



CLAN PACK #2

THE TRICKSTERS

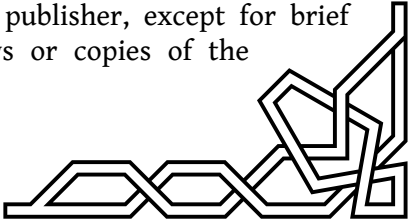
THE NINJA CRUSADE
SECOND EDITION

IVORY PILLARS
Laughing Bandits
Plentiful Beggars

Created by Eloy Lasanta
Written by Brennan Bishop and Eloy Lasanta
Edited by Carol Darnell
Proofreading by Robert M. Everson
Art by Gunship Revolution
Layout and Typesetting by Eloy Lasanta

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IVORY PILLARS

- ◆ **Other Names:** Tomi Clan, Parasites, Clan-Splitters
- ◆ **Stereotypes:** Advisers, Cowards, Pacifists
- ◆ **Fighting Styles:** Snake, Crane
- ◆ **Favored Jutsu:** Way of the Open Fan
- ◆ **Skills:** Deception +1, Perception +1, Persuade +1, Speed +1
- ◆ **Ki Balance:** +1 Yin

HISTORY

The Ivory Pillars are a relatively small clan founded shortly after the warring states period by Wada Ruriko. She was a young handmaiden in the service of nobles, whom she saw commit several injustices and spread corruption throughout noble society. This disgusted Ruriko, who vowed to bring it all crashing down, so she hid herself among those she wanted dead and waited for her chance. Rising through the political system, Ruriko took delight in playing high-ranking officials against one another. Not for personal gain or profit, but just to watch their power dwindle as they wasted their contacts and resources to take each other down. She developed powerful jutsu to bend the minds and wills of others and took great joy in sending the most powerful warriors to follow fool's errands on costly expeditions. When her first victims' houses had collapsed, Ruriko reinvented herself again and settled in Kiwan. Once there, she began teaching others how to manipulate anyone with whom they disagreed and how to bring the most powerful clans to ruin.

After a long life of doing whatever she wanted to further her goals, Ruriko's family took over the training of ninja; and even though they only take on a few students at a time, many stay on to help pass their learnings on to the next generation.

As the teachings of Ruriko live on through her students, the clan continues to only accept those who live for trickery and deception rather than personal gain. Many who train at their temple never return, as they are off twisting the wills of the rich and powerful. But giving in too much to greed can send other Pillars to come after the ninja, as they've

been a poor example of the clan. Pillars often find it difficult to work together, constantly resisting the urge to manipulate each other for the sheer joy of it, but they work handily with most other ninja to pursue similar agendas. The rise of the Empire was a great blessing to the Tomi clan, as it finally gave them a focus for their wrath, and a giant target great for perfecting their training and giving great joy at working to see the Empire topple and burn.

LIFESTYLE

When on their own, an Ivory Pillar tends to insinuate themselves into an already-existing social power structure with the goal of dismantling it from the inside. Some live extravagantly, while others prefer a more modest lifestyle, but it all depends on what best benefits their cover. There are no rules for how to govern oneself while breaking down a target and turning their hatred inward, but most Pillars take on enough wealth and comfort equal to their target's to blend in with them.

Ivory Pillars pride themselves on being well-known to their targets, but never the one in direct control. That way, when everything falls apart, they can slide out of the situation free from blame while the leader, symbolic or bonafide, goes down with the ship. Only the brightest and most observant realize they've been played by a Pillar, and even then it's usually far too late.

It's hard not to spend time in the Lotus Coalition harassing members of Hidden Strands, as they are the symbol of what the Pillars hate the most. The two clans have a long history of interfering with each other's machinations and generally harbor a mutual animosity. After many years of friendship and cooperation, it's not unusual for a member of the Strands to find themselves abandoned and alone, only to realize the Pillars were behind it all. Of course, any determined Strand then devotes the rest of their life to finding the Pillar and crushing them. It's an inevitable cycle that ends badly for everyone involved.

CLAN PACK #2 - THE TRICKSTERS

AGENDAS

The bigger and more powerful the group, the more likely they are to attract the attention of an Ivory Pillar. The clan takes great pride in tearing social structures apart, draining resources, and spreading forces thin. There's no real driving conviction at work to motivate the clan; they joined the Lotus Coalition simply because they enjoy the chaos they create and the enjoyment they get along the way. Most ninja aren't cut out for a life among the Pillars, and that's just how they like it.

The Tomi clan views the Empire as the biggest and most challenging target they could ever dream of and relish the opportunity to tear it down. Likewise, the Lotus Coalition is a group they see as a challenge to truly infiltrate. All this serves the greater idea of dismantling the entire Empire, quickly followed by direct strikes at the other clans who have opened their arms to the Ivory Pillars.

CLAN GIFT AND TRIGGER

◆ **Gift - It Wasn't Me:** Ivory Pillars are masters of misdirection and avoiding fallout for when things fall apart. They receive +2 Deception to cast blame for a problem they created on someone else. As well, when they target someone with a social attack that inflicts a mental Condition, they automatically inflict +1 level.

◆ **Trigger - Burn it Down:** When faced with an opportunity to cause mischief, they take it—even if it causes drama for themselves or the group. Gain +1 Karma when they pit two or more people against each other with no benefit except to watch the ensuing argument. This raises by another +1 Karma if it involves a member of the Hidden Strands.

