

SHADOW SCAR

Love Letters



Cody Pondsmith

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Legal

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Love Letters

Mission Background

The Agency has been decoding the journal of the infamous dodomeki, Kagura, for a few weeks now and they have made a number of important discoveries. Among the many notes scrawled in the journal are the details of a plan to secure resources for the smuggling ring.

The plan is for a Harijin working for the Green Demon named Ayumu to pose as an aristocrat from western Honshu. In this disguise, Ayumu will seduce the daughter of the powerful Inoue clan of Kyushu. Once the two are married, Ayumu will murder his bride's family and take control of the clan. Using their wealth and status, the yokai will have a powerful position from which to source money and resources.

There is one hitch, though. The daughter, Chizuko, is very popular among the young nobility of the empire. At the upcoming plum blossom festival, three other suitors from equally important families are also coming to vie for Chizuko's hand in marriage. At the behest of the Inoue clan patriarch, Hideo Inoue, the suitors will have to compete for the honor of marrying his daughter. The competition will involve each contestant proving their physical, mental, and spiritual skill in a series of challenges devised by Hideo. He has allowed for some choice on Chizuko's part. She will have a choice between the two suitors that Hideo determines are the best choices for the Inoue clan.

Mission Synopsis

The players deploy to the city of Saga in Nakatsukuni where they'll have to help Hayato Matsumoto win the hand of Chizuko Inoe. They'll also be expected to find Ayumu and get rid of him before he can kill Hayato or earn the right to marry Chizuko.

Opposition

- **Ayumu** is a harijin working for the Green Demon. To the frustration of his employer he is a fanciful man with a poetic streak and a love for the arts. He isn't much of a fighter but he is a good manipulator which is why he has been put in charge of this assignment. He is currently disguised as a nobleman from the Toyama clan of the northern city of Noshiro. He has yet to meet Chizuko and has absolutely no interest in her but he is loyal to his mission, especially if it places him in a position of power and wealth. If confronted, Ayumu will use his status to his advantage, sacking the palace guards on whoever tries to out him. Because he is a very humanoid yokai he isn't wearing a kamon allowing him to fit in even better than normal. He has shortened his hair to waist length.
- **Jun Yoshida** is a retainer of the Inoue clan who has been tasked with keeping Chizuko safe and keeping the suitors at bay. He is an honorable but overly protective

man who is convinced that Chizuko is too young to make decisions for herself despite her being 22 years old. He will always place himself between Chizuko and danger and will fight to the death to protect her.

- **Ayumu's Retainers** are a group of soldiers and courtiers who have been paid to travel with Ayumu. Among them are 1 servant and 2 retainers (See Street Punks on page 16). These are humans who have been paid a great deal of money to pretend that Ayumu is a nobleman. They don't know anything about Ayumu's true nature or his plans. As long as they are getting paid they will keep up the charade as long as they have to but if a character offers them a combined 8 units of Disposable Income they will stop pretending and leave.
- **The Inoue Clan Guards** are a group of 25 warriors loyal to the Inoue clan. They are posted around the castle grounds and will investigate if they see anything out of the ordinary. They are quick to raise the alarm but they are not expecting any hijinks. If they engage in combat they will aim to disable their opponents and take them into custody. If the players outnumber them, they will blow their signal horn to raise the Alert Level and summon more guards.
- **Hikaru Sekiguchi** is the youngest of the suitors. He is a young teenager from the Sekiguchi clan of northern Kyushu. He is cold and distant, with no interest in this competition. His family, however, is very invested in him winning the hand of Chizuko as it will boost their political power significantly. Hikaru is traveling with 1 servant and 2 retainers (See Street Punks on page 16).
- **Juro Hada** is a hot-headed man in his late twenties who hails from the Hada clan of south western Honshu. He is highly competitive and smitten by Chizuko's beauty and elegance. His family is technically of a higher social standing than the Inoue but he is the second son and has substantial gambling debts he needs to pay off. Juro is traveling with 1 servant and 2 retainers (See Street Punks on page 16).
- **Nobu Akagi** is an older nobleman from the Akagi clan of eastern Kyushu. He has already been married once before but his wife, Sachiko, died during the Reunification Wars. He sees something of his dead wife in Chizuko and wants to see if she can fill the hole left in his heart. Nobu is traveling with 1 servant and 2 retainers (See Street Punks on page 16).

Introduction (Read Aoud)

It's spring and the world is beginning to warm under Amaterasu's shining light. Gone are the snowy winter days and the biting cold. Soon the Agency will be swelteringly hot and you'll be glad the headquarters has climate control.

In your free time you've been able to enjoy the headquarters grounds including the arena where the Operations Department has been holding an Agency-wide tournament. It's been fun to watch and you've gotten to see a lot of your coworkers in action. You may have even put down some money on the winner.

But there's always something to do in the Shadow Scar Agency and as you're watching a bout between two jounin you get a call from your handler. There's a new mission that needs your attention and you need to get down to the briefing room.

Mission Briefing

The Agency has been watching this plan unfold for a few weeks, trying to decide exactly how they want to get involved. This mission will require subtlety and tact.

Mission Goal

The player's goal is to get rid of the yokai by any means necessary. They mustn't be allowed to make any more inroads to seducing the Inoue clan.

Additional Mission Goal

If the players get the opportunity, they should try to ensure that the Agency's chosen suitor, Hayato Matsumoto wins the hand of Chizuko. This will ensure a strong alliance in the south that will help shore up the loyalist factions of Kyushu.

Mission Opposition

The players can expect opposition from the yokai but the Agency isn't sure what yokai they'll be facing. The yokai will probably be traveling with an entourage that will likely never leave his side making assassinating him very difficult. The Agency isn't sure whether these guards will be humans or yokai.

Mission Obstacles

The most notable obstacle will be the castle's staff. The Inoue castle is well guarded and constantly patrolled. Besides the guards who watch the walls there are guards patrolling the halls of the castle and traps like nightingale floors in the castle that will make infiltration difficult.

