

MUSASHI NO MUSUME

1. Basic Play

1a. The Game

MUSASHI NO MUSUME (武蔵の娘, "Daughter of Musashi") is a simple TTRPG system based around d6 dice pools.

Players control various Samurai girls going about their daily lives of studying, training, sparring, and the occasional after-school snack or trip to the onsen.

1b. Dice Pools

Dice Pools are the result of combining the scores in an Attribute and a Proficiency. The resulting number is the "Dice Pool", that is, the number of dice that are rolled together to perform an action.

1c. Attributes and Proficiencies

Attributes are the six main stats of each character, her physical and mental characteristics. They are Might, Mobility, Mentality, Miracle, Mystery, and Mastery. More information on each Attribute can be read on "2. Character".

Proficiencies are abilities and skills that each character has trained on, from practical skills to combat ability. There are 18 different Proficiencies, which are listed in more detail on "2. Character".

1d. Rolling, Successes, and Failures

A roll is required for an action that could reasonably fail to be performed. If the result of an action is a given, such as the simple task of jumping a short distance in good conditions or opening an unlocked door, then a dice roll is not needed.

When a roll is called for, the player rolls as many d6 as their Dice Pool for that action. Any die that rolls a 4-6 is considered a success, while 1-3 is considered a failure. Total successes in the roll are compared against a target number, and if the successes are equal or higher, then the action goes through. Less than the target number, the action will fail. (In some cases, the GM might let the action succeed with a caveat or complication instead.) Rolling zero successes is considered a complete failure, with greater consequences than simply rolling under the target number.

For example, if the situation calls for silent movement, the GM may call for a roll of Mobility + Stealth. A player who has 2 points in Mobility and 1 in Stealth would then roll 3d6 for their Dice Pool. If the results are [2, 4, 6], that roll can be considered to have 2 Successes. If the target was 2 or lower, then the action is performed successfully.

The more difficult an action is, the higher its target number. In some cases such as combat, an opposed roll is called for instead. In those cases, the target of the action rolls their own Dice Pool, and the Successes of each side are counted. The side with more Successes wins. In the case of a tie, the defender wins.

Some skills and equipment will add Automatic Successes to specific Dice Pools. In particular, all katana add Automatic Successes to Attack rolls that employ them.

2. Character

2a. Attributes

The characteristics that determine a character's condition are called Attributes. There are six Attributes in Musashi no Musume:

MIGHT - Physical prowess, strength, and resilience. Determines the character's Vitality (health points) and the effectiveness of heavy and medium katana.

MOBILITY – Agility, reflexes, and reaction speed. Determines the character's Initiative (turn order), Dodge (defense), and the effectiveness of light katana.

MENTALITY – Willpower, personality, and charisma. Determines the character's resistance to most status conditions.

MIRACLE – Understanding of prayer, blessings, and dances. Determines the effectiveness of Yin Mudra (support magic).

MYSTERY – Understanding of rituals, scrolls, and curses. Determines the effectiveness of Yang Mudra (offense magic).

MASTERY - Temperance, knowledge of the blade, and understanding of the Self. Determines the character's Parry (defense) and Skill Slots (number of skills to be equipped).

2b. Derived Stats

As seen above, certain stats used in combat are derived from Attributes. They are as follows:

Vitality – Health, or how much punishment a character can take before she is taken down. When taking damage, a character loses Vitality, and once Vitality reaches 0, that character is Knocked Down and cannot act until healed.

Vitality is equal to $5 + (\text{Might} \times 2)$.

Initiative – How fast a character acts in relation to others in a battle. At the start of combat, characters roll their Initiative as a Dice Pool, and go in order from most Successes rolled to least. Initiative is equal to Mobility + Focus or Perception, whichever is highest.

Parry – A character's ability to block or deflect incoming attacks. When attacked, a character can choose to Parry the incoming attack, rolling her Parry pool. If she rolls equal or more Successes than the attacker, she takes no damage.

Parry is equal to Mastery + Block.

Dodge – A character's ability to avoid or weave out of incoming attacks. When attacked, a character can choose to Dodge the incoming attack, rolling her Dodge pool. If she rolls equal or more Successes than the attacker, she takes no damage.

Dodge is equal to Mobility + Acrobatics.

Skill Slots – The amount of skills a character can equip at once. While a character can learn any number of Mantra, Mudra, or Myoho (see "2d. Mantra, Mudra, and Myoho" for information on each type), she can only use a number of them in battle equal to her Skill Slots. Equipped skills can only be changed during downtime between scenes.