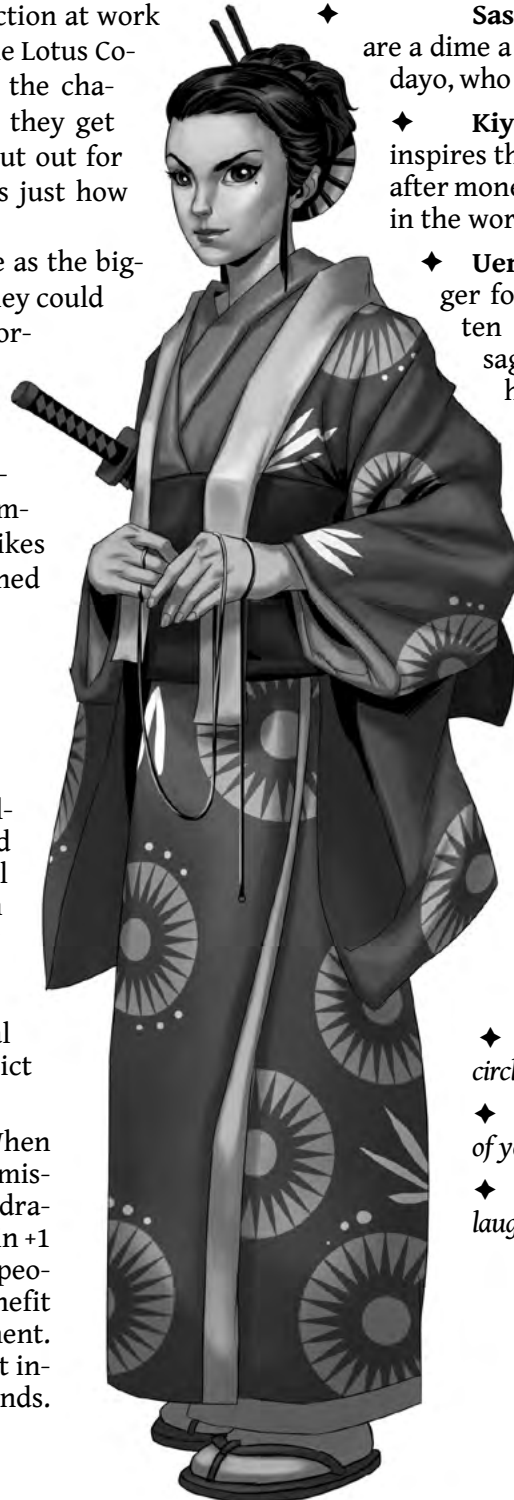
CONTACTS

Choose one ally and one rival

- ◆ **Mao Ohara (Crafts):** A conman by trade, Ohara offers incredible deals on forgeries and art replicas and conveniently disappears before being found out.
- ◆ **Sasaki Sadayo (Intimidation):** Thugs are a dime a dozen, but none are as brazen as Sadayo, who makes a living on the backs of others.
- ◆ **Kiyoko Nishi (Empathy):** Her sand art inspires the very best in people, but Nishi isn't after money, she instead wants to carve a place in the world for her philosophy and followers.
- ◆ **Ueno Hatsuyo (Athletics):** A messenger for the upper-class, Hatsuyo has gotten into the habit of reading the messages and replacing them with ones of his own creation, swaying the upper echelons of the rich to his way of thinking.
- ◆ **Adachi Youko (Marksman):** A steadfast guard protecting a traveling politician, Youko knows all the brigands and thugs from their faces alone and is trying to organize a secret uprising to establish herself a new position of power.
- ◆ **Misa Mitani (Knowledge):** A local genius in the form of a small child, Mitani sells information and is always the first to know anything worth knowing.

BONDS

- ◆ *Choose one ninja who runs in different circles, but is always good to farm for rumors.*
- ◆ *Choose one ninja who is suspicious of your nature and doesn't trust you.*
- ◆ *Choose one ninja with whom you can laugh about each other's exploits over tea.*



WAY OF THE OPEN FAN

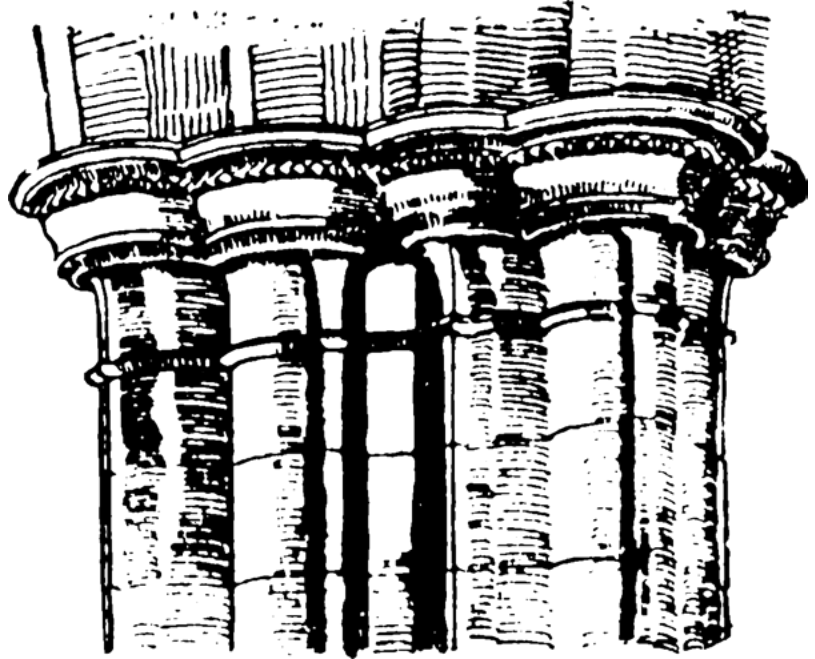
Element: Metal

Training: The Pillars' training takes place with potential recruits trying to outwit and outmaneuver each other in games of wits and intelligence until only a few remain. The others leave, flushed cheeks and in a hurry, while the remainder study the art of manipulation under the tutelage of the masters of the open fan. They improve their linguistics, social fluency, and ability to escape blame for all the things they set in motion. On a Boost for activation, they inflict 1 mental damage on a target of their choice.