A secondary mission obstacle will be the other suitors of Chizuko Inoue. There are five in total and the players will have to determine which one of them is the yokai. Even after this is determined the other suitors may prove to be a problem, especially if the players are going to ensure Hayato's success.

Additional Context

The Players' Handler can provide the following information to clarify the mission:

- The Inoue clan are a long-standing clan who have been in control of Saga since the Reunification Wars when they sided with Shogun Kamiya.
- Nobu Akagi was previously married but his wife died during the Reunification Wars. The Akagi family sided against the Empire.
- Hikaru Sekiguchi is an only child and he is very rarely seen in public.
- Juro Hada has been looking for a wife for a few months now. He has courted several noblewomen from well to do families.
- Ayumu Toyama is one of many children and he is known for his excellent poetry.
- Jun Yoshida, an Inoue clan retainer, will be constantly guarding Chizuko.

Requisition

With the briefing complete, the team can prepare for their mission. Each team member has a pool of Requisition Points (RP) equal to their Requisition Rank to rent items. These items are taken from the Shadow Scar Armory and must be returned to the Armory after the mission concludes. In addition, the team is given 1 Spirit Lantern and each person on the team is given clothing appropriate for operating in Nakatsukuni.

Arriving at Saga

The city of Saga is preparing for the Plum Blossom Festival which will take place in 3 days. When you arrive in the city, via an Agency controlled papermaker's shop, you can already see people and kami bustling about, hanging decorations and making last minute preparations for the festival. It's easy to go unnoticed as you make your way through the city towards the Inoue clan's castle.

The castle is a 2 story, wooden structure elevated off the ground on a base of stone. The Building and its courtyard are surrounded by a 30ft tall stone wall with one large gate that looks out onto the main street of Saga. You can already see guards on the walls, keeping watch over the streets and the castle's interior.

As you approach you are met by a man dressed in the attire of a servant. He greets you and asks you to follow him to meet with Lord Hayato. You're guided through the gates and into a beautiful garden buzzing with life. There are gardeners tending to the ground, servants rushing to and fro preparing for the festival and even a few children playing. The servant leads you to a

guest house on the castle grounds where you're introduced to a young man, perhaps in his mid-twenties. He looks spritely and exuberant but he acts with practiced decorum as you enter.

"You must be my escort. The ones who are going to help me win Lady Chizuko's hand. Please sit and we'll discuss our plan. I have no doubt the other suitors are scheming as we speak. I've caught glimpses of them and I fear the competition will be stiff."

Playing Hayato Matsumoto

Hayato is the eldest son of the Matsumoto family. He has a younger sister and an infant brother who he helps take care of. He is, outwardly, a very friendly man but he has moments of deep introspection that can leave him morose from time to time. He wonders about his place in the world and hopes that fulfilling his family's desires will give his life purpose. He enjoys writing poetry, practicing his archery, and riding. He has heard of Chizuko Inoue and has seen paintings of her but, as with most of the suitors, they have never formally met. Hayato thinks she will be an excellent bride but secretly wonders whether he will be as excellent a husband. He is willing to do anything he needs to to earn Chizuko's affections.

Saga Castle

Saga castle was built to defend against assault by yokai. It has strong walls, secret escape tunnels, and many many guards. The players have already been allowed onto the castle grounds and as long as they pretend to be Hayato's entourage they won't be bothered unless they wander into the wrong place.

The Guards

There are 25 guards watching the walls and grounds of Saga Castle. They are armed and armored in case of an attempted invasion of Saga. However, the city hasn't been in combat in years so the guards aren't expecting to see any action. They are content to spend their shifts, talking and passing the time however they can. Some even take to gambling to entertain themselves.

There are 10 guards on the walls of the castle, 5 guards patrolling the castle grounds, and 10 guards patrolling the halls of the castle itself. They will stop anyone who is outside the castle or in the hallways at night but they won't try to harm them. They'll just try to escort them back to their quarters. They will only engage in combat if they outnumber the people they are confronting and in that case they will aim to disable their opponents and take them into custody. Otherwise, they will try to raise the alarm by blowing their signal horns, raising the alert level to Alert.

The Nightingale Floors

After sunset, the halls of the castle transform into nightingale floors. If a character steps on the nightingale floor, it emits a noise, which imposes a -2 Penalty to Stealth Checks. It takes an Average (2) Awareness Check to spot this change.

Kami of the Castle

Saga Castle is home to a number of minor kami who live in the gardens and the castle interior. They are connected to various items, plants, and pieces of art. Any time a character uses Spirit Sight or looks through the aperture of a spirit lantern there is a 50% chance they spot a kami. These kami can be convinced to help the players but they might try to hinder the players if they feel slighted.

The Guest Quarters

Saga Castle has a guest house for the suitors to stay in. It is a large building with multiple bedrooms. Each suitor has their own room where they will stay with their retainers. The floors of this building are not nightingale floors but each room has a lock which requires a Challenging (3) Engineering Check to unlock. Searching each suitor's room can reveal a clue if the players make a Challenging (3) Awareness Check.

- **In Hikaru's room**, the players can find a painting of him with his family from years ago when he was a small child. Hikaru keeps this painting to remember his father who passed away recently. It might be a forgery but the age of the paper suggests that it was painted when he was young. This would be a sure sign that he's not a yokai.
- **In Juro's room**, the players can find a ledger with gambling debts. They go back as far as two years ago and are all to be paid to various loan sharks and gambling parlors in Nagasaki. Juro has a gambling addiction which he is keeping from his family out of shame. These records would suggest that Juro is not a yokai in disguise and instead just a man in need of money.
- **In Nobu's Room**, the players can find a stash of poetry that Nobu always carries with him. It is a collection of poems written between him and his first wife. The age of the paper suggests that the letters were written years ago.
- **In Ayumu's Room**, the players can find a silver hair comb and a borderline excessive amount of hair care beauty products.

