

Shinobi & Samurai Companion

忍びと侍 コンパニオン

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Introduction

Welcome to the SHINOBI & SAMURAI COMPANION. This book is a supplement for SHINOBI & SAMURAI and contains a couple of new rules, combat options, a skill system as well as a new class, the yakuza. All content from the COMPANION is entirely optional. Groups should pick the rules and options presented here as suits them.

The Skills System

Skills are the abilities of a player character which are not necessarily defined by his class. Skills are most learned, though untrained character can use skills as well – usually with a penalty defined by the game master. The SHINOBI & SAMURAI skill system is entirely optional, though.

To see whether or not a player character succeeds at using a skill he is not trained in, 1d6 is rolled. At a six, the skill check is successful. Not being successful does not equal utter failure, though. It just means that the character did not achieve the best outcome. He might, for example, just need a really long time to do what he was trying to do.

Table 1: Starting Skills

Class	Starting Skills
Bozu	Acrobatics, Knowledge
Bushi	Athletics, Wilderness Survival
Ite	Athletics, Wilderness Survival
Kensei	Athletics, Etiquette
Samurai	Animal Handling, Etiquette, Knowledge
Shinobi	Acrobatics, Engineering, Stealth ¹
Mahotsukai	Arcana, Influence
Sohei	Arcana, Knowledge
Sumotori	Athletics, Streetwise

¹If the skills system is used, the shinobi loses his Silent Shadow class ability and gains three ranks in the stealth skill instead

Likewise, the game master can decide that a character trained in a skill does not need to

make a check at all and succeeds automatically, that what the character is trying to do is outright impossible even with a successful check or that there is a bonus or penalty to the roll depending on the situation.

For every rank a character invests into a skill, he gets a +1 bonus to his roll. If a character does not have any ranks in a skill, he has to invest two ranks to get the first +1 bonus. Each character already starts with a rank in certain skills. These ranks are determined by his class as shown above. Additionally, each character starts with four ranks he can distribute freely (though two ranks are still needed to activate an untrained skill). At every new level, each character can invest two additional ranks into skills of his choice, though never more than one rank per skill per level unless he has no ranks in the skill. A character may never take more than four ranks in a skill in total.

Acrobatics

This skill covers abilities like balancing, climbing up steep walls or landing safe after jumping from great height.

Animal Handling

Being proficient in animal handling allows a character to ride mounts, including ones he is not familiar with. When it comes to judging wild animals, this proficiency overlaps with wilderness survival.

Arcana

Arcana is a skill similar to knowledge, but is more related to sensing and understanding magical and other supernatural phenomena.

Athletics

Compared to acrobatics, being proficient in athletics does not necessarily mean being elegant, but to mobilise all powers of the body to swim, jump or run.

Engineering

Engineering covers knowledge on mechanics, setting and disarming traps lock picking and other delicate tasks.

Etiquette

A character with the etiquette skill knows how to greet people of status properly, how to act at the court or how to perform a tea ceremony. Some consider gathering such social skills as a waste of time, whereas others see them as an essential for their rise of power.

Influence

Being proficient in influence means being good at getting others to do what one wants them to do. This includes using diplomacy or intimidating others.

Knowledge

Knowledge is a broad skill that covers having general education on topics like geography, history, philosophy or literature. In comparison to arcana, knowledge does not necessarily include understanding the supernatural.

Piloting

Piloting allows a character to understand and use all kinds of transports, including wagons, ships and maybe even flying vessels.

Stealth

Being stealthy does not just mean being good at hiding, it means being able to become invisible where others would be discovered right away, to become one with the shadows and to move without making a noise.

Streetwise

Being streetwise enables a character to gather information, sense who is pulling the strings behind the curtains and to avoid getting into trouble. This skill is mostly used in an urban environment.

Wilderness Survival

Being proficient in wilderness survival means being able to track someone, not get lost in a forest, find a source of water or judge which plants are edible and which are poisonous.

The Yakuza Class

The yakuza are members of crime syndicates. They control black markets, smuggling, collect unofficial taxes from merchants and are involved in all kinds of other shady activities. However, yakuza also have a code of honour and offer protection to those who work together with them. In some places where the influence of the provincial government is weak, yakuza even act as a police force – the yakuza are criminals, but they have an interest in preventing trouble and keeping the cities stable. Yakuza can be found on the countryside, but are mainly active in cities, where fights among rival yakuza gangs or other criminal groups are common. Many yakuza have tattoos hidden under their clothes that show their status, achievements and gang membership.