Backfire: When an Ivory Pillar fails a jutsu check, their words fall flat and their enemies wonder exactly why they are even interacting with the ninja. The character suffers an Embarrassed 1 Condition.

BASIC JUTSU

- ◆ **Great Legends (Yang + Perform):** The ninja weaves a grand story from thin air, which goes on until the ninja chooses to stop or loses consciousness. Anyone hearing the story is drawn in and unable to stop listening. However, if any aggressive action is taken against an enthralled or if the ninja stops to perform any other Action, the jutsu's effect on the target is broken.
- ◆ **Library of the Mind (Yin + Knowledge):** If questioned on a topic they know little or nothing about, the ninja takes a moment to reflect and the answer comes to their mind. It may not be the perfect answer, but it is what the target is most likely looking to hear.
- ◆ **Nest of Vipers (Yin + Crafts):** Once the ninja has settled into a semi-permanent haven, they can meditate and create an aura of malleability to help manipulate others in the area. For each success rolled, the ninja gains a +1 bonus to social rolls (up to +4) while inside their chosen domain (usually a single room).



- ◆ **Weaponized Ink (Yang + Crafts):** The ninja can instantly forge a note, order, or letter in the style and handwriting of their chosen target. Notes between nobles are seen as even better than their word and with this jutsu, the ninja can skew opinions, get into places they shouldn't be, and otherwise throw a wrench in political gears.
- ◆ **With a Look (Yang + Empathy):** Merely raising and lowering their eyebrows with a quick look, the ninja can deliver a secret message to targets equal to successes gained. Their targets instantly understand the message, even if they are vocalizing something entirely different.

MEDIUM JUTSU

- ◆ **Assurance of Fools (Yin + Discipline):** Must have With a Look. The ninja concentrates on a target who then forgets how to perform the task they are attempting, making them look like a fool. They might put a saddle on a horse backwards and tie themselves to it or try to eat their food with their sake cup instead of chopsticks. The target won't listen to any sort of outcry or warnings and waves them off until they actually try to make the task work, then it acts as a Critical Failure.

CLAN PACK #2 - THE TRICKSTERS

- ◆ **Brain Snake (Yin + Empathy):** The ninja speaks a rumor or falsehood to a target who is then urged to repeat that information to the next person they speak to. The next person must do the same until the number of targets equal to successes gained have heard the rumor.
- ◆ **Hero of Legend (Yang + Persuade):** Must have Great Legends. The ninja chooses a target and talks in great detail about their accomplishments and great deeds. All who listen take a Convinced 1 Condition and believe the target has done these things and are exactly who the ninja says they are. The target gains a +2 bonus to any one skill that the ninja has specified that falls in line with their story, which lasts for the Scene.
- ◆ **Slip of the Tongue (Yin + Deception):** Must have With a Look. Silently, and without moving their lips, the ninja speaks a full sentence and declares a target. The target is seen and heard speaking that sentence in their own language and speech mannerisms.
- ◆ **Unraveling Scroll (Yin + Empathy):** While the target is talking, the ninja nods solemnly in agreement and - without thinking about it - the target let's slip a small, but not totally harmless secret connected to their current subject. On a Boost, the secret is a major one instead. They gain a one-time +1 bonus when they choose to implement this information.

ADVANCED JUTSU

- ◆ **Compulsion (Yin + Empathy):** Must have Brain Snake. After a brief conversation, the ninja convinces their target they are someone they are not. The player rewrites one of the target's Triggers to more serve their purposes. The target gains no Karma from other Triggers until the compulsion is fulfilled or a week passes. If/when the target completes their given compulsion, they gain 1 Karma normally and then further Karma gains come from a reversion to their previous Trigger.

- ◆ **New Narrative (Yang + Deception):** Must have Hero of Legend. When the target of this jutsu has just accomplished something either great or terrible, the ninja instantly makes it appear that someone else (themselves included) performed the act, and all listening take a Convinced 2 Condition and believe the new narrative. All rewards and praise go towards the new target, leaving the original bewildered. The ninja can also merely flip the sentiment of the original deed so that good things become bad and vice versa in the eyes of those around.
- ◆ **Rubber Skin (Yin + Persuasion):** Must have Slip of the Tongue. As quick as a sly grin, any one mental Condition the ninja is suffering shifts off them and onto a target within Near Range. The ninja can repeat this jutsu as many times as they like for each condition they have.
- ◆ **Shade of the Slave (Yin + Intimidation):** Must have Assurance of Fools. Flicking their wrist, the ninja dictates a victim within Near Range, and any physical attacks that were supposed to target the ninja now target their victim. This manipulates circumstances by casting blame or even convincing someone to protect the Pillar. The target of this jutsu cannot be the attacker as well.
- ◆ **Tea for Two (Yang + Empathy):** Must have Unraveling Scroll. Exuding confidence and an air of calm, the ninja gains a +2 bonus to all social rolls, and makes it impossible for anyone in the Scene to declare physically offensive actions, even if weapons are drawn and honor besmirched. Defensive actions can be declared as normal and this effect fades if the ninja makes a combat action themselves. Other ninja can expend 2 Yang to wave this effect and attack anyway.



Laughing Bandits

- ◆ **Other Names:** Warai Clan, Tricksters, Laughers
- ◆ **Stereotypes:** Thieves for hire, Sneaky, Insulting
- ◆ **Fighting Styles:** Monkey, Mantis
- ◆ **Favored Jutsu:** Way of Silent Bells
- ◆ **Skills:** Deception +1, Fighting +1, Perception +1, Speed +1
- ◆ **Ki Balance:** +1 Yang

HISTORY

Centuries ago, a band of thieves lived in the Cradle of Life and preyed upon travelers and nearby towns alike. The local nobles, not taking lightly the taxable income disappearing, increased security around the area to the point where the thieves were losing members and were on the brink of extinction. The leader's daughter, Ryouna, wanted to try a different way of thievery and challenged her father to change his ways. When he refused, she stole his sword out of his scabbard and hid it until he paid her a ransom. When she pointed out how easy it was and that he was so eager to pay, he laughed and the two of them worked together to purge their clan of dissidents and push their disciples in their new direction.