Skill Slots are equal to $3 + (\text{Mastery} \times 2)$.

2c. Proficiencies

Besides Attributes, a character has Proficiencies, which are fields of expertise in which she has trained herself. Proficiencies are independent from Attributes, although some skill checks will use the same combination of Attribute and Proficiency every time (e.g. Dodge, which always uses Mobility + Acrobatics). The list of Proficiencies is as follows:

Acrobatics – Jumping, falling, dodging, and aerial movement.

Athletics – Running, swimming, climbing, and physical endurance.

Block – Parrying and deflecting attacks with a weapon or guard.

Crafting – Creating or repairing weapons, tools, and items. (Players specify a field of proficiency.)

Electronics – Using, repairing, or hacking modern devices.

Focus – Resisting mental effects, maintaining concentration, and staying calm under pressure.

Insight – Reading emotions, motives, and hidden intentions in others.

Lore – General knowledge, history, and scholarly subjects. (Players specify a field of proficiency.)

Melee – Proficiency with katana and close-combat weapons.

Medicine – Treating wounds, recognizing illnesses, and administering first aid.

Occult – Knowledge of supernatural forces, rituals, and esoteric traditions. (Players specify a field of proficiency.)

Perception – Detecting sounds, sights, and other sensory information.

Persuasion – Influencing others through dialogue, reasoning, or charm.

Presence – Reputation, intimidation, and commanding respect.

Ranged – Proficiency with projectile weapons and thrown objects.

Stealth – Moving silently and remaining undetected.

Survival – Outdoors experience, orienting oneself, and tracking creatures.

Trickery – Sleight of hand, deception, and setting up distractions.

2d. Mantra, Mudra, and Myoho

In Musashi no Musume, a character's combat abilities are determined by a set of skills called Mantra, Mudra, and Myoho. Skills can be learned during character creation and through gameplay, with each skill having a minimum attribute requirement for use. The number of equippable skills depends on the character's Skill Slots.

Mantra – Skills with passive effects that are always active. Some Mantra may be conditional, but otherwise require no action for their effects to apply.

Mudra – Magical abilities such as dances, spells, and rituals. Mudra are divided into Yin Mudra, which have supportive and divine-aligned effects, and Yang Mudra, which have offensive and curse-aligned effects. Yin Mudra use the Miracle Attribute for their Dice Pools, while Yang Mudra use the Mystery Attribute. Mudra also use a Proficiency, which is listed in the skill description.

Myoho – Sword techniques which channel power through one's blade, and thus cannot be used if disarmed. Myoho use a variety of Attribute and Proficiency combinations, which are listed in the skill description.

Mudra and Myoho use similar templates for their skill descriptions, for example, with a Yin Mudra:

¹Mudra: ²Blessings of Light – ³The user channels a holy prayer to restore an ally's wounds, recovering 1 Vitality per Success. The user can spend 3 Successes to instead cure Curse, Poison, Seal, or Possession. (⁴Healing ⁵+1, ⁶Miracle + Focus or Medicine) ⁷(1 or 2 or 3)

¹: Type of skill

²: Name of skill

³: Description of the skill's effect

⁴: Effect of skill to which Automatic Successes will be added, in this case, to the Healing effect.

⁵: Automatic Successes. These are flat values that are added to the Successes of the roll regardless of its result.

⁶: Attribute and Proficiency that form the Dice Pool for the skill. "or" indicates that either of the two options of Attribute or Proficiency can be used. In this case, the Dice Pool is formed with Miracle and either Focus or Medicine.

⁷: Bushido Dice that can be used for the skill. Note that a higher or lower value of Bushido Die does not affect the outcome of the ability.

Another example, this time for a Yang Mudra:

Mist Bomber: The user creates a bullet of water from her fingertips. ¹(Water damage, ²Attack +2, Mystery + Ranged or Focus) (2 or 4 or 6)

¹: Damage type of the skill

²: Effect of skill for Automatic Successes, in this case, Attack.

And finally, an example for a Myoho:

Spider Crusher ~ Usumidori: The user employs complex footwork to confuse the enemy before striking at Close or Medium distance. (¹Attack +4, ²Unavoidable, Mobility + Melee or Acrobatics). (Three dice of equal value)

¹: Additional condition. Double Attack refers only to the Automatic Successes that are added by the skill itself, and no other bonuses such as the Katana's own Attack bonus.