The yakuza is a supporter that focuses on skills. He should only be used in combination with the skill system presented below.

Hit Die: The yakuza uses the d6 to determine his hit points.

Table 2: Yakuza Advancement

Level	Attack Bonus	Saving Throw
1	-	15
2	-	14
3	+1	13
4	+1	12
5	+2	11
6	+2	10
7	+3	9
8	+3	8
9	+4	7
10	+5	6

Equipment: The yakuza does not wear armour heavier than manchira. He can use any weapons, but prefers to use only concealable weapons in an urban environment. If the optional rules for weapon damage by class are used, the yakuza deals 1d8 points of damage with melee weapons and 1d6 points of damage with missile weapons.



Code of Honour: The yakuza is a criminal and lawbreaker, but adheres to certain rules. He will follow the orders of his superiors, avoid bloodshed if possible and will not harm those who cooperate with his gang.

Jack of All Trades: The yakuza needs all kinds of skills to survive and succeed. He starts with a rank in *Acrobatics*, *Engineering*, *Etiquette*, *Influence*, *Stealth* and *Streetwise* as well as four skill points that he can distribute freely. At every new level, the yakuza get three instead of two skill points.

Nonhuman Races

By default, all players play a human player character in SHINOBI & SAMURAI. At the game master's discretion, the players can also choose to play a nonhuman race. A few suitable races are presented below. Nonhuman characters can take any class, though ultimately the game master decides whether he really wants to allow a koifolk shinobi or a bakemono samurai.

Humans

Humans are the most versatile and adaptive race of all. Once per day, a human can re-rolled a die roll he just made and chose the better result of the two. This trait balances out the special abilities of other races. Human player characters have it only if someone at the table has a nonhuman character.

Bakemono

Most bakemono are mean-spirited and dim-witted, but a few of them are a little brighter than their brethren and go out to explore the world instead of rotting in a cave for the rest of their shot life. Bakemono suffer a -1 malus to attack roll when they fight in bright light but can see in darkness. Even if they behave well and obey the law, bakemono will have a very hard time being accepted by human.

Bakeneko

Bakeneko are shapeshifters that can switch between the form of a cat and that of a slightly feline human. In cat form, bakeneko drop all their equipment and can only attack with their claws (which deal 1d4 points of damage), but also gain a +2 bonus to armour class, become very agile and fit through tight spaces. A bakeneko can turn into a cat and back once per two levels.

Hsing-sing

The ape-like hsing-sing only use primitive technology and live a simple life, but are in

fact as smart as humans. Hsing-sing are not nimble enough to use complex weapons like crossbow or firearms. However, due to their physical toughness, they gain an additional hit point every time they gain a new level.

Koifolk

Koifolk, are race of anthropomorphic koi, are usually dull and cowardly. Many attempts have been made to train koifolk in combat and make them stand up for themselves. Most failed, but a small number of koifolk have gain some self-confidence this way and started to explore the world. Koifolk are natural swimmers. They swim as fast as other races walk and suffer no penalties for underwater combat (though they are still limited to use thrusting and piercing weapons).

Koropokguru

The koropokguru are a short, human-like race. Due to their small statue, koropokguru gain a +2 bonus to armour class if they fight opponent larger than a human.

Alignment

The alignment of a character shows where he stands in regard to law and chaos. The alignment system is completely optional, but it can help a player to flesh out his player character. Alignment is never set into stone; it just shows how a character behaves most of the time.

Law

Lawful creatures cooperate with others and are righteous. They believe that society will suffer and eventually collapse if everybody just does what he wants. Samurai, Imperial bureaucrats and law-abiding citizens are lawful.

Neutrality

Neutral creatures do not have a concept of law and chaos or are neither especially righteous nor wicked. Most common humans are

neutral, as they care about themselves and their family and friends first, but accept that certain rules and laws improve ease life for everybody.

Chaos

Chaotic creatures are primarily interested in pursuing their goals and thing that everybody should do what they like. They are not necessarily egomaniacs or harmful to others, though. Some chaotic humans think that the society would be a better one if there was no rule but respect for others.