They would no longer be thugs, chasing after the coins of those barely scraping by, they would instead ruthlessly pursue the goal of becoming the perfect thieves, developing hundreds of schemes and tricks to get what they wanted. The Laughing Bandits practiced their art on the nobles who hunted them and over generations, transformed from simple cut-purses into the most skilled thieves who ever stalked the rooftops of the Empire. They stole crowns of the highest born, ransomed back swords passed down for generations, and became feared by other clans.

They grew rich upon the sheer amounts they stole, but the leaders found their followers growing opulent and lazy over time. Instead of retiring to obscurity, the leaders regrouped once more. They focused on the art of the theft, not the material gain itself. It was no longer important what they did with the money, but how they got it.

The Warai sisters, the daughters of the clan leader, developed The Way of the Silent Bells as a way of competing for inheriting the ownership of the clan, but the realization of how amazing the jutsu proved to be was unmistakable and soon the sisters jointly ran the clan, teaching their techniques to those willing to join them.

LIFESTYLE

These days, they operate out of Takuku Village, hidden away deep in the large forest of the Oak Leaf Province. The buildings are hung from the thick tree branches, and entry is strictly regulated. Rope ladders are lowered to those who know the secret passwords, and the phrases change regularly. Trusted individuals are granted access so long as they provide useful intel and resources for the clan.

The Bandits are led by the best thief among them, Shen Yuna, who utilizes a vast information brokerage system to find acceptable targets ripe for thieving. Any Warai member who visits can catch a glimpse of the vast stockpiles of money pouring out of the Laughing Bandits' stores, but this too is another trick they like to pull for the security of the village. Everyone knows they run their forest, so picking up a coin from the ground is an act of war, and gives the clan the right to attack on sight.

There are other, smaller villages that operate as safe houses for members of the clan, and they are rewarded handsomely. Each Bandit is expected to pay their own way in Takuku society, which necessitates the stealing the clan specializes in. Robbing fellow clan members is strictly forbidden, and Bandits who break this rule find themselves exiled or forced to perform unsavory acts in restitution for years to come.

Other clans come seeking the Warai clan's expertise, but their requests usually hold no interest for these ninja. However, the Bandits do occasionally send members of their clan out as emissaries, polishing their diplomatic skills or simply to remind the world of their presence.

CLAN PACK #2 - THE TRICKSTERS

AGENDAS

The Bandits are in it for the art of thieving, but the raging war has made their prey harder to come by as the rich have their money tied up in the war machine. They now rent out their services to other clans and sometimes operate for free just to get their newer recruits field experience. These ninja are quick, but not as exceptional in combat as some of the other clans, so they usually reserve their skills for reconnaissance or infiltration.

They feel the need to help, as the Empire is making their job a lot harder by widening the gap between the rich and the poor, keeping those nobles with anything worthwhile on edge. Once the Empire is gone, the oppression and danger should see a respite as well, allowing them to operate in relative secrecy once more. They'll likely part ways with the Lotus Coalition at that time, but will obviously make themselves available for contract as the thrill of chasing money isn't one they can ignore.

CLAN GIFT AND TRIGGER

◆ **Gift - Snatched:** From the few who have met them, Tricksters are fabled for their ability to pluck something from a combatant without notice. They receive +2 Stealth when dealing with misdirection or pickpocketing, and on a Boost during an attack (or by spending a Dynamic Action), the ninja may steal an item off their target's body. This could be anything from a broach they can sell later to the secret plans kept in their satchel. Cannot be used with ranged attacks.

◆ **Trigger - Thrill of the Steal:** Few Tricksters can simply steal an item. They feel the urge to nab their object of desire in the flashiest way possible... usually during combat. Once they've got what they want, they usually attempt to leave the Scene without further confrontation, but this rarely works out well. Gain 1 Karma

if they give in to their need to be flashy to the detriment of themselves or their group.

CONTACTS

Choose one rival and one ally

- ◆ **Baba Kikuno (Intuition):** Kikuno runs a gambling hall filled with the best of the worst the city offers, and is not above destroying those who oppose them.
- ◆ **Kaneda Misora (Empathy):** Misora can figure out the life story of anyone before them with a glance, but uses this ability to further the agenda of her brother's cult.
- ◆ **Nishimura Kiwa (Marksman):** A sailor on semi-permanent shore leave, Kiwa boasts that they have never missed a target and goes to great lengths to prove it.
- ◆ **Kouki Hiroyuki (Perform):** An aging storyteller, Hiroyuki has a captive audience and uses their platform to spread tales of those hated and loved in the region.
- ◆ **Seta Kayoko (Knowledge):** An advisor to the local ruler, Kayoko whispers into their ear who is the most deserving of attention in the region, good and bad alike.
- ◆ **Kaya Hayashi (Persuade):** Being dirt poor and living in the gutter has never slowed her ability to influence those around her to bend to her will.

BONDS

- ◆ *Choose one ninja who you've stolen from but they haven't found out yet.*
- ◆ *Choose one ninja who you keep close because they're going to lead you to your next big score.*
- ◆ *Choose one ninja who motivates you to make better choices.*

WAY OF SILENT BELLS





Element: Fire

Training: Recruits are blindfolded and encouraged to hone their pickpocket skill without the use of their sight. Some are forced to keep the blindfold on until they master the first few jutsu and can spend weeks in the dark. Those in the first few years of their training are sent to big cities and encouraged to steal from the very best and most dangerous criminals, as they present the most challenging targets. The successful ones usually return with a few new recruits and are laden with gold. The less successful ones don't come back at all. On a Boost, the ninja learns of the most valuable item the target has on them. If they don't have anything of worth, the ninja learns of another item in the area of the highest value.

