calls up a Critical Hit.

¶ 21

It is a Critical Hit. The two dice point to the same face, and the blade's tip is drawn in perfectly. The instant when the opponent's opening, your breath, and the blade's arc converge to a single point. The yoko pup had only 1 Wound, but the Critical Hit's **2 Wounds** overtakes that in one stroke. It is cut in two and scatters into black mist.

A brief silence in that spot. You have just seen the heart of this game — the moment when a single roll overturns the board.

From deeper in the forest come human voices. The urgent shouts of young men. → ¶ 24

¶ 22

It is a Fumble — or you simply missed. If the two faces were the same (a Fumble), your stance broke and you became **Defenseless**. Your Defense drops to -4, and you can take no new stance and no defensive reservation. When your next turn comes, it lifts automatically. If you simply missed, there is no Defenseless, but the yoko pup is still alive.

It does not miss the chance and drives in again. The claw grazes — you lose 1 Wound (had you been Defenseless, it would have been hard to dodge; mark it on your sheet).

Still, the yoko pup is only a spent beast. Slip the blade in again on the next breath — this time with nothing to roll — and it, already covered in wounds, falls. The black mist scatters.

※

Even if you fall, you do not die. Even if you were beaten all through this night and your Wounds reached 0, in this gamebook you do not die. You only kneel for a moment, and the story continues to the next paragraph. Roll on with an easy heart.

From deeper in the forest come human voices. The urgent shouts of young men. → ¶ 24

¶ 23

Your blade cut straight through the yoko pup's torso. It was not a Critical Hit, but for one with 1 Wound **a single hit is enough**. With a yelp it scatters into black mist.

A clean stroke. It had none of a Critical Hit's flourish, but it did exactly what was needed.

From deeper in the forest come human voices. The urgent shouts of young men. → ¶ 24

¶ 24

Pushing through the bamboo grove, you come to a small clearing. Four young men with spears crouch back to back. The village vigilante band Sohachi spoke of — no, it seems they chased this far in. Their eyes waver with fear. Their spear-tips aim in all directions, but they do not know what to aim at.

"Master swordsman!" one cries. "Those things — those things have faces. The faces of the vanished! Which is the real one—"

Here you gain a **squad**. How you handle these four splits the next fight. → ¶ 25

¶25

※

Rule Unlocked ⑤ A Taste of Squads. A squad does not move on its own — the **commander (you)** must issue a **Squad Order** on your own breath for it to move. The order costs **2 Energy**, and if Wisdom (智) is +2 or higher it drops to **1 Energy**.

A squad is managed with a single number — its **Cohesion (morale)**. This vigilante band's Cohesion is low (frightened villagers, so **2**). If Cohesion reaches 0, the squad **Routs** and scatters. It is shaved by -1 each time you, the commander, fall, or half the squad dies, or it suffers Fear.

For the first night, you need to know only one order — **Volley Attack**: the squad gathers its spears on one designated target and thrusts. Roll the check `2d10 >= target's Defense`, and on a hit, remove one Minion.

Source: `co-06-06` § Squad Order · § Cohesion · `co-03-04` § Squad Order

Karasuzawa Vigilante Band – 5 Minions (militia variant)

Wounds 1, Defense 10, Cohesion 2, Domination +2

- Volley Spear-Thrust [Tactic:Kata] – Squad Order → `2d10 >= target's Defense`, remove 1 Minion
- Shield Wall – Squad Order → that zone's Domination x1.5, no relocation that round

※

The stats follow the `co-06-06` Minion militia-squad spec. Source: `co-06-06` § Minion squad · `co-08-01` § difficulty baseline

When you tell them you will take command of these four, the trembling spear-tips firm up a little. Just then, from across the clearing — things wearing the faces of the vanished villagers walk out one by one.

To face the things across the clearing → ¶26

¶26

From across the clearing, five shapes walk out. The faces of the vanished villagers — the youth said to have gone to cut wood, the wife said to have gone to gather mushrooms, Magoroku's youngest. But their gait is somehow off-kilter, and no shadow falls at their feet. It is the disguise of a **yoko pack**.

Order your vigilante band to a **Volley Spear-Thrust**. The yoko have no armor, so their Defense is low — against one designated fox, roll `2d10 >= 11` (the yoko's Defense). Rather than spending Cohesion 2, you pay the order Energy (2, or 1 with Wisdom +2). On a hit, one disguised yoko reveals its true form and scatters.

One Volley Spear-Thrust and the yoko pack's numbers drop. But one yoko, its disguise stripped, twists a villager's face and bares its teeth at the band — seeing a neighbor's face turn into a beast, the young men's spear-tips tremble again.

Here **Cohesion** is put to the test. → ¶ 27

¶ 27

At the yoko's threat, the vigilante band wavers. A squad exposed to a yoma's Fear can lose Cohesion — fail the mental save at the lull, and it is -1. For these four frightened men who started at Cohesion 2, even a single -1 cuts to the bone (at 0 it Routs and scatters).

How you, the commander, handle this moment decides it.

- **Step forward and cut the yoko down head-on** — when the commander takes the danger first, the squad gains courage. The band's Cohesion **stays at 2**. → ¶ 28
- **Pull the band back and hold alone** — the four are safe, but the fear of retreating with your back to a thing wearing a neighbor's face lingers. Write the band's Cohesion down as **lowered to 1**. → ¶ 28

¶ 28



by GPT image 2

❖ Standoff with the fox mother in a bamboo clearing

As you chose, the vigilante band re-sets its stance. Either way, these four have not yet scattered — as long as Cohesion of even 1 remains, you can order a Volley Spear-Thrust in the final fight, and there is room for these men to save your life.

The remaining yoko fall back, and from behind them the last one walks slowly out. Larger than the others, and though not nine, three tails flicker behind it. **It is the mother of this pack.**

It opens its mouth — in the voice of the vanished village headman. "Sheathe your sword, traveler. I was only hungry."

Here you meet this game's final rule — and this game's heart. → ¶ 29

¶ 29

※

Rule Unlocked ⑥ The Three Ways and Six Hearts. This world has no alignment chart of good and evil. Instead, it marks **what a person draws a sword for** with three paths (Three Ways) and six hearts (Six Hearts). The yoko mother before you now is a single situation, but depending on which heart you stand with, **three branches of response** open.

- **Truth (眞) — the heart of the Way of Mystery.** Yoma too are part of nature. It attempts coexistence and dialogue.