²: Additional effect tag. An Unavoidable ability cannot be Dodged, and must instead be Parried. On the contrary, an Unblockable ability cannot be Parried, and must instead be Dodged.

3. Bushido Dice

3a. Bushido Dice Pool

Bushido Dice are a character's resource for activating Mudra and Myoho techniques in combat. They represent spiritual power and the ability to draw out a blade's soul.

At the start of combat, each player rolls 10d6 and writes down each individual result. These results will be the Bushido Dice, which will then be spent to activate that character's Mudra or Myoho. At the end of combat, any unspent Bushido Dice are lost.

3b. Spending Bushido

Techniques have a Bushido Cost listed at the end of their description, which refer to one or more combinations of Bushido Die to be spent.

Examples of techniques and their costs:

-Mudra: Funeral Pyre (1 or 3 or 5)

This technique can be activated with any of those numbers.

-Mudra: Twin Crescent Moons (Two dice / 1 or 6)

This technique can be activated by spending any combination of 1+1, 1+6, or 6+6.

-Myoho: Stormfront Guard Dog (Any two dice of equal value)

This technique requires any two dice with the same number.

-Myoho: Terminator Line (Any two dice of adjacent value)

This technique requires two dice in sequence, e.g. 1+2, 4+5, 1+6, etc. Note that 1 and 6 are considered adjacent values.

-Myoho: Tsubame Gaeshi (1 + 3 + 6)

As a powerful technique, this one requires three specific numbers. Note the use of "+" instead of "or".

Using a Bushido Die of higher or lower value does not change the outcome of the skill. For example, using a 1 for Mudra: Funeral Pyre does not create a different skill from using a 3.

Additionally, a player can spend one Bushido Die to add 1d6 to the Dice Pool for one action during combat, which are rolled again as part of the triggering action. Note that this does not add Automatic Successes, only dice, and does not keep the value previously rolled for that Bushido Die. The number of Bushido Dice that can be spent is equal to half the Dice Pool of the action, rounded up.

3c. Bushido Dice out of Combat

During any non-combat Scene, players have a smaller Bushido Pool of 5 dice. Any of these dice can be spent and added to the Dice Pool of an action. As before, note that this does not add Automatic Successes, only dice.

Just like combat Bushido Dice, these dice are lost at the end of the Scene.

3d. Fixing Bad Bushido Rolls

If a player is dissatisfied with their Bushido Dice roll, they may attempt to mulligan, that is, to remove one die from the pool and re-roll the rest again, discarding the previous results. If the result is still not satisfactory, the player may continue to remove dice and re-roll until their Bushido Pool reaches 5 dice, at which point they must take the result of that roll. The reduction of the Bushido Dice Pool only lasts for the current combat.

Finally, a player may attempt to shift the result of one die by using Zen. As a free action during their turn, a player may use Zen, spending one of their Bushido Dice to change the result of another die by adding or subtracting 1. Thus a result of 4 can be changed to either 3 or 5. A result of 1 can also be changed to a 6, and vice versa. The value of the die spent does not change the outcome.

4. Equipment and Items

4a. Katana

The main equipment required by any self-respecting Samurai is her katana. Katana come in various shapes and forms, and their overall category affects the Samurai's combat style and advantages. They are mainly classified into Light, Medium, and Heavy katana, with subdivisions on each.

Every katana has a proper name. Whether it was named by its current wielder, or an ancestor, or the blacksmith who made it, there are no unnamed katana if they are in the hands of a Samurai.

Light Katana make attacks using Mobility + Melee.

Medium Katana make attacks using Might or Mobility + Melee.

Heavy Katana make attacks using Might + Melee.

List of Katana:

Tanto – Light Katana. +1 Attack, +1 Dodge.

Wakizashi – Light Katana. +2 Attack.

Kodachi – Light Katana. +1 Attack, +1 Parry.

Chokuto – Medium Katana. +1 Attack, +1 Dodge.

Tachi – Medium Katana. +2 Attack.

Uchigatana – Medium Katana. +1 Attack, +1 Parry.

Gunto – Heavy Katana. +1 Attack, +1 Dodge.

Nodachi – Heavy Katana. +2 Attack.

Nagamaki – Heavy Katana. +1 Attack, +1 Parry.

The bonuses added by katana are Automatic Successes to the relevant rolls listed. Attack bonuses from Katana also apply to Myoho dice rolls.