The Castle Grounds

The grounds surrounding Saga Castle are large and well maintained. There is a large garden with plants and flowers of all different kinds, water features like ponds and fountains, and numerous stone statues of samurai and kami including a statue of a dragon that moves on its own, undulating and swirling on its pedestal.

There are plenty of places to hide in the Saga gardens, from small stands of trees, to shrubs and bushes. The guards who patrol the garden spend most of their time by the fountains. They will investigate any disturbances, however.

The castle garden runs right up against the castle itself allowing a character to climb the castle walls using the cover of the trees.

Chizuko's Room

If the players decide to try and find Chizuko she can usually be found in her room which is on the 2nd floor of the castle. There is a large balcony looking out over a scenic view of the mountains with a set of sliding doors that lead into the room. The room is large and elegantly adorned with a single large bed, a wardrobe, a small table, and a magically contained floating pool of water containing two beautiful koi.

At night, the doors to the room are all locked with a lock that requires a Difficult (4) Engineering Check to open. Jun Yoshida's personal quarters are attached to Chizuko's and anyone who enters Chizuko's quarters will have to make Stealth Checks against his Awareness Check to avoid him hearing them.



Playing Chizuko Inoue



Chizuko is the only child of the Inoue clan and she is being raised to take over the clan one day just in case she doesn't find a match by the time her father and mother pass on. She is reserved and well behaved but can be vindictive and cruel to people who slight her or her family. Outwardly she presents a friendly, bubbly facade that can be very disarming, especially to those who don't take her seriously as a young woman. She recognizes that her marriage is a political arrangement but genuinely hopes that she can marry someone she, at the least, doesn't hate. She has a soft spot for over the top romantic gestures such as moonlight trysts and poetry delivered in secret.

The Test of the Body

The day after the players arrive with Hayato the Inoue clan hold the first event in the tournament for Chizuko's hand. The first test that the suitors must overcome is the test of the body. The test of the body requires each contestant to show their physical prowess on the battlefield. There are 3 targets placed in the courtyard of the castle on an obstacle course. Each contestant must maneuver their horse through the course, and hit each target with an arrow. On every round, the contestant must make an Average (2) Maneuver Check to keep their horse on the right path and then a Challenging (3) Marksmanship Check to hit a target. If they fail the initial maneuver check, they must make the following Marksmanship Check at a -1 Penalty. The last person to hit their last target is eliminated.

Ayumu's Plan

To ensure his victory in this challenge, Ayumu has brought with him a high frequency sonic device. If it looks like he is going to lose this round, one of his minions will activate the device, causing one of the suitor's horses, of your choice, to buck. The rider must make a Difficult (4) Maneuver Check or be thrown from their horse and take 3 points of damage. Once the horse bucks its rider it sprints away, forcing the servants to run to catch it. This disqualifies the affected character. It takes a Difficult (4) Awareness Check for a character, already observing the crowd to spot the sabotage.

That Evening

After the test of the body, the suitors are treated to a feast in the main hall of the castle. Chizuko is present at this feast as well as Jun Yoshida and her father and mother. The suitors have no chance to interact with Chizuko as they are seated at a different table.

After the feast, the suitors head back to the guest house where they prepare for the evening. One of the suitors invites the rest to continue drinking, eager to see how much each one can handle. All of the other suitors are willing to join in.

The Test of the Mind



The second test that the suitors must overcome is the test of the mind. The test of the mind requires each contestant to show their puzzle solving skills. The puzzle in question is a puzzle box containing a single silver orb. To solve this puzzle, a character must make a successful Knowledge Check, a successful Awareness Check, and a successful Engineering Check. These Checks can be made in any order and the difficulty for each one is Challenging (3). The contestants have 5 rounds to complete the puzzle and the first three to succeed are crowned the victors and the last is eliminated.

Ayumu's Plan

To ensure his victory in this challenge, Ayumu has had one of his minions tamper with his puzzlebox, lowering the difficulty to solve it to Simple (1). Noticing this deception requires a person observing Ayumu to make a Challenging (3) Awareness Check.

That Evening

After the test of the mind, the suitors are again treated to a feast. Chizuko is not present at this feast and neither is her attendant, Jun. She isn't interested in putting up a formal facade that night. If anyone asks where she is, the servants will say she's indisposed and not elaborate further.

After the feast, Ayumu will make his first move. He will try to sneak out and visit Chizuko in the night. Unless he is stopped, he will climb up to Chizuko's balcony and serenade her with poetry he wrote for her. Chizuko is intrigued by this display of affection and this will push her towards picking Ayumu if he makes it to the final choice.

The Test of the Spirit



The third and final test that the suitors must overcome is the test of the spirit. The test of the spirit requires each contestant to show their skill in poetry. Each contestant has 1 hour of solitude to make an Artistry Check. The results of these Artistry Checks are then compared and the two contestants with the highest Checks move on to the choosing.

Ayumu's Plan

To ensure his victory in this challenge, Ayumu offers the suitors a drink in honor of the last challenge. This drink is laced with honeywine powder. After being afflicted by this poison, a

character suffers the Intoxicated Condition until they make a Difficult (4) Endurance Check or someone makes a Difficult (4) Medicine Check with a first aid kit.

In addition, Ayumu has prepared his best poem ahead of time, giving him an Artistry Check value of 5.

The Choosing

After the final challenge Lord Inoue retreats to his quarters to discuss the victors with his wife. The remaining two suitors are sent back to the guest quarters to await their decision. The players have 1 hour before the suitors will be gathered back for the choosing.