Backfire: The joints in the ninja's fingers stiffen and ache, making pickpocketing difficult. The ninja receives a cumulative -1 penalty to all pickpocketing, lockpicking, and climbing checks.

BASIC JUTSU

- ◆ **Betraying Nature (Yin + Persuade):** By engaging a target in conversation and mentioning an item they have in their possession, the ninja can pinpoint the whereabouts of said object. The target simply lets the item's location slip, or they pick up its location from context clues. Whether it is hidden in a locked vault or in one of their pockets, the ninja now knows exactly where it is.
- ◆ **Billowing Curtains (Yang + Stealth):** With a puff of smoke and a loud bang, the ninja blinds her opponent, giving her enough time to make a hasty retreat (or a sneaky attack). All characters in the immediate area (a room, or Near Range) who have their eyes open (with the exception of the ninja) suffer a Sensory Loss 1 Condition (Sight).
- ◆ **Lithe Hands (Yang + Speed):** Focusing their Ki, the ninja unleashes a flurry of quick grabs into their opponent's pockets, taking all they can. They can attempt (Yang) Stealth + Speed checks to pick their opponent's pocket with just 1 Action.
- ◆ **Perfect Delivery (Yang + Fighting):** With a flick of the wrist, an item their target is holding flies off in a direction of the ninja's choosing. They can place it anywhere within Near Range of themselves (i.e. in a bag, the ninja's scabbard, or even in their own hand to attempt to make an attack with it). If it's a weapon with the Sharp or Heavy Weapon Qualities, the ninja can embed it in a wall or other such structure, requiring a Might check for any who

CLAN PACK #2 - THE TRICKSTERS

attempt to wrest it free.

- ◆ **Sticky Fingers (Yang + Stealth):** The ninja touches an object and sticks to it with a firm, unbreakable grasp that lasts for the Scene or until the ninja cancels the effect. They must be able to normally lift the object, and it cannot be wrested from the ninja under any circumstances or disarmed.

MEDIAN JUTSU

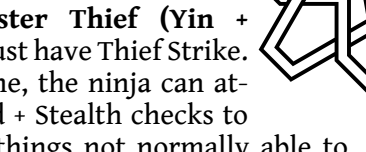
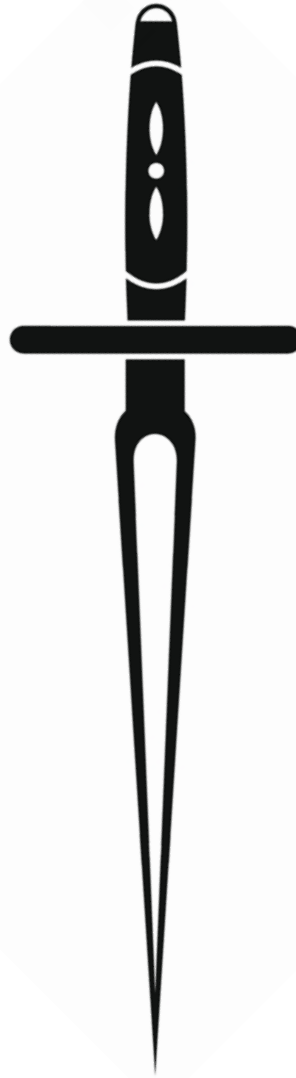
- ◆ **Deep Pockets (Yin + Discipline):** Must have Lithe Hands. With a quick movement of their hands, the ninja grabs and whisks an object into a pouch upon their person. The object can be up to the size of a house and it shrinks and vanishes into the pouch along with everything inside of it. Living creatures spill out of the object as it shrinks and land unharmed. The weight of the pouch remains the same as before anything was stuffed into it. If the pouch is damaged or purposefully emptied by the ninja, the contents return to its usual size and weight. The effect lasts as long as the ninja desires or until they go to sleep.
- ◆ **Provocation (Yang + Persuade):** Must have Betraying Nature. The ninja speaks insultingly to their target and incites them into a rage. The target grabs the nearest useful weapon and attempts to attack the ninja for Rounds equal to successes gained before they come to their senses. They suffer a -2 penalty on their checks, as they are blinded by anger, and on a Boost, the victim suffers a Confused 1 Condition when it ends.
- ◆ **Sudden Replication (Yang + Crafts):** Must have Sticky Fingers. By simply touching an object, the ninja is able to replicate (Yang) others exactly like it. The duplicates are exact, employing the same values and effects (except magic or Ki-infused items), but cannot be living or larger than the ninja. The item lasts for 1 Scene, and the ninja can always track which is the original.
- ◆ **Thief Strike (Yin + Fighting):** After a solid activation used as the character's attack, the ninja evokes this jutsu reflexively to cause the target to drop whatever items they have on their person, including anything in their hands or pockets and even equipment on their person. Items fall on the ground, spilling out of pouches and packs, leaving the target prone. This jutsu inflicts no damage, but for each success one item is dropped, a pouch or bag is emptied, or their Armor is reduced by -1.
- ◆ **X Marks the Spot (Yin + Empathy):** Must have Betraying Nature. After using Betraying Nature, this

CLAN PACK #2 - THE TRICKSTER

jutsu gives the ninja an immediate sense of where the item is, especially useful if it's on the move. They gain +2 Survival to track the item and always know if it is within (Yin) miles.