- **Hegemony (覇) — the dark heart of the Way of Rites.** It removes a threat for the sake of order. To protect the village, this must be cut.

- **Compassion (慈) — the heart of the Way of Emptiness.** Even a yoma is a suffering being. It cuts, yet does not hate.

Which heart is right is not fixed. If there is a heart written on your sheet, you may follow it, or you may choose anew here and now. All three push the story forward.

Source: co-02-02 § the Three Ways and Six Hearts system · § Truth · § Hegemony · § Compassion · § choosing a heart at character creation

The yoko mother looks at you with the headman's face. This is what devoured the five. Yet in those eyes, along with a beast's hunger, there is also something weary.

- **Truth (眞)** — to ask, before cutting, "Tell me why you came down here" → ¶ 30
- **Hegemony (覇)** — no words are needed; to protect the village, you cut now → ¶ 31
- **Compassion (慈)** — you will cut, but not out of hate; you announce its end to it and strike → ¶ 32

¶ 30

It is the Way of Truth. You do not lower your sword, but you do not level it either. "Why did you come down from the mountain? Was there nothing to hunt in the bamboo grove?"

The yoko mother falters for a moment. The disguise on its face wavers. "...The mountain has withered. The spirit-vein has run dry, and nothing was left for us to eat. So we borrowed the faces of humans." Into its voice mixes a resonance not of the headman but of an ancient beast.

Because you opened the door to dialogue, this fight can now have a different ending. But the yoko mother is hungry, and a hungry beast tests before it retreats. It rears its claws — not to kill, but a blow to measure whether you are truly one who will stand against it.

One small combat remains. To the final contest with the yoko mother → ¶ 33

¶ 31

It is the Way of Hegemony. Dialogue is a trap. This devoured five, and set loose it will devour a sixth. Guarding the village's order is the reason of your blade. Instead of an answer, you close the distance.

"I told you to sheathe your sword." The yoko mother's voice drops low. The disguise peels away and teeth appear. "Then — you too are good prey." It rears its three tails and lunges.

For the lack of hesitation, the first move is yours. To the final contest with the yoko mother → ¶ 33

¶ 32

It is the Way of Compassion. You re-grip your sword, but you look its face straight on. "I know you are hungry. The owners of these faces came here hungry too, no doubt. So I will not hate you. Only — I can look away no longer."

The yoko mother looks at you as if puzzled, as if seeing for the first time a sword without hatred or fear. "...A strange human." It slowly lowers its posture. "Then let us see whether your mercy is stronger than my claws."

A contest without hatred begins. To the final contest with the yoko mother → ¶ 33

¶ 33

The Yoko Mother — the final small combat. This is a reinforced Minion that led the pack. By the wandering-Energy rule for a Minion roaming without a commander, it has its own Energy, and being

the pack's mother, it is tougher than an ordinary Minion.

Yoko Mother (妖狐母) – Minion (reinforced, wandering)

Wounds 2, Defense 11, Energy 10

Courage +1, Finesse +1

Techniques:

– Claw (爪) – $2d10 + \text{Finesse (+1)} \geq \text{Defense}$ | 1 Wound.

– Illusion Evasion (幻術回避) – defense, reserve 1 / improvised 2 | substitutes an illusion. On success, the hit is nullified.

Special:

– Disguise (變装) [stance] – disguises as one of the vanished. Already seen through (null in this combat).

※

This is a wandering individual reinforced from the yoko Minion template (Wounds 1, Defense 11, Finesse +1). Its Wounds was raised 1→2 to match the pack mother's rank (below the Veteran floor, within the Minion-reinforcement range), and wandering Energy 10 was applied. The techniques carry over the claw and illusion evasion of the original template unchanged. Source: [co-08-02](#) § yoko (Minion) · § wandering yoma · § Wounds by grade (Minion 1, Veteran 2–3)

※

(Recommended-rule recheck.) Use everything you have learned here.

– **Energy · breath:** max Energy 10+Finesse, up to 5 per breath. The higher Energy goes first.

– **Attack:** $2d10 + \text{Courage} + \text{weapon skill} \geq 11$ (the Yoko Mother's Defense). Hit = 1 Wound, **Critical Hit (double + success) = 2 Wounds**.

– **Reserved defense:** reserve in advance for 0 Energy, block in haste for 1.5 times.

– **Beware Illusion Evasion:** the Yoko Mother also reserves a defense. Even if your attack hits, if it succeeds on Illusion Evasion (reserved), it is nullified — the reason you must cut twice, three times.

– **Squad:** with the band's Volley Spear-Thrust ($2d10 \geq 11$) you can shave the mother's Wounds in your stead. But if the mother's claws turn on the band, Cohesion is in danger.

– **Fate Intervention:** if you have Fate, adjust a face by ± 1 at the decisive moment and aim for a Critical Hit.

Bring the Yoko Mother's Wounds of **2** to 0 and it is victory. First, try landing the first blow — $2d10 + \text{Courage} + \text{weapon skill} \geq 11$.

- If the first attack hit (whether a Critical Hit or an ordinary hit) → ¶ **34**
- If the first attack missed, or hit but the mother succeeded on Illusion Evasion (in solo, you roll the mother's defense check $2d10 + \text{Finesse (+1)} \geq \text{your attack's sum}$ too) → ¶ **35**

¶ 34

The blade touches the Yoko Mother's body. If it was a Critical Hit (double + success), **2 Wounds** are shaved in one stroke and the mother collapses on the spot — go straight to ¶ 37. If it was an ordinary hit, you shaved **1 Wound**, and the mother, with only 1 Wound left, bares its teeth.

With 1 Wound left, the mother counters. **Claw**, $2d10 + \text{Finesse } (+1) \geq \text{your Defense}$ (10 without armor, 12 in light armor). Roll this check and confirm.

- If the mother's claw is below your Defense (a miss) → you slip in the finishing blow on the next breath. ¶ 37
- If the mother's claw is at or above your Defense (a hit, 1 Wound lost) → ¶ 35

¶ 35

The mother turns into an illusion to slip off your blade, or strikes back with its claws. This is why the yoko's Illusion Evasion is such a nuisance — even a hit is nullified, so it does not end in one go.

There are two ways to settle it here.