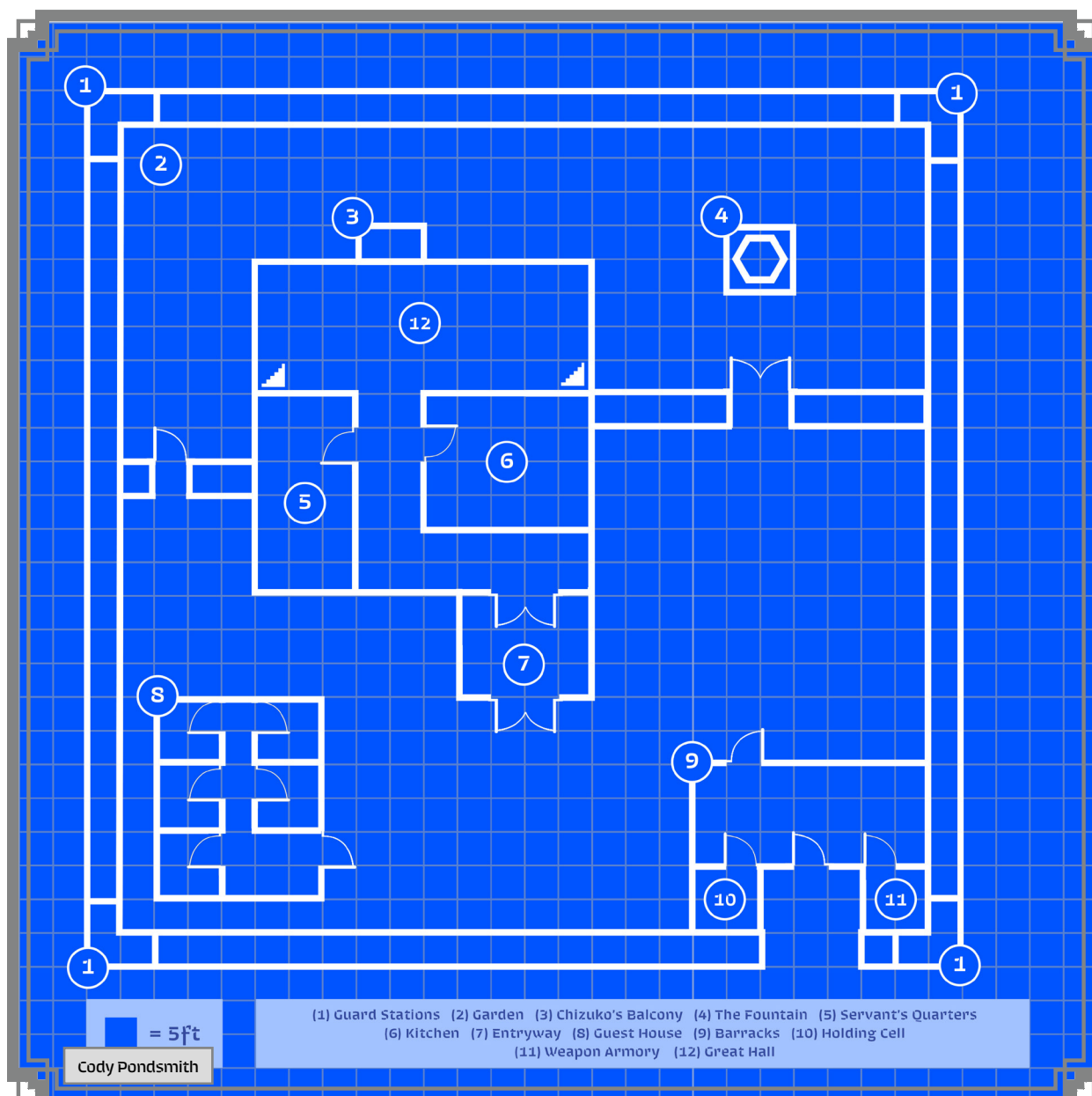
If Ayumu isn't Chosen

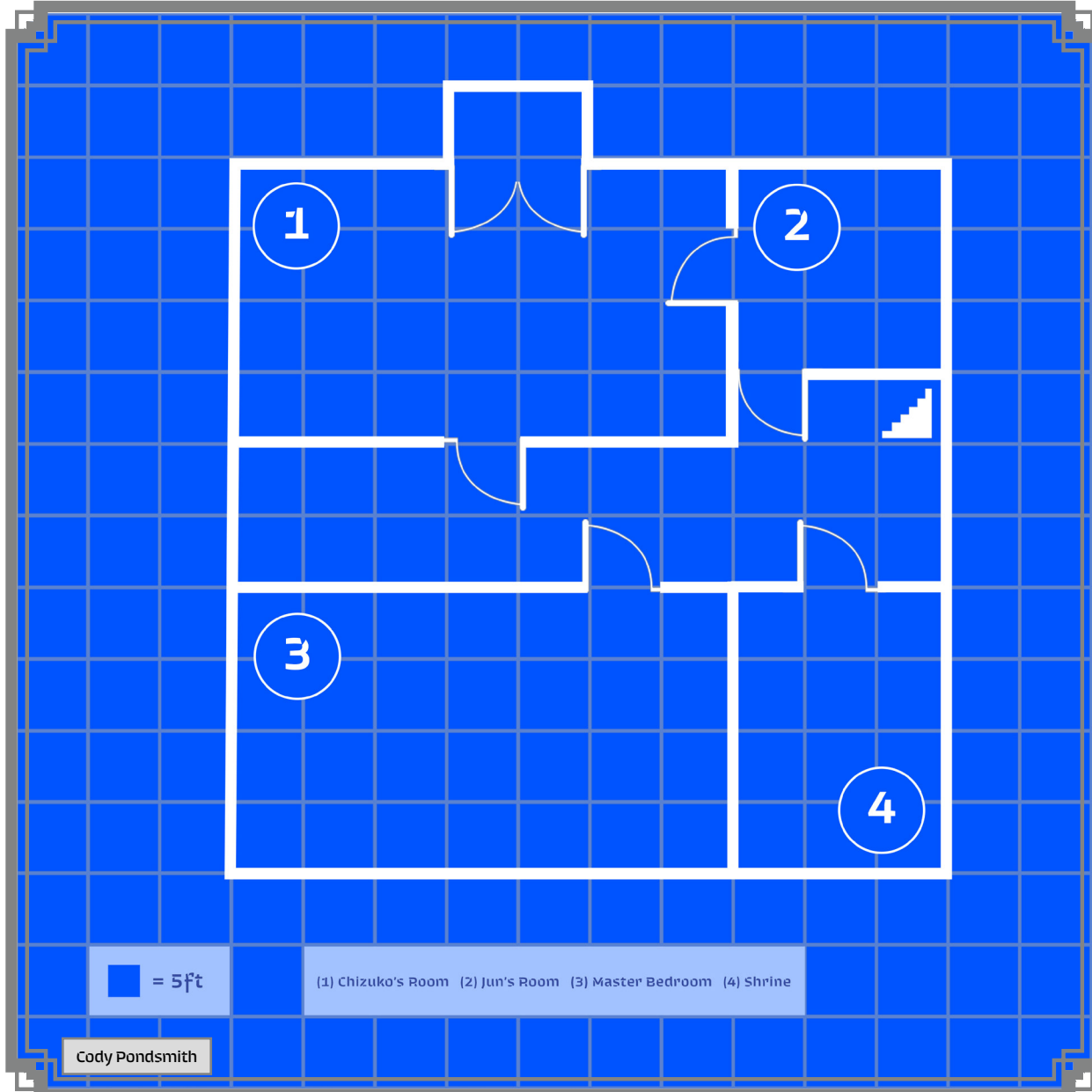
If Ayumu isn't chosen by Chizuko or he was previously eliminated from the competition, he will wait until the night of the choosing when the Inoue Clan holds a final feast for the one who was chosen to marry Chizuko. When he thinks