Combat Options

Defending

A character that choses to forgo his actions during his round and concentrate on defining against the next attack is granted a +1 bonus to armour class against all attacks during the next round.

Stances

In melee combat, a character can chose to take an aggressive or defensive stance (but he does not have to do so). During the next round, the character will gain a +2 bonus to attack rolls and suffer a -3 penalty to armour class if he takes the aggressive stance or a +2 bonus to armour class and a -3 penalty to attack rolls if he takes the defensive stance. These stances cannot be used by the mahotsukai, yojutsushi, genjutsushi, and ite, as melee combat is not their field of expertise.

Two-Weapon Fighting

Character can use two melee weapons at once, provided they are both one-handed weapons. In this case, the character is permitted two attacks but suffers a -3 attack roll penalty while he attacks with his main hand and a -6 penalty during the attack with his off-hand weapons. The main hand weapon can be any one-handed weapons while the secondary weapon

has to be a smaller one, usually a tanto or a similar weapon.

Underwater Combat

Due to the resistance of the water, only piercing or thrusting weapons can be used effectively underwater. Bows and hurled weapons are also useless. Crossbows can be fired underwater. Nonaquatic creatures suffer a -4 penalty to attack rolls and a -2 penalty to armour class while fighting underwater. This does not apply to ranged attacks or spellcasting. Spells based on fire, fog, air have no effect underwater.

Spell Points

Spell points are an alternative to the default memorisation-based casting system. Instead of preparing a certain number of spells per day, the caster has a pool of spell points whose size depends in its level. Casting a spell depletes this pool, resting refills it. The caster can cast any spell he knows freely provided he has the spell points to do so. The higher the level of the spell casted, the more spell points it will cost.

Table 3: Mahotsukai Spell Points

Level	Max. Spell Level	Spell Points
1	1	2
2	1	3
3	2	6
4	2	9
5	3	12
6	3	15
7	4	21
8	4	25
9	5	34
10	5	40

Table 4: Sohei Spell Points

Level	Max. Spell Level	Spell Points
1	-	-
2	1	2
3	1	3
4	2	5
5	3	10
6	4	14
7	5	22
8	5	31
9	5	37
10	5	46

Each spell costs a number of randomly determined spell points as shown below. Alternatively, a fixed cost can be used instead. In this case, casting a spell cost a number of spell points equal to the spell's level plus one point.

Table 5: Casting Cost

Spell Level	Casting Cost
1	1d2
2	1d4
3	1d6
4	1d8
5	1d10

For every night of rest, a caster regenerates spell points equals to 1d4 times his level. A full week of rest will always restore the spell point pool completely.

Blood Casting

When caster runs out of spell points, he can use his life force to cast spell and use his hit points as spell points. If a caster casts a spell while he still has spell points left but not enough to cover the cost, he pays the remaining cost in hit points. Otherwise, the spell will fail and all spell points are lost. At the game master's discretion, sohei are not permitted to use hit points to cast as this might contradict the teachings they follow.

Hirelings

An adventure's most important allies are his companions. Whenever even more manpower is needed, the party can hire so-called hirelings. These are NPCs that serve the player characters for money. They can be everything from common folk paid to carry torches and equipment up to experts for special tasks. Every hireling has a certain upkeep cost. It includes his wage and the money for the material he uses.

Animal Trainer

Animal trainer can handle all kinds of common animals. In addition, some of them even have experience with rare and mystical creatures.

Armourer

Armourers know how to make weapons and armour. Good and innovative armourers are rare and sought after.

Blacksmith

A common blacksmith can manufacture everyday metal items, but does usually not know how to make weapons.

Table 6: Hirelings

Hireling	Monthly Upkeep (sp)
Animal Trainer	500
Armourer	200
Blacksmith	40
Engineer	1,000
Guide	10
Manservant	3
Mercenary	5
Sage	1,000
Sailor	10
Ship Captain	300
Spy	500
Torchbearer	5
Worker	1

Engineer

Engineers are needed for complex buildings like bridges or fortresses as well as for constructing siege machinery.

Guide

A local guide knows shortcuts, save passages and the common hazards of the area he lives in. However, almost everyone can pretend to be a guide.

Manservant

Manservants are needed in every larger household. This job includes personal servants, cooks, maidens and similar professions.