- **Borrow the band's strength** — if the band has not yet Routed (Cohesion 1 or more), order a **Volley Spear-Thrust**. $2d10 \geq 11$ (the mother's Defense). On a hit, it shaves 1 Wound off the mother in your stead. Even if your blade is slipped, its illusion cannot block all four spears. → ¶ 36
- **Ride your Fate and aim for a Critical Hit** — for a character with Fate, when a double off by one (e.g. 6-7) comes up on your next attack, use **Fate Intervention** to raise the 6 to a 7, make a double, and end it in one stroke with a Critical Hit (2 Wounds). → ¶ 36

¶ 36

You contest once more. Whether the band's spears drive between the mother's illusions, or your Critical Hit's blow splits the three tails — the mother's Wounds at last reaches 0.

※

If in the meantime your Wounds reached 0 → go to ¶ 38 (you do not die this night). **Otherwise** → go to ¶ 37.

¶ 37

The Yoko Mother swings its last claw at nothing and collapses. Its three tails unravel into black mist, and the headman's face it had borrowed peels away. Beneath it, for a moment — truly a moment — the true form of a single old, gaunt wild fox appears, and scatters on the wind.

Silence settles over the clearing. Having lost their mother, the disguised yoko lose their command, scatter, and flee to the mountains. The four of the band lower their spears and look at one another. No one died.

If you chose the way of **Compassion (慈)** or **Truth (真)**, you hear the last thing the mother mutters before it scatters. "...The mountain, has withered..." That one phrase becomes the seed of the next story. If you chose the way of **Hegemony (覇)**, you did not hear the words and merely saved the village.

To the epilogue → ¶ 39

¶ 38

For three breaths the Yoko Mother turned your blade aside again and again with illusion, and in the meantime its claws brought you down. Your Wounds reaches 0 — but **you do not die this night**.

In the instant your knees buckle, the four of the band — those villagers who had been frozen with fear — thrust their spears all at once, from where such courage came who knows. "Protect the master!" A Volley Spear-Thrust that burns the last drop of Cohesion pierces the Yoko Mother's flank. The mother screams and scatters into black mist.

It was not you who felled it. But because you led these four this far, these four saved you. A defeated paragraph leading to victory — this is the promise of this game.

By the time you come to, the disguised yoko have already fled to the mountains. To the epilogue → ¶ 39

¶ 39

Epilogue.

Dawn breaks. You walk out of the bamboo grove together with the four of the band. The old woman at the well, Sohachi with his spade, the faces that had hidden behind shutters — they come out one by one to meet you. The vanished five could not return — but the thing that borrowed their faces comes no more in the night.

You have just lived through the whole skeleton of this game. **The check** (2d10 + attribute + skill), **Energy and breath** (10+Finesse, 5 per breath), **Wounds** (hit = 1 Wound, Critical Hit = 2 Wounds), **reserved defense** (reserve 0 Energy / improvised 1.5 times), **Critical Hit and Fumble** (the double), **Fate Intervention** (a face ± 1), **squads** (order · Cohesion), and the **Three Ways and Six Hearts** (the fork of Truth · Hegemony · Compassion). If you made it this far, you are now ready to sit at the table.

※

Next Steps.

- **If you have people to join you** — return to the combat-rules chapter (→ **Chapter 3**), learn the rules formally, and prepare your first campaign. What you just lived through unfolds in full form in that chapter.
- **If you are still alone** — go to this book's **Solo Mode Oracle rules**. There is a question table and a scene-making procedure that stand in for the GM's seat, so you can carry on adventures like this night on your own.
- **If you want to grow stronger** — go to the Growth chapter and raise this character to 2nd dan. The Yoko Mother's last words, "the mountain has withered," are the thread of the next adventure.

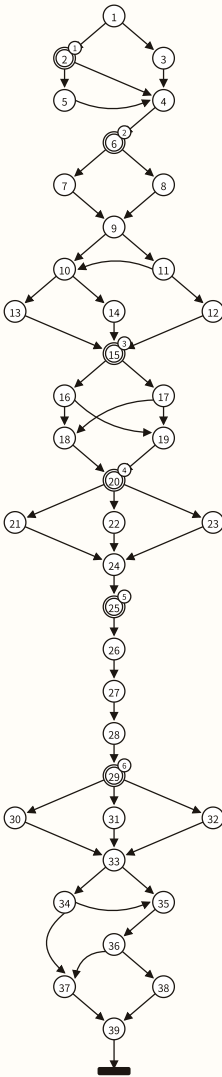
The night of Karasuzawa is over. Your first sword has already been drawn.

[End]

Paragraph Map (for GM · review)

※

Below is a reference table for confirming branch integrity. You need not look at it during play.



❖ First Sword paragraph branch diagram

Marker	Rule Opened
1	First check — ¶ 2
2	First combat — ¶ 6
3	Reserved defense — ¶ 15
4	Critical/Fumble — ¶ 20
5	Taste of squads — ¶ 25
6	Three Ways and Six Hearts 3 branches — ¶ 29

¶	Rule Unlocked	Outgoing branches
1	start	2, 3

2	① first check	4, 5
3	(squad preview)	4
4	(entering combat)	6
5	(failure branch)	4
6	② first combat (Energy · breath · Wounds)	7, 8
7	(sparing breath · Overload preview)	9
8	(driving the breath)	9
9	(Minion encounter)	10, 11
10	(Energy priority)	13, 14
11	(Energy disadvantage · hit)	10, 12
12	—	15
13	—	15
14	—	15
15	③ reserved defense	16, 17
16	(reservation)	19, 18
17	(improvised)	19, 18
18	—	20
19	—	20
20	④ Critical Hit / Fumble / Fate Intervention	21, 22, 23
21	(Critical Hit)	24
22	(Fumble / miss)	24
23	(plain hit)	24
24	(squad gained)	25
25	⑤ a taste of squads	26
26	(yoko pack · Volley Spear-Thrust)	27
27	(Cohesion · Fear test — the choice splits Cohesion 2/1)	28
28	(band re-set)	29

29	⑥ Three Ways and Six Hearts, 3 branches	30, 31, 32
30	Truth	33
31	Hegemony	33
32	Compassion	33
33	boss small combat (first blow)	34, 35
34	(hit · counter exchange)	37, 35
35	(Illusion Evasion · squad/Fate finish)	36
36	(finish)	38, 37
37	(victory)	39
38	(defeat = squad rescue)	39
39	epilogue	[End]



Quick Reference

빠른 참조 · クイックリファレンス

In the thick of the round there is no time to leaf through the rulebook. This chapter gathers the one-line check, the combat sequence, Energy costs, conditions, and the vocabulary a swordsman must know into one place. The earlier section is a reference table to spread on the table and roll from; the later section is the sole place of definition for the terms that rise and fall in a rules context. If a number in a table seems to disagree with the main-text chapters' narration, the main-text chapter takes priority.