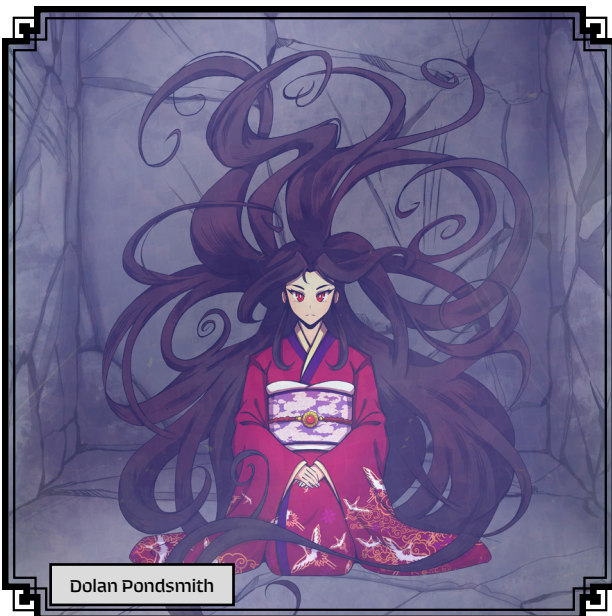
everyone has gone to sleep he will attempt to sneak out of the guest quarters and kidnap Chizuko. His back up plan is to ransom her back to her family to make up for the lost opportunities. He hopes that this will keep him in the Green Demon's good graces.

If no one stops him, Ayumu knocks out Chizuko and carries her away into the mountains outside Saga. After he has made it to the wilderness the players have 1 hour to find her before the trail goes cold. Finding the trail requires a Difficult (4) Awareness Check. Following the trail requires three successful Challenging (3) Awareness Checks. At the end of the trail, the players find Ayumu hiding out in a cave with Chizuko who has been bound and gagged. Ayumu will not fight to the death to keep Chizuko and will flee if he is obviously outnumbered.

If Ayumu gets to Chizuko's balcony and realizes that Chizuko is guarded by either the players or Jun he will try to flee the scene in the night and never return.







Dolan Pondsmith

Quirks

Bloody Locks

When a harijin beats an opponent's Defense Check by 1 Success or more when attacking with their Barbed Locks, they can cause the target to suffer the Bleeding Condition.

Humanoid

A harijin can make a Disguise Check to disguise themselves as a human even when not wearing their kamen.

Long Locks

A harijin's hair is nearly floor length, and while it can shrink and grow by a few feet, it is always at least to the harijin's waist. The harijin can feel pain through its hair and will become unusually aggressive if there is any mention of cutting its hair.

Mikkyo

Web of Hair (1 Ki Point)

A harijin can make a Focus Check to snake out 4 tendrils of hair at up to 4 characters within 25ft. Any of these characters who fail an Opposed Athletics Check suffer the Grappled Condition. Using this Mikkyo, multiple tendrils can target the same target.

Name

Harijin

Type

Yokai

Threat Ranking



Information

Harijin, or hook people, are humanoid yokai with long animate hair. They are ambush predators who stalk their prey before trying to get them alone and tearing them to pieces with their hair, which is covered with microscopic barbs. Once you get past the harijin's hair, they are relatively harmless, or at least as harmless as a regular human. When fighting a harijin, it's important to keep an eye on their hair as it can split into several tendrils, which can lash out at incredible speeds like a viper.

Special Senses

None

Armor

0

Vitality

6

Ki Reserve

3

Speed

30ft

Mind



Awareness



Disguise



Engineering



Knowledge



Marksmanship



Medicine



Body



Athletics



Endurance



Maneuvering



Melee



Stealth



Strength



Spirit



Artistry



Insight



Focus



Manipulation



Performance



Resistance



Weaponry

Name	Damage	Range	Traits
Barbed Locks	2	Melee	Grappling, Precise, Reach, See Bloody Locks, Twin Weapon

Name Hayato Matsumoto

Type

Mundane

Threat Ranking



Information

Hayato is the eldest son of the Matsumoto family. He is, outwardly, a very friendly man but he has moments of deep introspection that can leave him morose. He wonders about his place in the world and hopes that fulfilling his family's desires will give his life purpose. He enjoys writing poetry, practicing his archery, and riding. He has heard of Chizuko Inoue but they have never formally met. Hayato thinks she will be an excellent bride but secretly wonders whether he will be as excellent a husband.