ADVANCED JUTSU

- ◆ **Fuse (Yin + Crafts):** Must have Sticky Fingers. Warai ninja often find themselves unarmed and caught off guard. With this jutsu, they can turn the tables with a wave of their hand. The ninja causes small objects in the room to fly to her and stick together in an unbreakable bond. The ninja can dictate what shape it takes, the stickiness lasts for (Yin) Rounds, and the structure has Armor equal to the successes gained. Weapons, hastily made structures, sculptures and the like can be created, and screaming maniacs might find themselves inexplicably dragged along behind a speeding carriage with no way to free themselves.
- ◆ **Increasing Rarity (Yin + Discipline):** Must have X Marks the Spot. Holding a non-unique object, the ninja concentrates and gives it a little squeeze. Objects like the one they hold (within miles equal to successes gained) instantly shatter. Ninja can make a copy of something important and then use this jutsu to destroy the original, or other nefarious deeds.



- ◆ **Master Thief (Yin + Stealth):** Must have Thief Strike. For the Scene, the ninja can attempt Speed + Stealth checks to pickpocket things not normally able to be stolen. Clothes off of someone's back, gold teeth, tattoos, hair, etc. Any item thought impossible to take is a valid target and the ninja gains (Yin) bonus dice that can be used throughout the Scene to accomplish their thieving mission.

- ◆ **Nice Trick (Yin + Discipline):** Must have Master Thief. The ninja focuses their Ki on another ninja in the scene and can use whatever jutsu their target used during the current Battle, even if they don't have the prerequisites. They have access to the jutsu for Rounds equal to successes gained, and the target loses access to it until this duration ends. The effects of the jutsu are the same as the last time the target used it (i.e. how many successes they rolled, etc.), but subsequent rolls go off of the ninja's values.

- ◆ **Pluck (Yin + Crafts):** Must have Deep Pockets. Easily one of the most terrible jutsu the Laughing Bandits possess, the ninja snaps their fingers and their target is shrunk to the size of a playing card for the scene. The victim retains all their equipment and abilities, but have the relative combat prowess of a mouse. They cannot inflict physical damage if they attack, but their words can still hurt. If they are struck by a larger enemy, damage is tripled, but all Stealth and

Defense checks also enjoy a +3 bonus.




Plentiful Beggars

- ◆ **Other Names:** Kojiki Clan, Paupers, Tattered Kings
- ◆ **Stereotypes:** Thieves, Scoundrels, Loudmouths
- ◆ **Fighting Styles:** Wildcat, Fox (FB2E, pg. 51)
- ◆ **Favored Jutsu:** Way of the Upraised Palm
- ◆ **Skills:** Crafts +1, Empathy +1, Intuition +1, Survival +1
- ◆ **Ki Balance:** +1 Yang

HISTORY

When the Empire crossed boundaries, annexing villages and pulling peasants into the ranks of their army, the infirm and elderly found themselves alone against starvation and the natural elements. Many smaller towns dried up and withered away, while others banded together and tried their best to survive, but one town — the village of Kanolin — went in a different direction. They gathered together and created a caravan that followed in the army's wake, pestering and harassing the slowest soldiers for food and aid to increase their chances for survival. The army eventually grew tired of them and drove the peasants off, but not before they had stolen enough to set up a small camp of their own. Eventually the camp turned into its own village where the Kojiki Clan worked on turning their ability to survive into a new livelihood.

The rebirth of Kanolin was unfortunately short-lived, as it slowly buckled under the lack of wealth and farmable land. The people saw the town's crumbling coming for years, and some discussed assimilating into other villages (requiring long days of marching), while others thought there might be ways to squeeze more versatility from the dying soil. Not a soul, however, considered joining the Empire for a second. Parting ways, they carried the spirit of their newly founded clan to every corner of the Empire.

It took a disgraced, wandering Ronin to teach them jutsu, and soon they developed their own style and magical techniques. These jutsu helped separate the rich from their wealth and return it to the people who needed it. Their jutsu were full of tricks to confuse and defend, as well - the things necessary to outsiders trying to survive.

The Kojiki Clan live on the backs of others who can afford it, stealing from those in power and often doing what they can to pull others up from the lower rungs of society. They are not the sort of ninja to forgive and forget what the Empire did to them; thus, they make excellent allies in the war against the Empire.

LIFESTYLE

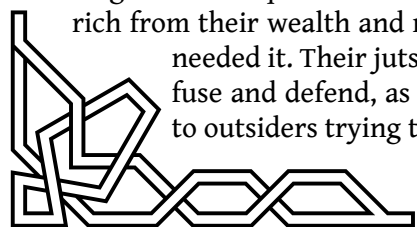
Beggars enjoy the wealth they take from the rich, but not if they see others experiencing preventable suffering. They may appear to be selfish and out for their own gain, but inevitably they give their ill-gotten gains away to those who need it or even to those who sometimes spend it frivolously. These ninja enjoy making others' lives easier at the their own expense, but it was never their money to begin with anyway. Money and power are disposable, easily gained and easily lost, so the amount of wealth Beggars carry varies wildly from one day to the next, or even hourly after a successful thieving mission.

The typically Beggar outfit is laden with pockets and pouches either filled with money or absolutely empty, depending on the day. These are key to their jutsu, but make them stand out and, in some cases, appear as an Untouchable. They rarely walk in the front door, though, instead loitering by servant's entrances or talking to browbeaten attendants of the rich to get a real sense of the master of the house before introducing themselves. It's not uncommon for a Beggar to deviate from an important matter to right a wrong, especially when the wealth gap is involved. It's easy for the Kojiki Clan to find fast friends among the lower-class.

Since the collapse of Kanolin, Beggars have not held any territory. Instead, they immerse themselves in every aspect of their chosen Province, root out the rich, and begin to cause their chaos. Finding the perfect targets isn't always an option, so the ninja often makes up their actions on the fly.