13.1 Quick Reference

Check

$2d10 + \text{attribute} + \text{proficiency} \geq \text{target number}$

The final modifier after all bonuses and penalties must remain within **-10 to +10**.

- Ordinary-difficulty target number: **11** | Easy 7 | Hard 13 | Extreme 17
- **Combat fixed values**: Defense, Breakthrough/Blockade/Core, Overload, and status resistance follow the fixed number of each rule.
- Attack: $2d10 + \text{attribute} + \text{proficiency} \geq \text{Defense}$. The attribute used differs by technique.

※

Source: co-11-01 § check / co-03-03

Double (10%)

- Success + Double = **Critical Hit** (usually 2 Wounds)
- Failure + Double = **Fumble** (Defenseless)
- 10-10 = **Heavenly Mandate** / 1-1 = **Karmic Retribution** (see d100)

※

Source: co-11-01 § double / co-03-01

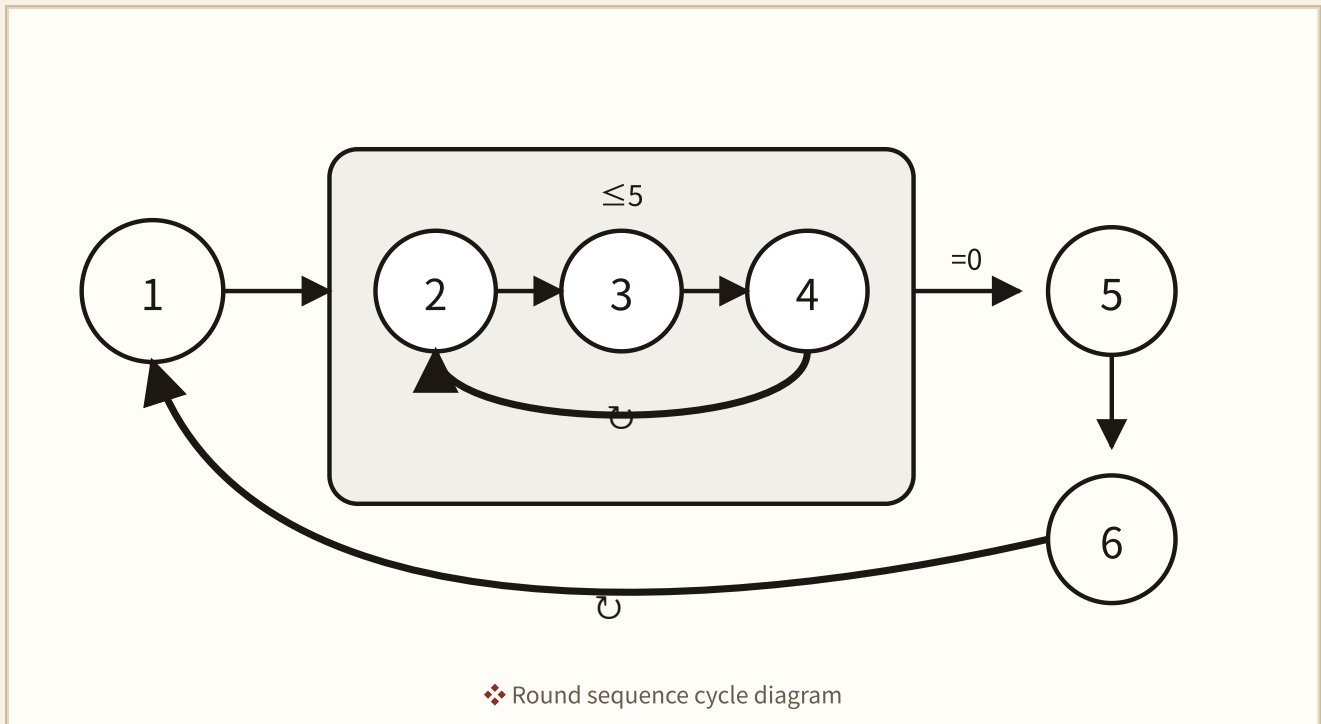
Fate Intervention

After 2d10, adjust one d10 by ± 1 . You may use it per battle up to your Fate (運) modifier, at least 1 time. The post-combat life-or-death check is $2d10 + \text{the higher of Physique or Fate} \geq 11$.

※

Source: co-11-01 § Fate Intervention / co-03-01

Combat Sequence (round structure)



Number	Meaning
1	round start
2	count progression
3	one breath
4	reorder after Energy spend
5	all at Energy 0
6	lull, then next round

Everyone at max Energy → count descending → one breath (base 5) → alternate with the enemy → everyone at 0 → lull

Count progression:

1. Round start: reset everyone's Energy to its maximum.
2. Proceed in descending order from the one with the highest **remaining Energy**. Those at or above that value take a breath.
3. On a tie, the higher Finesse (技) goes first; on a further tie, allies take priority.
4. If Energy drops after a breath, the next count is the highest of the remaining Energy.
5. As long as Energy remains, one character may breathe **multiple times in a single round**.

※

Source: [co-11-01](#) § round structure · count progression / [co-03-06](#)

One Breath

- **Base limit: Energy 5.** It can be extended by rapid-strike, Speed, or special effects.
- Exceeding the limit = **Overload:** $2d10 + \text{Physique} - \text{the excess} \geq 11$.
- Success: the action is carried out, and immediately afterward the limit drops to 3 for **1 breath**.
- Failure: the action is carried out, but the round's **remaining Energy all vanishes** and you become Defenseless.
- **Reservation:** prepay a defensive technique on your own breath and it costs 0 Energy on trigger. Used off the cuff without a reservation, it costs 1.5 times.

※

Source: [co-11-01](#) § one breath / [co-03-04](#)

One-Breath Limit Variation (baseline cap 7, absolute cap 10)

Source	Bonus
Speed Licensed / rapid-strike armor	+1 (→6)
Speed Master / Ashura (Core) / Kamuy descent	+2 (→7)

Different sources stack, but the total is capped at 10. The official-balance baseline cap is 7, while 8–10 is reserved for exceptional peak effects. The Overload baseline varies to match the actual limit after applying the cap.