Special Senses

None

Armor

0

Vitality

8

Ki Reserve

0

Speed

30ft

Mind



Awareness



Disguise



Engineering



Knowledge



Marksmanship



Medicine



Body



Athletics



Endurance



Maneuvering



Melee



Stealth



Strength



Spirit



Artistry



Insight



Focus



Manipulation



Performance

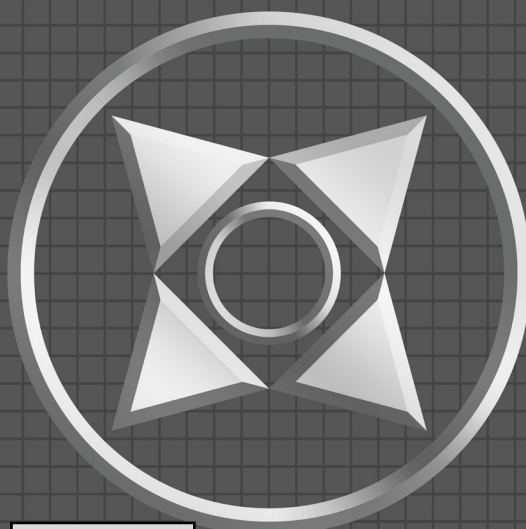


Resistance



Weaponry

Name	Damage	Range	Traits
Dagger	1	Melee	Highly Concealable, Precise
Sword	2	Melee	Concealable, Parrying



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Quirks

Androgynous

Hayato never takes Penalties on Disguise Checks to pose as a different sex.

Shy

Hayato must make an Average (2) Resistance Check to talk to a stranger.

Stunning

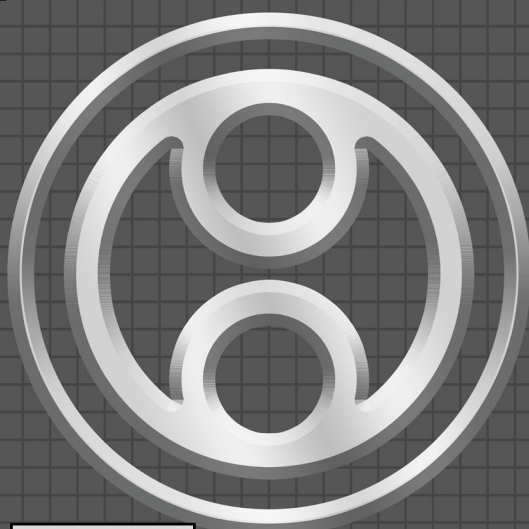
Hayato gains a +1 Bonus to Charm Social Actions.

Terrible at Lying

Hayato takes a -2 Penalty on Manipulation Checks made to lie.

Wealthy

Hikaru has 8 Units of Disposable Income with him.



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Quirks

Deadpan

Hikaru takes a -1 Penalty on Charm and Convince Social Actions.

Double-Jointed

Hikaru can squeeze into tiny spaces and gains a +1 Bonus to escape bindings.

Lionhearted

Hikaru gains a +1 Bonus to defend against the Threaten Social Action.

Poor Eyesight

Hikaru takes a -1 Penalty to Awareness Checks or Checks requiring sight when he isn't wearing his glasses.

Wealthy

Hikaru has 8 Units of Disposable Income with him.

Name

Hikaru Sekiguchi

Type

Mundane

Threat Ranking



Information

Hikaru Sekiguchi is the youngest of the suitors. He is a young teenager from the Sekiguchi clan of northern Kyushu. He is cold and distant, with no interest in this competition. His family, however, is very invested in him winning the hand of Chizuko as it will boost their political power significantly. He will happily give up on the tournament if someone can provide him with another way to appease his parents and improve his family's standing in the eyes of the empire.

Special Senses

None

Armor

0

Vitality

6

Ki Reserve

0

Speed

40ft

Mind



Awareness



Disguise



Engineering



Knowledge



Marksmanship



Medicine



Body



Athletics



Endurance



Maneuvering



Melee



Stealth



Strength



Spirit



Artistry



Insight



Focus



Manipulation



Performance



Resistance



Weaponry

Name	Damage	Range	Traits
Dagger	1	Melee	Highly Concealable, Precise
Sword	2	Melee	Concealable, Parrying

Name Inoue Clan Guard

Type

Mundane

Threat Ranking



Information

There are 25 guards watching the walls and grounds of Saga Castle. They are armed and armored in case of an attempted invasion of Saga. However, the city hasn't been in combat in years so the guards aren't expecting to see any action. They are content to spend their shifts, talking and passing the time however they can. Some even take to gambling to entertain themselves. They won't engage in combat unless they outnumber their opponents. Otherwise, they will call for help with their signal horn.

Special Senses

None

Armor

1

Vitality

8

Ki Reserve

0

Speed

30ft

Mind



Awareness



Disguise



Engineering



Knowledge



Marksmanship



Medicine



Body



Athletics



Endurance



Maneuvering



Melee



Stealth



Strength



Spirit



Artistry



Insight



Focus



Manipulation



Performance



Resistance



Weaponry

Name

Damage

Range

Traits

Crossbow
(12 Bolts)