4b. Secondary Weapons

Aside from their katana, characters may carry around one side weapon, which will provide various other advantages and opportunities in combat. Some secondary weapons can be used for alternative attacks, while others provide advantages or disadvantages after making an Attack with them. Attack bonuses from katana do not apply to Attacks with secondary weapons.

List of Secondary Weapons:

Yumi: A longbow carried by professional Samurai. Can make attacks from any distance. Attack: Might or Mobility + Ranged, Piercing damage.

Naginata: A polearm considered the weapon of nobility. Can strike from close or medium distance. Attack: Might or Mastery + Melee, Slashing damage. After attacking, adds 1 Automatic Success to Parry rolls until the start of the character's next turn.

Parasol: All the elegance of a proper lady, channeled with whacking intent. Attack: Mastery + Melee or Presence, Striking damage. After attacking, adds 1 Automatic Success to Parry rolls until the start of the character's next turn.

Pyrotechnics: Bright powders to amuse friends and confuse foes. Attack: Mystery or Mastery + Trickery. Instead of dealing damage, apply Blindness equal to successes above the defending roll.

Iron Fan: An oversized folding fan that maintains most of its elegance. Attack: Mobility + Presence or Trickery, Wind damage. After attacking, target is pushed away from the user.

Kusarigama: A small sickle attached to a chain, capable of getting to foes in Close and Medium distance. Attack: Might or Mastery + Melee or Trickery, Slashing damage. After attacking, target is either brought into Close distance or Tripped until the start of their turn.

Gohei: A wooden wand with paper decorations, and a miko's closest confidant. Attack: Miracle + Melee or Occult. After attacking, one ally of choice adds +1d6 to her next Attack Dice Pool.

4c. Omamori

To complete equipment, a Samurai wears an Omamori, a protective charm, somewhere on her body. Omamori primarily provide damage resistances, which reduce damage by a flat value.

List of Omamori:

Kagutsuchi: +2 Fire Resistance.

Mizuhanome: +2 Water Resistance.

Shinatsuhiko: +2 Wind Resistance.

Kayanohime: +2 Earth Resistance.

Wakahirume: +2 Void Resistance.

5. Skills

5a. Mantra

As mentioned in "2d. Mantra, Mudra, and Myoho", Mantra are the passive abilities that provide constant bonuses to a character as long as they are equipped. However, a few Mantra only provide their bonuses when a certain condition is met; in those cases, the condition is listed in the Mantra's description itself. Some Mantra may also have an Attribute Requirement, a minimum score that needs to be met in an Attribute before that Mantra can be learned. Unless specified, modifiers added by Mantra are added as Automatic Successes, instead of additional dice.

The list of Mantra are as follows:

Absolute Territory: The user gains +1 Dodge and Parry against non-magical attacks.

Gale Step: The user cannot be knocked Prone, and gains +2 Initiative.

Lone Torii: The user can intercept attacks meant for allies in Close distance, with a penalty of -1 dice to her Parry or Dodge Dice Pools per subsequent interception after the first. The penalty resets at the start of the user's turn.

Virtuous Paper Hilt: Once per round, the user can add extra dice equal to her Mystery or Miracle to her Attack Dice Pool against Evil Spirit or Yokai targets.

Like Tempered Iron: Once per round, the user can add extra dice equal to her Might to her Parry Dice Pool.

Shadow Shroud: The user adds her Mystery to her Stealth Dice Pools, and can move without making noise.

Divine Hammer: The user gains +2 Athletics, and her katana and unarmed strikes can break any mundane non-metal or inorganic material. Requirement: Might 3.

Lotus Leaf Rider: The user gains +2 Acrobatics (does not apply to Dodge pools), and she can run over water as long as she doesn't stop moving. Requirement: Mobility 3.

Majestic Composure: The user reduces all applications of Curse, Seal, Daze, and Possession by 2. Requirement: Mentality 3.

Miko Kagura: Once per round, the user can add extra dice equal to her Miracle to her Dodge Dice Pool, and gains +1 Void Resistance. Requirement: Miracle 3.

Ghost Tag: Once per round, when the user takes damage, she may apply 2 Curse to her attacker.

One with the Blade: When rolling the Bushido Dice Pool, the user may reroll up to two dice instead of using a Mulligan. Requirement: Mastery 3.