※

Source: [co-11-01](#) § one-breath limit variation / [co-03-04](#)

Maneuver Types

Type	Description	Example
technique	from weapon/equipment	horizontal cut, parry-riposte, reload
Kata	active from a specialty	ikkiuchi declaration, kiai
aptitude	passive	wind blade, tough
upkeep	lull only	flower of the field, full-lotus seat
stance	maintained (only 1 at a time)	Immovable Formation, Spear Wall, Thunder Emperor

※

Source: [co-11-01](#) § maneuver types / [co-03-07](#)

Common Maneuver Costs

Maneuver	Energy
walk	2
sprint	3
leap	3
mounted gallop	1
stealth move	3
Breakthrough	3 + Courage check (target number 11/13/15)
Blockade Breakthrough (narrow path)	3 + Courage check target number 15. On failure, Defenseless + bounced out
free entry into the Core	2
forced Breakthrough into the Core	3 + Courage check target number 13 (fixed)
entry from Outside	0–2
Retreat (withdrawal)	3 (from the Flank/Rear)
Squad Order (basic action)	2 (1 if Wisdom +2 or higher)
Squad Tactic (Kata/stance/aptitude)	Squad Order cost + tactic Energy (per tactic)
stance declaration	per stance
stance release	0

※

Source: [co-11-01](#) § common maneuver costs / [co-03-04](#)

Energy-Cost Handling (4 rules)

- Absolute floor:** every maneuver is at least 1 Energy. 0 Energy holds only under an explicit exception.
- Offset first:** compute `base cost + penalty – bonus` first, and if the result is below 1, raise it to 1 Energy.
- Short weapon in the Core:** a 1-Energy weapon converts the Energy -1 into combo-fatigue -1 instead.

4. **0-Energy active**: an [1 per round] limit is attached automatically. Up to 2 times in a single round.

Exceptions: the scholar's Energy transfer (received Energy is the same as ordinary Energy), stance release, an always-on [aptitude], the trigger of a reserved defense.

Decimal handling: every value is rounded. No exceptions.

※

Source: [co-11-01](#) § energy-cost handling · decimal handling / [co-03-04](#)

Weapon Technique Slots

Slot	Condition
Attack A (primary attribute)	base
Attack B (secondary attribute)	base
defense / reload	base
weapon Licensed technique	skill Licensed (3 points)+
masterwork technique	masterwork weapon + Master (4 points)+

※

Source: [co-11-01](#) § weapon technique slots / [co-07-01](#)

Tag	Effect	Minimum floor
[Pierce N]	Ignore N points of the armor/shield add-on (N = a number or all). No effect on an unarmored enemy.	10 (bare skin)
[Direct N]	Ignore N points of evasion/stance/Barrier/terrain/Sorcery bonus. Armor and shield stay.	10 + armor/shield add-on
Defense -N (no brackets)	A bind/weaken debuff. The final Defense itself -N. Not an attack tag.	2 (auto-hit grade)
[Incorporeal]	Bypasses Defense itself. The defender applies the Exorcism-tier exemption table.	none held = 10 / initiate = normal -2 / Licensed+ = full
[Break]	Applies the [Pierce N] reduction written alongside it permanently until repaired. The performing equipment's grade must be $\geq$ the target equipment's grade.	same as [Pierce]



Source: [co-11-01](#) § defense-bypass · pierce tags / [co-03-05](#)

Armor

Type	Defense	Energy Penalty
none	10	—
light armor	12	—
rapid-strike	11	— (one breath +1)
heavy armor	14	-1
great armor	16	-2



Source: [co-11-01](#) § armor / [co-07-20](#)

Unit Wounds

Grade	Wounds
Mob	0 (instant death)
Minion	1
Veteran	2–3
Elite	3–4
Lord	3+Physique



Source: co-11-01 § unit Wounds / co-06

Zone Maneuver Modifiers

Zone	Favorable	Unfavorable
Front	spear +1, cavalry unlocked	dagger -1
Core	short weapon -1, grapple +2	long weapon +1
Rear	ranged +1, upkeep -1	melee restricted
Flank	infiltration +2, ambush	squad +1

Front ↔ Front is adjacent, so with a range-adjacent technique you can engage without a Breakthrough.



Source: co-11-01 § zone maneuver modifiers / co-05-01

Breakthrough / Forced Charge / Pincer

- **Breakthrough:** enter a zone where enemy Domination is superior. 3 Energy + $2d10 + \text{Courage} \geq 11$ / 13 / 15 (enemy superior / full control / Blockade).
- **Chain Breakthrough:** there is no separate rule for entering the Rear. **The target number is the higher of the Front Domination and the Rear Domination.**
- **Forced Charge** [Kata]: 5 Energy. Head straight into the enemy Rear in one breath. Target number = Front + Rear Domination +5. On failure, **Defenseless in the middle of the enemy Front + Energy 0 + next round's Energy -3 (exhaustion).**
- **Pincer:** both sides adjacent and attack at once. Enemy Defense -2, enemy Cohesion check -1.



Source: co-11-01 § breakthrough/forced charge/pincer / co-05-03

Domination Contribution

Unit	Contribution	Unit	Contribution
Mob	0.5	Elite	+4
Minion squad	+2	Lord	+1.5 + Presence aura
Veteran squad	+3	Veteran individual	+1

Core special: all Domination bonuses are void. The two sides cancel out (ally – enemy).

※

Source: [co-11-01](#) § domination contribution / [co-05-02](#)

Conditions

Condition	Effect	Removal
Defenseless	Release maintained stances + Defense -4. No defense reservation, evasion, or riposte-type defensive technique	your next count, and other rule-specific conditions
Sleep	Cannot act. Defense -4	immediately when struck
Spiritual Contamination	loses 1 Wound each lull	Exorcism ≥ 13 or staying within a Barrier
Grudge Mark	loses 1 Wound each lull (specific onryo only)	Exorcism ≥ 15 or resolving the grudge
Mantra Corrosion	Negotiation/command -3 (after using mantra-Exorcism types)	automatic at the end of that round
Possession	A yoma controls the target. Friend-foe switch	Exorcism ≥ 15 or Vajra Strike
Sanctification	Yoma in the zone lose 1 Wound each lull (harmless to humans)	—

※

Source: [co-00-03](#) § conditions / [co-11-02](#)

Non-Corporeal / **[Incorporeal]**

- **Non-corporeal yoma**: even if a physical attack hits, it is **void on d100 01-50**. Exorcism initiate (1 point)+ exempts it.
- **[Incorporeal] attack**: bypasses Defense itself. The defender applies the Exorcism-tier exemption table.
- For armor/Barrier bypass notation, use the Defense-bypass · Pierce tag standard above.