4

200ft

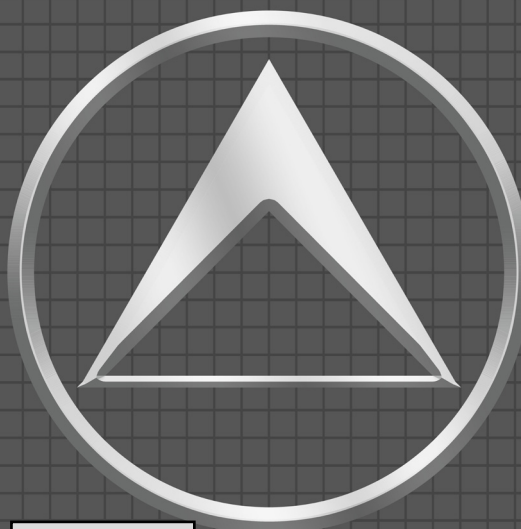
Ammunition (Quick),
Precise, Two-Handed

Sword

2

Melee

Concealable,
Parrying



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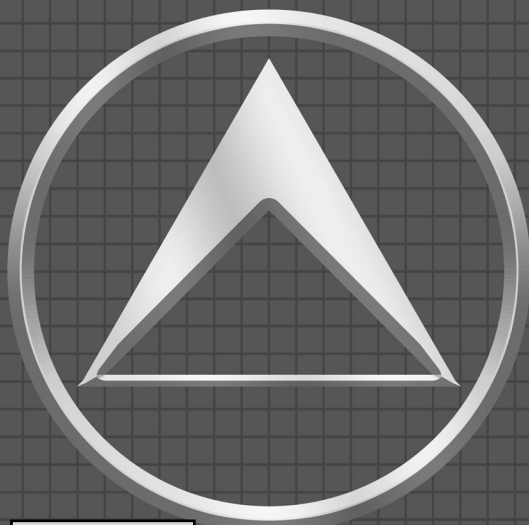
Quirks

Lionhearted

An Inoue clan guard gains a +1 Bonus to defend against the Threaten Social Action.

Signal Horn

An Inoue clan guard is equip with a signal horn that they can blow as an Action. This raises the Alert Level to Alert and calls other guards from the area.



Cody Pondsmith

Quirks

Commanding Presence

The presence of Jun Yoshida is impossible for their subordinates to ignore and it keeps them from stepping out of line. While in the presence of a Jun, allied characters gain a +2 Bonus to Focus or Resistance Checks made to resist Social Actions.

Instinct

When a combat surprise Round begins Jun Yoshida can take his Action at their place in Initiative as if he had noticed the attack. However, any Checks he must make during that Round are made at a -1 Penalty.

Lightning Draw

On the first round of a combat, Jun can make a single strike with one of his weapons without taking an Action.

Rally the Troops

The inspiring presence of Jun Yoshida raises his allies' fighting spirit. While in the presence of Jun, allied characters increase their Vitality by 3.

Name

Jun Yoshida

Type

Mundane

Threat Ranking



Information

Jun Yoshida is a retainer of the Inoue clan who has been tasked with keeping Chizuko safe. He is an honorable but overly protective man who is convinced that Chizuko is too young to make decisions for herself despite her being 22 years old. He will always place himself between Chizuko and danger and will fight to the death to protect her. He won't, however, listen to her when she voices any opinions about the suitors. To him, they are all possible threats until they've proven themselves not to be.

Special Senses

None

Armor

0

Vitality

18

Ki Reserve

0

Speed

30ft

Mind



Awareness



Disguise



Engineering



Knowledge



Marksmanship



Medicine



Body



Athletics



Endurance



Maneuvering



Melee



Stealth



Strength



Spirit



Artistry



Insight



Focus



Manipulation



Performance



Resistance



Weaponry

Name	Damage	Range	Traits
Halberd	4	Melee	Reach, Rending, Two-Handed
Sword	2	Melee	Concealable, Parrying

Name

Juro Hada

Type

Mundane

Threat Ranking



Information

Juro Hada is a hot-headed man in his late twenties who hails from the Hada clan of south western Honshu. He is highly competitive and smitten by Chizuko's beauty and elegance. His family is technically of a higher social standing than the Inoue but he is the second son and has substantial gambling debts he needs to pay off. He is invested in this tournament but also in need of money which he can't get from his parents. He will give up if someone provides him with 5 Disposable Income.

Special Senses

None

Armor

0

Vitality

8

Ki Reserve

0

Speed

30ft

Mind



Body



Spirit



Awareness



Athletics



Artistry



Disguise



Endurance



Insight



Engineering



Maneuvering



Focus



Knowledge



Melee



Manipulation



Marksmanship



Stealth



Performance



Medicine



Strength



Resistance



Weaponry

Name

Damage

Range

Traits

Dagger

1

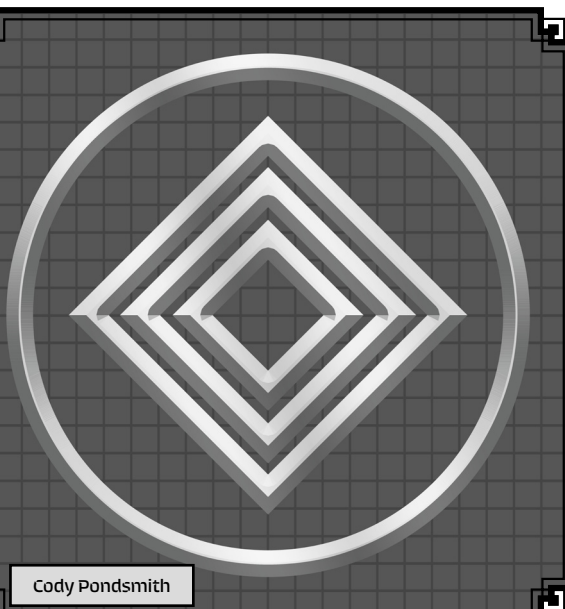
Melee

Highly Concealable,
Precise

Sword

2

Melee

Concealable,
Parrying


Quirks

Kleptomaniac

Juro must make an Average (2) Resistance Check to avoid stealing anything of significant value.

Lascivious

Juro takes a -1 Penalty to defend against the Charm Social Action.

Stunning

Juro gains a +1 Bonus to Charm Social Actions.

Unique Mannerisms

Anyone who has met Juro automatically knows when he has been possessed or magically influenced.