5b. Mudra

As mentioned in "2d. Mantra, Mudra, and Myoho", Mudra are magical abilities, spells, and other incantations that draw out a character's magical prowess. They are activated as an Action by spending the Bushido Dice listed in the skill's description. Mudra are divided into two broad categories: Yin Mudra, which are support abilities or those born of divine power; and Yang Mudra, which are offensive abilities or those born from curses. Yin Mudra use Miracle in combination with a Proficiency to create their Dice Pools, while Yang Mudra use Mystery with a Proficiency to create theirs.

List of Yin Mudra:

Blessings of Light: The user channels a holy prayer to restore an ally's wounds, recovering 1 Vitality per Success. The user can spend 3 Successes to instead cure Curse, Poison, Seal, or Possession. (Healing +1, Miracle + Focus or Medicine) (1 or 2 or 3)

Kami of the Hearth: The user creates a floating sphere of healing flame, recovering 1 Vitality to each ally at the start of their turns. The effect is active a number of ally turns equal to Successes in this ability. (Healing +2, Miracle + Lore or Medicine) (Any two dice of equal value)

Loom of Habetrot: The user summons a fairy workshop to thread reinforcements. An ally adds the user's Miracle to a number of Attack or Parry rolls equal to Successes in this ability. (Miracle + Craft or Presence) (Two dice / 4 or 5 or 6)

Waterfall Purification: The user invokes a stream of water onto foes in Close and Medium distance, applying a number of Restrain stacks equal to Successes in this ability. The user assigns each stack of Restrain onto enemies of her choice within range. (Restrain +1, Miracle + Focus or Survival) (Two dice / 3 or 6)

List of Yang Mudra:

Mist Bomber: The user creates a bullet of water from her fingertips. (Water damage, Attack +2, Mystery + Ranged or Focus) (2 or 4 or 6)

Funerary Pyre: The user channels deadly flames beneath a foe. (Fire damage, Attack +2, Mystery + Ranged or Occult) (1 or 3 or 5)

Wailing Spirit: The user calls upon a dark spirit to latch onto a foe, inflicting Curse equal to Successes in this ability. (Mystery + Occult or Presence) (Two dice / 1 or 2)

Mountain Oni Fangs: The user lifts shards of stone from the ground, striking all foes within Close distance. (Earth damage, Attack +3, Mystery + Focus or Survival) (Any three dice of adjacent value)

5c. Myoho

As mentioned in "2d. Mantra, Mudra, and Myoho", Myoho are techniques born from the honing of one's sword skills, and thus require a katana to be used. They are activated as an Action by spending the required Bushido Dice listed in the skill's description. Any Attack bonuses from katana are also applied to Myoho. All Myoho are Close-range abilities unless specified.

List of Myoho:

Heaven Splitter: The user performs a rising slash to annihilate sky dwellers. Double Attack on flying targets. (Attack +2, Might + Athletics or Melee) (4 or 5 or 6)

Spider Crusher ~ Usumidori: The user employs complex footwork to confuse the enemy before striking at Close or Medium distance. (Attack +4, Unavoidable, Mobility + Melee or Acrobatics). (Three dice of equal value)

Sublime Precipitation: The user leaps in the air to rain spectral blades like raindrops over enemies within Close range. (Water damage, Attack +3, Mobility or Mastery + Melee or Presence) (Two dice / 3 or 6)

Serpent-Slaying Harpoon: The user launches her blade towards an enemy in Medium or Far distance, bringing them up to Close distance. (Water or Wind damage, Attack +3, Mastery + Melee or Ranged) (Two dice / 1 or 2 or 3)

Stormfront Guard Dog: The user channels lightning, lunging onto her foe with fang-like blades. Double Attack if the target attacked an ally, other than the user, last turn. (Attack +3, Might or Mystery + Melee or Athletics) (Any two dice of equal value)

Terminator Line: The user dashes through up to 3 enemies in Close or Medium range, creating a zone of twilight in her path. On a hit, inflicts Seal equal to half the damage inflicted. Attack +3 (Mobility + Melee or Occult) (Any two dice of adjacent value)

6. Character Creation

6a. Attribute Allocation

When creating a new Samurai, the first thing to be assigned are Attributes. Since Attributes determine innate characteristics, they always start at a minimum of 1 point. During character creation, a player has a total of 6 points to assign to their Samurai's attributes. An Attribute cannot be higher than 3 points during character creation.

Refer to "2a. Attributes" for more information on each Attribute and their uses.

6b. Proficiency Preparation

After Attributes, a player selects their Samurai's Proficiencies. Since Proficiencies are acquired abilities, they all start at 0 points. During character creation, a player has a total of 15 points to

assign to their Samurai's Proficiencies. A Proficiency cannot be higher than 3 points during character creation.