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Source: [co-11-01](#) § non-corporeal · **[Incorporeal]** / [co-03-05](#)

Surprise Attack (奇襲)

- **Basic surprise** (Flank → adjacent move + attack, first strike of infiltration): first attack check +2
- **Enhanced surprise** (Outside → anywhere): first attack check +2 + target cannot use a reaction technique
- **shinobi [surprise] 3rd-dan specialty**: a true automatic Critical Hit (no check needed). No added Defenseless

- Weapon Licensed/masterwork techniques and school Licensed/secret arts also gain surprise (regardless of maneuver type).
- Surprise immunity: [Danger Sense] specialty, Perception Master

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Source: [co-11-01](#) § surprise / [co-03-06](#)

Non-Combat Checks

Check Type	Formula	Base Target Number	Note
Negotiation	2d10+Presence+Negotiation >= target number	7 (favor) / 11 (neutral) / 13 (wary) / 17+ (hostile)	offering gold +1-3
Intimidation	2d10+Courage+Intimidation >= target number	11 (civilian) / 13 (soldier) / 15 (Elite grade)	+1 the higher the Wounds
Literature / Knowledge	2d10+Wisdom+field skill	11 (common) / 13 (rare) / 15 (esoteric)	a fitting skill: Geography, Stratagem, Sorcery, Bearing, etc.
Perception	2d10+Finesse+Perception >= target number	11 (search) / 13 (see through concealment) / 15 (illusion/non-corporeal)	night -2
Infiltration	2d10+Finesse+Infiltration >= Perception target number	opposed by the other's Perception check	armor penalty applies
Medicine	2d10+Wisdom+Medicine >= target number	11 (first aid) / 13 (cure poison) / 15 (return from incapacitation)	herbs +2
Disable/Repair	2d10+Finesse+the fitting proficiency among Disable or Livelihood	11 (common) / 13 (complex) / 15 (on-the-spot fabrication)	tools +2
Tracking	the favorable side: 2d10+Wisdom+Survival, 2d10+Finesse+Scouting	11 (open ground) / 13 (forest) / 15 (city)	rain -2, snow +2 (footprints)
Yoma Negotiation	2d10+Presence+Negotiation >= 17	17 (base) / 15 (yoma marked as negotiable)	Enryokan faction trait +3
Antidote	the favorable side: 2d10+Physique, 2d10+Wisdom+the higher proficiency among Medicine or Poison-Craft	varies by poison	an antidote succeeds automatically

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Source: [co-11-01](#) § non-combat checks / [co-03-09](#)

Squad Order Cost

Wisdom (智)	Order Energy
+1 or lower	2
+2 or higher	1

※

Source: [co-11-01](#) § squad order cost / [co-06-06](#)

Bonus-Stacking Rules

- Effects of the same name **do not stack** (only the highest applies).
- Numerical bonuses from different sources **are summed**.
- A stance + a Tactic:stance are **separate**, so they can be maintained at the same time.

※

Source: [co-11-01](#) § bonus-stacking rules / [co-03-07](#)

School Quick Reference

Each school replaces a skill's Licensed maneuver (3 points) and secret art (Master-tier maneuver) with the dedicated maneuvers below.

School	Skill	School Licensed (replaces skill Licensed)	School secret art (replaces Master tier)
Katori Shinto-ryu	Swordsmanship	Attitude of Sen (stance, +3 first strike)	Heaven-Earth-Man (3-hit combo, +2 Wounds)
Yagyū	Swordsmanship	Muto (disarm)	Life-Giving Sword (non-lethal)
Jigen	Swordsmanship	Dragonfly Stance (first attack each round +4)	First Sword (automatic Critical Hit)
Nito	Swordsmanship	Niten Ichi-ryū (dual blades at once)	Ganryū (3 Wounds)
Hozoin	Spearmanship	Ten-Cross (check + disarm)	Crimson Lotus (yoma 3 Wounds)
Kan-ryū	Spearmanship	One Spear Pierces Heaven (range 2 zones)	Ten Thousand Spears (whole zone)
Takenouchi	Unarmed Combat	Ultimate Joint Lock (full submission)	No Killing (neutralize with no Wound loss)

Iga	Ninjutsu	Poison Master (poison ×2)	Killing Incense (zone poison mist)
Koga	Ninjutsu	Trap Chain	Mechanical Ninjutsu
Ogasawara	Archer	Seiza Shooting Method (+3 shooting)	Thousand-Year Arrow (unlimited range)
Kassen	Archer	Intuitive Shot (Fate-based)	No-Thought Shot (infiltration maintained)
Abe	Sorcery	Greater Shikigami Art (shikigami boost)	Hundred Demons Summoning (5 bodies)
Tsuchimikado	Sorcery	Curse (checks -3)	Astronomical Observation (reveal enemy actions)
Shugendo	Exorcism	Goma Formation (Sanctification zone)	Great Seal (seal a yoma)
Shingon	Exorcism	Mahavairocana Mantra (zone Exorcism)	Vajra Strike (3 Wounds + curse removal)
Inatomi	Archer	Rapid-Fire Method (reload 1 Energy)	Three-Rank Firing (3-shot volley, 4 Wounds)
Nanban	Archer	Foreign Design (range 3 zones)	Cannon (whole zone, 2 Wounds)
Manase	Medicine	Acupuncture and Moxibustion (2 Wounds + status removal)	Battlefield Surgery (return from incapacitation)

※

Source: [co-11-01](#) § school quick reference / [co-04-04](#).

13.2 Glossary

The definitions of the vocabulary that rises and falls in a rules context are carried here as in the original. Advancing-side terms — detailed yoma data, GM tools, domain management — are found in the core rulebook.

Dice and Checks

- **2d10**: the basic check method of rolling two 10-sided dice at once and summing them. Range 2–20, a bell curve averaging 11.

- **d100 (percentile)**: the method of reading two 10-sided dice as the tens digit / ones digit. Range 01–00 (100).
- **Double (雙目)**: when both dice come up the same number on a 2d10 roll. A 10% chance. Triggers a Critical Hit or a Fumble.
- **Critical Hit (会心)**: Double + a successful check. The critical hit. 2 Wounds or a special effect.
- **Fumble (失着)**: Double + a failed check. The fumble. Defenseless, weapon breakage, etc.
- **Heavenly Mandate (天命)**: Double 10 (sum 20) + success. A decisive great success.
- **Karmic Retribution (業報)**: Double 1 (sum 2) + failure. A fatal great failure.
- **Fate Intervention (運命介入)**: the act of spending the Fate (運) attribute to adjust one d10's value by ± 1 .
- **Target Number (目標値)**: the minimum sum needed for a check to succeed. Base 11.