AGENDAS

The Empire extracts all they can from its citizens with little to no thought for the aftermath, and this puts them in the Kojiki Clan's crosshairs. The Beggars



CLAN PACK #2 - THE TRICKSTERS

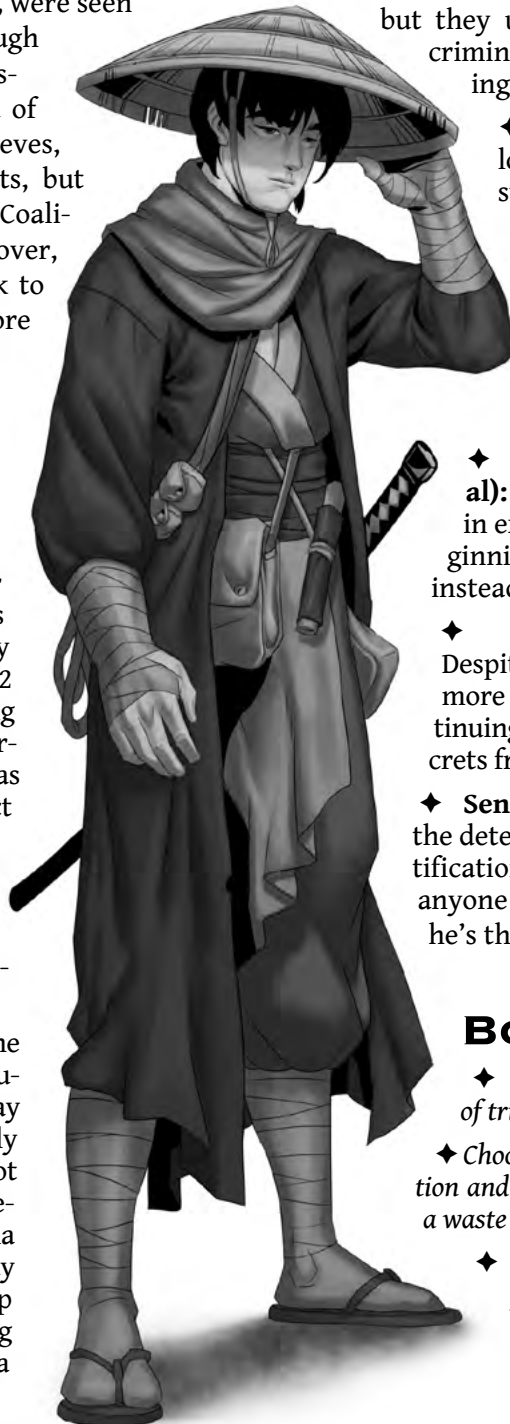
do what they can to offset the damage by providing charity, but acknowledge that this struggle will continue so long as the Empire exists. Beggars might be able to watch a noble parade down the street without taking any action against them, but seeing someone suffer because of it is intolerable.

Joining the Lotus Coalition was an easy choice, but they weren't immediately accepted. The Beggars, with no lands or allegiances of their own, were seen as a wildcard. They work well enough with other ninja, but are often distracted by their own goals instead of the mission. They make great thieves, assassins, bodyguards, and acrobats, but won't see the higher-ranks of the Coalition anytime soon. When the war is over, the Beggars will likely retreat back to their alleys and villages to once more help those in need.

CLAN GIFT AND TRIGGER

◆ **Gift - Hungry Pockets:** When a Beggar has nothing, they are at their most powerful. As long as the ninja is broke, with no more than what they can carry on their back, they gain a +2 bonus to all checks related to stealing things (pickpocketing, climbing, performing, lockpicking, etc). As soon as they are no longer broke, the effect comes to an end. Whether or not their pockets are full, they may sacrifice 1 Karma die to instantly succeed at a check to pick locks, as long as they are getting in somewhere they aren't supposed to be.

◆ **Trigger - Down and Out:** The Beggars are all about the redistribution of wealth and power. They may claim they steal and menace purely for themselves, but Beggars cannot walk past someone in need of something they can't have. Gain +1 Karma whenever they go out of their way or get distracted by the urge to help someone in need (including donating a significant amount of wealth to a needy cause).



CONTACTS

Choose one ally and one rival

- ◆ **Kawakami Shingo (Fighting):** While he is not a terribly good pitfighter, Shingo shows determination as he climbs the tournament ladder and enjoys showing up-and-comers the ropes.
- ◆ **Takisawa Masako (Crafts):** A carver by trade, Masako makes the most beautiful wooden sculptures but they use their earnings to fund a dark criminal enterprise that has been entwining local thieves.
- ◆ **Teruka Iwase (Might):** This local blacksmith hides the sheer strength they have built for themselves over the years but is having trouble with others in the same trade after being fired by a pretentious noble. Iwase might use extreme tactics to get back on his feet, unless shown a less explosive path.
- ◆ **Sakakihari Yuuichi (Survival):** A monk who can usually be found in extreme environments, many are beginning to suspect he is a treasure hunter instead of the pacifist persona he exudes.
- ◆ **Takayama Chizuko (Holistics):** Despite being a sawbones never in need of more work, Chizuko can't help but continuing to sew people up and ply their secrets from them while under anesthetic.
- ◆ **Senabi Abe (Empathy):** An expert in the detection of art forgeries and false identification papers, Abe cannot stand to see anyone being taken advantage of unless he's the one doing it.

BONDS

- ◆ Choose one ninja who shares a love of tricks and laughter through hard times.
- ◆ Choose one ninja who is from a higher station and thinks the cause of helping the poor is a waste of time.
- ◆ Choose one ninja who keeps waiting for the next party you're going to throw.



WAY OF THE UPRAISED PALM

Element: Wood

Training: Working in pairs, two apprentices follow the lead of their master in flitting in and out of the mansions of the rich. They learn jutsu on street corners and dirty back alleys and perform them to lift the spirits of those damaged by the war. The master passes on all they can, and through their lessons they become humble and generous to those without. On a Boost during activation, a ninja can move one object of importance in the Scene into the hands of anyone else present.