Dolan Pondsmith

Quirks

Flight

A minor kami can float through the air to move in three dimensions or hover in midair.

Kami

A minor kami can shift between the Spirit World and the Material World without taking an Action. While in the Spirit World, a minor kami is treated as though they were a wandering spirit, except they retain their Vitality and do not lower their Ki Points.

Spiritual Body

A minor kami's entire body is made up of ki, meaning their Ki Reserve is extremely high but also tied to their Vitality. A minor kami uses their Vitality as though it were the Ki Reserve. Additionally, when they take the Recovery Action, they regain 3 Vitality Points instead of 1 Ki Point.

Mikkyo

Create Small Objects (3 Ki Points)

A minor kami can create a small object within 50ft of them. This object can be anything with a Cost of 3 or less with the exception of one-of-a-kind objects. These objects last for 1 hour.

Rift Claw (3 Ki Points)

A minor kami can tear a rift in reality, which closes after 1 minute. A character can rift dive through this rift.

Shift Reality (3 Ki Points)

A minor kami can create or remove 1 Environmental Hazard in a 25ft radius area within 50ft of them. This effect lasts for 1 hour.

Name

Minor Kami

Type

Magical

Threat Ranking

♦♦♦

Information

Minor kami are members of the yaoyorozu no kami, or the Countless Spirits. Where the amatsukami are the deities of the spirits, the yaoyorozu no kami are the peasants, as it were. Minor kami shift back and forth between the Spirit World and the Material World, living mostly peaceful lives much like humans. When moved to violence, minor kami are as varied as humans, but are most likely to use their powers to change their environment and create objects to hinder their assailant.

Special Senses

Night Vision, Spirit Sight

Armor

0

Vitality

20

Ki Reserve

See Spiritual Body

Speed

30ft

Mind

♦♦♦♦♦

Awareness

♦♦♦

Disguise

♦♦♦

Engineering

♦♦♦

Knowledge

♦♦♦

Marksmanship

♦♦♦

Medicine

♦♦♦

Body

♦♦♦♦♦

Athletics

♦♦♦

Endurance

♦♦♦

Maneuvering

♦♦♦

Melee

♦♦♦

Stealth

♦♦♦

Strength

♦♦♦

Spirit

♦♦♦♦♦

Artistry

♦♦♦

Insight

♦♦♦

Focus

♦♦♦

Manipulation

♦♦♦

Performance

♦♦♦

Resistance

♦♦♦

Name

Nobu Akagi

Type

Mundane

Threat Ranking



Information

Nobu Akagi is an older nobleman from the Akagi clan of eastern Kyushu. He has already been married once before but his wife, Sachiko, died during the Reunification Wars. He sees something of his dead wife in Chizuko and wants to see if she can fill the hole left in his heart. He is only interested in Chizuko thanks to her resemblance to his late wife. If someone can convince him that marrying Chizuko won't replace his wife he will be willing to give up on the tournament.

Special Senses

None

Armor

0

Vitality

8

Ki Reserve

0

Speed

40ft

Mind



Body



Spirit



Awareness



Athletics



Artistry



Disguise



Endurance



Insight



Engineering



Maneuvering



Focus



Knowledge



Melee



Manipulation



Marksmanship



Stealth



Performance



Medicine



Strength



Resistance



Weaponry

Name

Damage

Range

Traits

Dagger

1

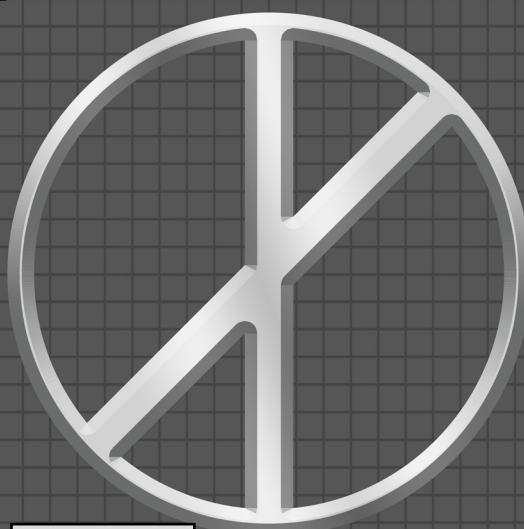
Melee

Highly Concealable,
Precise

Sword

2

Melee

Concealable,
Parrying

Cody Pondsmith

Quirks

Animal Magnet

Unless he antagonizes them all animals consider Nobu a friend.

Conversationalist

A character must make an Opposed Manipulation Check to disengage from talking to Nobu.

Faint-Hearted

Nobu takes a -1 Penalty to defend against the Threaten Social Action.

Missing Arm

Nobu is missing his right arm. Without his prosthetic he is unable to perform any tasks that require that arm.

Wealthy

Nobu has 8 Units of Disposable Income with him.



Dolan Pondsmith

Quirks

Gang Up

When a street punk's ally is adjacent to their target, they gain a +1 Bonus to Melee Checks.

Name

Street Punk

Type

Mundane

Threat Ranking



Information

Street punks are some of the least dangerous human opponents a Shadow Scar Agent will encounter. They're not armored, they rarely have any overwhelming skill, and their armament consists of whatever they can find around including clubs, chains, and other makeshift weapons. The most dangerous aspect of a street punk is that they usually attack in groups and they are able to be a real threat if they can gang up on a person and overwhelm them with sheer numbers.

Special Senses

None

Armor

0

Vitality

8

Ki Reserve

0

Speed

30ft

Mind



Awareness



Disguise



Engineering



Knowledge



Marksmanship



Medicine



Body



Athletics



Endurance



Maneuvering



Melee



Stealth



Strength



Spirit



Artistry



Insight



Focus



Manipulation



Performance



Resistance



Weaponry

Name	Damage	Range	Traits
Dagger	1	Melee	Highly Concealable, Precise
Sword	2	Melee	Concealable, Parrying