Attributes

- **Courage (勇, Courage)**: spirit and might. Attack modifier, Breakthrough check, fear resistance.
- **Finesse (技, Finesse)**: hand-work and nimbleness. Maximum Energy (10+Finesse), initiative order.
- **Physique (體, Physique)**: toughness and endurance. Wounds derivation (3+Physique), Overload resistance.
- **Wisdom (智, Wisdom)**: strategy and Sorcery. Command Energy efficiency, Sorcery power.
- **Presence (美, Presence)**: grace and charm. Domination aura bonus (+Presence), morale rousing.
- **Fate (運, Fate)**: heaven's fortune. Fate Intervention (dice ± 1), used per battle up to the Fate modifier but at least 1 time.
- **Modifier (修正値)**: the bonus/penalty derived from an attribute. The base range for a PC and an ordinary character is -3 to +3.

Combat — Action

- **Energy (活力, Energy)**: the action resource within a round and the count timeline. Maximum 10+Finesse. Reset each round.
- **Overload (過負荷, Overload)**: triggered when Energy spent within one breath exceeds the current limit (base 5). Check $2d10 + \text{Physique} - \text{the excess} \geq 11$. On success, the next 1 breath's limit is 3; on failure, the round's remaining Energy all vanishes + Defenseless.
- **Breath (呼吸, Breath)**: the unit of continuous action on your own count. The base limit is Energy 5, extended by skill/equipment/special effects. Overload when exceeded.
- **Round (間合, Round)**: 1 round of combat. The cycle of everyone's Energy reset → count progression → everyone at 0 → lull.
- **Count (Count)**: the action order proceeding in descending order from high Energy. Enemy and ally cross.
- **Reservation (豫約, Reservation)**: prepaying a defensive maneuver within a breath. Triggers at the enemy's breath for 0 Energy. When unreserved, off the cuff (1.5 times the cost).

Combat — Damage

- **Wounds (戦力, Wounds)**: the number of fatal blows a unit can withstand. Lord-grade = 3+Physique. Loses a base 1 on a hit. At 0, incapacitated.
- **Defense (防備, Defense)**: the value that blocks an attack. A hit if `2d10+attack modifier >= Defense`.
- **Defenseless (無防備, Defenseless)**: release the maintained stance and Defense -4. Cannot use a defense reservation, evasion, or riposte-type defensive technique.
- **Weapon Seal (武器封印, Weapon Seal)**: 1 of the target's weapons becomes unusable for a set number of rounds (usually 1). A sealed weapon cannot attack or use techniques (other weapons and unarmed strikes still work). It is usually granted on a defense Critical Hit by a weapon-binding defense (e.g., Blade-Body Block). Unlike `[Break]` (permanent damage), it clears automatically when the duration ends and does not damage the weapon.
- **Critical Expansion (会心擴張)**: only when a stated specialty, Relic, or expansion effect is present, a successful check whose two dice differ by exactly 1 also counts as a Critical Hit. A basic surprise does not use Critical Expansion.
- **Incapacitated (戦闘不能)**: Wounds 0. Fallen and can no longer act.

Combat — Phases

- **Initiative Phase (先攻, Initiative)**: decide count order at round start. In descending order of Energy.
- **Action Phase (行動, Action Phase)**: the main phase where you spend Energy to act.
- **Lull Phase (小康, Lull)**: after the round ends, handle recovery, buffs, and environmental variables.
- **Retreat (戰場離脱, Retreat)**: a 3-Energy maneuver. Exit off the battlefield from your own Flank or your own Rear. If there is an adjacent enemy, a `2d10+Finesse` pursuit opposition. When accompanied by a squad, a Cohesion check `2d10+Presence >= 11`.

Zones

- **Zone (區域, Zone)**: the spatial unit that divides the battlefield. There is no grid.
- **Domination (制壓, Domination)**: the value of control over a zone. Calculated from the quality and quantity of units.
- **Breakthrough (突破, Breakthrough)**: entering a zone where enemy Domination is high. Extra Energy or the risk of Defenseless. Target number 11/13/15, three tiers.
- **Blockade (封鎖, Blockade)**: the state in which one faction has reached the Domination cap of a narrow path. The opposing faction cannot enter by ordinary movement, and the only forcing means is a Blockade Breakthrough target number 15 (on failure, Defenseless + no entry until your own next count). Everyone on the blockading side long weapon +1 / short weapon -1.
- **Core (心府, Core)**: an extreme-melee zone where friend and foe cannot be told apart. Special entry conditions, Domination cancellation, friendly fire.

- **Front Zone (前列, Front Zone):** the zone where the two factions engage directly. The ally Front and the enemy Front are directly adjacent.
- **Rear (後列, Rear):** the safe zone behind the Front. Archers and commanders wait here.
- **Flank (外廓, Flank):** a side-flanking route.
- **Outside (外部, Outside):** a special stealth zone beyond the battlefield.

Unit Grades

- **Mob (Mob):** Wounds 0. The weakest existence, dying instantly on a mere attack declaration.
- **Minion (Minion):** Wounds 1. Holds Defense. Instant death on a hit. Operated in squad units.
- **Veteran (Veteran):** Wounds 2–3. Minus 1 Wound per hit.
- **Elite (Elite):** Wounds 3–4. Its own Energy pool. An enemy lieutenant grade.
- **Lord (Lord):** Wounds 3+Physique. Player characters and enemy generals.

※

In a rules context, only the official terms Mob/Minion/Veteran/Elite/Lord are used. Customary words like "mob" or "boss" are not rule terms, and when a check hinges on it, the side reduced to the official grade takes priority.

- **Squad (部隊, Squad):** the unit that groups Minions/Veterans for operation. It holds Cohesion.
- **Individual Unit (個別部隊, Individual Unit):** a unit operated as 1 person = 1 block. Not a target of Squad Order, overall command, Squad Tactics, or Cohesion. A shikigami, puppet, Elite-grade lieutenant, or Lord-grade PC falls here.
- **Cohesion (結束力, Cohesion):** a squad's morale and durability. At 0 it collapses.
- **Rout (崩壊, Rout):** Cohesion 0. The state where squad members have broken apart and fled or gone into hiding. Wounds may remain, and rescue is possible with a Lord's Presence (美) check each lull. Automatic reassembly after combat.
- **Destruction (潰滅, Destruction):** the state where a squad has been physically annihilated by Wounds 0 or a special effect. No return during combat. A named lieutenant is lost permanently.