Backfire: After a Beggar fails a jutsu check, they stumble and their loot scatters. One item they are carrying is dropped and ends up in a difficult place to recover. If they are not carrying anything of importance, they instead fall and end up prone.

BASIC JUTSU

- ◆ **Bound (Yang + Athletics):** Leaping from a low crouch, the ninja soars into the air at double their normal jumping height and distance. When they land, every small object within Near Range follows them as if it had been thrown. The objects cannot be attached to someone or nailed down, and must be small enough that the ninja could lift them. The debris follows after the ninja on the next turn so any quick thinkers can prepare a sack to catch everything before it all lands in a heap all around them.
- ◆ **Change in Circumstances (Yin + Persuasion):** Exhaling in the direction of a target within Close Range, the ninja makes them appear as a member of the opposite end of the social spectrum. Princes become paupers, and peasants find themselves draped in flowing silks. The target either gains +2 to all social rolls if they appear opulent, or suffers a -2 penalty if they appear lower-class. The effect lasts until the ninja cancels it, or a number of days equaling the ninja's rolled successes.
- ◆ **Cuckoo's Footfall (Yin + Performance):** While walking, the ninja concentrates and can change the sound of their footsteps. They can make them silent, louder, or even sound as if a different creature or armored guard is just around the corner.

CLAN PACK #2 - THE TRICKSTERS

- ◆ **In Plain Sight (Yang + Performance):** Picking up an instrument, a few things to juggle, or cards to shuffle around, the Beggar blends into whatever crowd that surrounds them. Anyone searching for the ninja suffers a -2 Perception penalty to find them for the Scene or until the crowd disperses.
- ◆ **Startle (Yin + Intimidation):** With a snap of their fingers, the ninja invokes a sense of terror to any animal within the Scene. All the mundane creatures take a Level 1 Afraid Condition, and if they already have one, they immediately roll against it with a penalty equal to the successes the ninja rolled. Very helpful to clear a room.

MEDIAN JUTSU

- ◆ **Clinking Glasses (Yin + Empathy):** Must have In Plain Sight. With a large group of people (10 or greater), the ninja can turn a simple gathering into a party. This can be a quiet sit-down affair with a seven-course meal, or a grog-fueled ruckus, the effect is the same. All who attend the party suffer a -2 penalty to all contested social checks while the Beggar gains a +2 bonus, making them an effective host.
- ◆ **The Heaviest Sack (Yang + Discipline):** With a quick movement, the ninja reaches into an empty pouch or sack and pulls out any mundane item up to Size 3. Swords, polearms, brand-new clothing, or anything of the like — even if it wouldn't fit in the sack — can be created by pulling it out. It lasts only for the Scene before it crumbles.



CLAN PACK #2 - THE TRICKSTERS

- ◆ **Paper Staircase (Yang + Athletics):** The ninja tosses a handful of money into the air and can manipulate the path the pieces of currency take. The money freezes in place, allowing the ninja and other targets (up to successes gained), to step on the bills/coins as if they were set in stone. Anyone else stepping on them falls through them instantly. The path extends up to 50 yards and lasts for the Scene or until the ninja wills it away.
- ◆ **Steel Umbrella (Yang + Crafts):** Must have The Heaviest Sack. Any object the ninja holds and concentrates on becomes either like silk and malleable, or hard as steel and sharp. Napkins become throwing stars, stones transform into pillows, swords bend and fly away on the breeze, and hats can block spear thrusts. All hardened items gain Weapon Qualities of a mundane weapon that is roughly the same shape, and clothing gains +2 Armor against physical attacks. They must touch the object, and it lasts for the Battle before it pops back to its regular density.
- ◆ **Trick of the Slight (Yang + Crafts):** The ninja waves their hand and an object no bigger than a clenched fist disappears, while a replica appears somewhere within line of sight of the ninja. The original ends up in one of their many pockets.

ADVANCED JUTSU

- ◆ **Catch! (Yin + Athletics):** Must have Trick of the Slight. With a flick of their wrist, the ninja tosses a coin to their target, who feels compelled to catch it. However, the coin bounces, spins, and dances around giving the target the appearance of a clumsy buffoon, inflicting 1 damage to Psyche and an Embarrassed 2 Condition. The target is forced to chase the coin for 1 Round for each success gained.

- ◆ **House of Fire (Yin + Discipline):** With a brief moment of concentration, the ninja causes all forms of wealth owned by a target within Distant Range to burst into flame. Money, jewelry, artwork, bonds, and symbols of an extravagant lifestyle turn to ash. This only pertains to wealth owned by that one person, not co-owned, or in the possession of a province or country.
- ◆ **Pass the Buck (Yin + Fortitude):** Must have Steel Umbrella. Slipping a coin into the pocket of their target, the ninja redirects all physical damage to the ninja taken in the next Round to the target instead. If the target can find the coin and remove it, the effect is lost.
- ◆ **Pay Them (Yin + Empathy):** Must have Bound. So long as the ninja is throwing money into the air, everyone within Close Range clamors to pick up the free coins instead of doing what they are supposed to be doing (does not affect those of Noble heritage). The targets ignore everything else as they scramble for cash, but the effect only lasts (Yin)/2 Rounds.
- ◆ **Treacherous Coins (Yin + Deception):** Must have Paper Staircase and Clinking Glasses. With a wink and a sly grin, the ninja inflicts a terrible curse upon their target. The victim cannot spend money, use their status, or give orders to their lessers without pain wracking their body. Each time they wish to perform one of these acts, the victim suffers 1 damage to Health and a Pain 1 Condition, often without a clue of what's going on. This effect lasts (Yin) days, or (Yin)/2 weeks with a Boost.