Mercenary

Mercenaries are men-at-arms. They fight for those who pay them and are not bound by loyalty. A mercenary has one to three hit dice and 1d8 hit points per die and is otherwise treated as a bushi.

Sage

A sage is a true expert in his field. Even if highly specialised, a sage has information way beyond the knowledge of common people. Sages not only have information, they also know where to find it.

Sailor

Sailors are common and can be hired in every two near the coast, but need a good captain to be effective.

Ship Captain

Apart from sailors, every ship also needs a captain.

Spy

The spy is a specialist that knows how to blend into the crowd, gather information, infiltrate buildings and do missions behind enemy lines.

Torchbearer

Torchbearers can be hired by adventurers to carry torches and equipment. Their job is risky, but can also be rewarding, as torchbearers usually get a percentage of the gold and treasure their adventuring party finds.

Worker

Workers are simply men willing to do physical work for money. They have no special qualifications other than being at least in moderate shape.

The Honour System

Honour measures a person's trustworthiness, decency and loyalty, with correct behaviour determined by a code of honour. If honour is an important part of the game master's setting, the honour system presented below can be used to measure how honourable a player character is. Each player character starts with certain honour (represented by a number with regard to game mechanics) depending on his class. This honour score can be increased and decreased by behaving honourable or dishonourable.

Table 7: Starting Honour

Class	Starting Honour
Bozu	3d10+10
Bushi	3d10+5
Ite	3d10+5
Genjutsushi	3d10+5
Kensei	3d10+10
Samurai	3d10+20
Shinobi	3d10
Mahotsukai	3d10+10
Sohei	3d10+10
Sumotori	3d10+10
Yakuza	3d10
Yojutsushi	2d10+5

The Shinobi and the Honour System

The shinobi gathers honour like every other character, but this will be known only to a few selected people, namely the shinobi's companions and the members of his clan. To everyone else, he is not a shinobi, but a commoner or someone the shinobi currently pretends to be. This alias always has average honour (3d10+5 points) unless the shinobi specifically decides to use a single alias for a prolonged period of time. This second identity

will not gain or lose any honour from actions only tied to the shinobi's true identity.

Table 8: Honour Awards and Penalties

Action	Points
Accused of a crime	-4
Acquiring an artefact	2
Acquiring property	1
Avenging murder of a family member	5
Banished	-5
Being taken prisoner	-10
Breaking an oath	-4
Completing a great deed	4
Convicted of a crime	-10
Defeating an ancestral enemy	2
Fulfilling a family debt	7
Fulfilling an oath	2
Granting a favour to an NPC	1
Healing, curing, or restoring NPCs	1
Heroic death	10
Killing unarmed or helpless foes	-3
Leading a force to victory	5
Losing a contest	-1
Losing a duel against an inferior opponent	-3
Losing a duel against a superior opponent	-2
Losing a masterwork or magic item	-1
Overindulgence in food or drink	-2
Ownership of a dishonourable weapon	-4
Rash or improper social behaviour	-2
Refusing a contest	-2
Refusing a duel	-3
Refusing your master	-3
Removing a curse	1
Requesting a favour	-2
Saving a life while risking one's own	4
Serving a powerful person	2
Showing mercy to the fallen	1

Every character has a certain honour rank determined by his honour score. The higher the rank, the harder it is to achieve.

Honourless (0 – 10): Only monsters, bandits, outlaws and other criminals have little to no honour. Honourless people are not accepted by society.

Dubious (11 – 20): Beggars, prostitutes and mercenaries fall into this category. Others will look down on these people. They are accepted as long as they provide a useful service, but few people want to be associated with them.

Average (21 – 40): Peasants, workers, craftsmen and other common people have average honour.

Trustworthy (41 – 60): Wealthy merchants, artisans, officers, samurai and people with similar status are considered trustworthy. They have a higher chance (or any chance at all) to get an audience with the local ruler or be accepted into an academy.

Exceptional (61 – 90): High-ranking nobles and bureaucrats have this rank. Having honour so high comes with high expectations and will draw attention, but also opens many doors.

Exalted (91+): A small number of people gather honour so high that they surely will be remembered even after their death.

The exact effect of a high or low honour rank is up to the game master. He will also decide exactly how much honour a character gets for a certain action. This can also depend on the honour score the character currently has: A lowly peasant will gain more honour by slaying a monster than a samurai, who is expected to win such a fight.

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