Weapons

- **Size classification:** the physical size of a weapon. Affects Energy cost within the Core.
- **Short weapon (短):** Energy -1 within the Core (a dagger, etc.).
- **Standard (標準):** no modifier within the Core (a katana, etc.).
- **Long weapon (長):** Energy +1 within the Core (a yari, a nodachi, etc.).
- **Ranged (遠):** can shoot into an adjacent zone. Risk of friendly fire in the Core (a bow, a teppo, etc.).
- **Overburdened (過積載):** the state of directly carrying a large load or an obviously heavy object with no squad or mount. Maximum Energy -1, Infiltration -2.

Three Ways and Six Hearts

- **Three Ways and Six Hearts (三道六心)**: a disposition system based on Confucian, Buddhist, and Taoist roots. Used in place of D&D's 9 alignments.
- **Way of Rites (禮道)**: the Confucian root. Order, loyalty, human ethics. "What is the duty of a human being?"
- **Way of Emptiness (空道)**: the Buddhist root. Compassion, karma, liberation. "Why does suffering exist?"
- **Way of Mystery (玄道)**: the Taoist/Shinto root. Nature, harmony, the divine. "Is the world complete just as it is?"
- **Loyalty (忠)**: the light heart of the Way of Rites. Keep order. | **Hegemony (霸)**: the dark heart of the Way of Rites. Force order.
- **Compassion (慈)**: the light heart of the Way of Emptiness. Embrace suffering. | **Void (虚)**: the dark heart of the Way of Emptiness. Let go of everything.
- **Truth (真)**: the light heart of the Way of Mystery. Become one with the world. | **Demon (魔)**: the dark heart of the Way of Mystery. Follow instinct.
- **No Heart (無心)**: the state of leaning to no Way. One who has lost the path, or one who has not yet found it.
- **Heart Shift (心轉, Heart Shift)**: the mind switching from the light side to the dark, or the reverse.

Maneuver System

- **Maneuver (Maneuver)**: every individual action that can be carried out in combat. The 6 sources of technique/Kata/aptitude/upkeep/stance + Squad Tactics.
- **Technique (技法)**: a maneuver from a weapon/armor/consumable. Attack A / Attack B / defense / Licensed / masterwork technique per weapon.
- **Kata (型, kata)**: an active maneuver from a specialty. Triggered by spending Energy.
- **Aptitude (素養)**: passive. Always in effect on acquisition alone.
- **Upkeep (整備)**: a Lull-phase-only maneuver.
- **Stance (構え)**: a maintained passive. Only 1 at a time.
- **School (流派)**: a martial school that replaces a skill's Licensed maneuver and secret art (the Master-tier replacement maneuver).
- **Secret art (秘技)**: a dedicated maneuver by which a school replaces the base Master maneuver at the Master tier. Separate from a masterwork technique.

School Types

- **Famous School (有名門派)**: Negotiation +2 with dojos/fellow disciples in various regions. Expulsion on damaging its honor.
- **Secret Transmission (秘人秘傳)**: a connection to a master NPC. If the master dies, the secret art is left unfinished.

- **Self-Taught Style (自己流)**: self-study. "Cannot be read" (-2) on your first opponent.
- **Expulsion (破門)**: cast out from a Famous School. Loss of the school Licensed/secret art, return to the base maneuver, slots not refunded.

Growth

- **Dual Build (二重構成)**: Dan belongs only to the primary class. At 3rd-, 5th-, 7th-, or 9th-dan advancement, pay a general-trait slot to borrow an eligible secondary-class 1st-, 3rd-, or 5th-dan trait at or below the current Dan; Master-eligible skills are the union of both class lists. The secondary class has no Dan, the character gains exactly 1 Renown Title, and a combination Renown replaces only the class-capstone branch.
- **Squad promotion**: promotion Mob → Minion → Veteran → Elite → Lord through combat experience.

Squad Tactics

- **Tactic (戦術)**: a combat action a squad holds. Triggered by the commander's Squad Order. The 6th source of maneuvers.
- **[Tactic:Kata]**: a squad's active tactic. Triggered by the commander's Energy expenditure.
- **[Tactic:stance]**: a squad's maintained formation. 1 at a time, released when moving.
- **[Tactic:aptitude]**: a squad's passive trait. Always applied. Includes faction traits.
- **Faction trait (陣營基盤)**: a force-shared passive [aptitude]. Built into Minion–Elite, treated as a Lord-grade specialty, acquirable by a PC.

Faith and Philosophy

- **Shinto (神道)**: Japan's native polytheism. Kami dwell in all things. The spiritual base of living gods / wild folk.
- **Buddhism (佛教)**: the teaching of compassion and liberation. In the Warring States it is both the base of Exorcism and a political force.
- **Onmyodo (陰陽道)**: Taoism + yin-yang and the five phases + Japan's native Sorcery. The scholarly base of the onmyoji.
- **Confucianism (儒教)**: a system of human ethics. The root of bushido. The root of the Three Ways and Six Hearts' Way of Rites (禮道).
- **Kirishitan (吉利支丹)**: Christianity. Faith in a single god from beyond the sea. Its own three Ways: the Way of the Lord of Heaven (Faith/Madness).
- **Kegare (穢)**: impurity. The defilement of death/blood/yoma. Shinto's interpretation of spiritual pollution.
- **Kamuy (神威)**: the majesty and power of the kami that the Emishi / wild folk revere.

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Source: [co-00-03](#) (an excerpt of the player's vocabulary). The detailed definition and reference links for each entry are in the core rulebook's glossary.

Summary

- A check is `2d10 + attribute + proficiency >= target number`, and the ordinary target number is 11.
- A round is the cycle of everyone's Energy reset → count descending → lull, and the base limit of one breath is Energy 5 (Overload when exceeded).
- Every maneuver is at least 1 Energy, and values are rounded.
- A Breakthrough check is the three tiers of enemy superior 11 / full control 13 / Blockade 15.
- The unit grades in a rules context use only the official terms Mob/Minion/Veteran/Elite/Lord.



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