Refer to "2c. Proficiencies" for more information on each Proficiency and their uses. For Proficiencies that specify a field of expertise, players pick a field, such as "Onmyodo" for "Occult" or "Foreign History" for "Lore", and add an additional d6 to their Dice Pool when a Proficiency Check calls for their specific expertise.

6c. Skill Selection

Once Attributes and Proficiencies are selected, players select their Skills. First, players need to calculate how many Skills they can have at once, using the formula for Skill Slots in "2b. Derived Stats":

$$3 + (\text{Mastery} \times 2)$$

This will also determine how many Skills they can select during creation. Skills are the total sum of Mantra, Mudra, and Myoho in any combination; e.g., if a Samurai has 2 points in Mastery, she can equip a total of 7 Skills. She may choose 3 Mantra, 2 Mudra, and 2 Myoho, or 4 Mantra, 0 Mudra, and 3 Myoho. Or even 7 Mantra with no Mudra or Myoho at all!

For more information on each Skill and their effects and requirements, consult "5. Skills".

6d. Gear Gathering

Finally, a Samurai isn't complete without her Katana. For the last step in character creation, players choose a Katana, a Secondary Weapon, and an Omamori. While a Samurai may carry more than one of each of these, she may only equip one in each category at the same time.

Refer to "4. Equipment and Items" for information on each category and its options.

With this, a Samurai is finally ready for play. All that remains is to give her and her Katana a name.

7. Scenes and Combat

7a. Time, Location, and Fighting

Gameplay in Musashi no Musume is divided into individual Scenes, that is, pockets of time in which events occur. At the start of each Scene, Bushido Dice are rolled, and Mulligan can occur if needed. Only then does the Scene progress. A Scene ends and a new one begins whenever one of the following things happens:

- The players change locations
- More than an hour passes without events
- Combat begins or ends

At the end of a Scene, unspent Bushido Dice are discarded, and any effects that last for the current Scene end. Note that if no events happen, no Scene occurs. That is to say, if players decide to rest for eight hours, then no Scenes happen during those eight hours: There is a Scene before the rest, and one after the rest.

Scenes are divided into two main types: Exploration and Combat.

7b. Exploration Scenes

Exploration Scenes are those in which characters do general tasks, gather information, explore locations, interact with others, or form bonds. During Exploration scenes, the Bushido Dice Pool is reduced to only 5 dice.

During Exploration, characters may take action in any order they please, unless interrupted by reactions or consequences dictated by the GM. There is no full combat during Exploration Scenes: any physical conflict that cannot be decided with a single roll must end the Exploration Scene and begin a Combat Scene.

7c. Combat Scenes

Combat Scenes, on the contrary, are those where extended fights occur between two or more "sides". At the start of a Combat Scene, after Bushido Dice are rolled, all combatants roll for Initiative, and move in the order dictated by their Successes in the Initiative rolls, from highest result to lowest.

During a Combat Scene, the characters act in Turns dictated by Initiative order. After each character has had a Turn, a Round ends, a new Round begins. Initiative is carried out throughout every Round, and is only rolled at the start of Combat.

A Combat Scene ends when one side is defeated, or when only one side remains standing. Some Combat Scenes may have additional objectives decided by the GM, such as defeating a specific enemy or completing a difficult task.

Combat Scenes have their own rules for action.

7d. And... Action!

Combat starts, everyone has rolled Initiative, and it's a character's turn. That character now has a number of options for her turn, divided into three Actions. She may use only one or all of those Actions, but at the beginning of a turn, a character will always have 3 Actions. No more, no less.

List of Actions:

Attacking: The heart of any combat. Using her Katana or Secondary Weapon, a character spends an Action to make an Attack roll against a target. The target, if able, then makes a Parry or Dodge roll. If the attacker has more Successes than the target, the attack goes through, and the target takes damage to Vitality equal to the difference. For example, on an Attack that manages 5 Successes, if the target made a Parry roll that only got 2 Successes, then the target will take 3 points of damage. Damage is covered in more detail in "7e. Damage and Defeat".

Multi-Attacking: A character may choose to spend more than one Action to Attack in the same turn. If she does, her second Attack will lose all Attack bonuses from her equipped Katana. On a third attack, the character will only use her Attributes, instead of her Proficiency, to calculate the Dice Pool for the Attack roll. The previous penalty still applies. These penalties only apply for the current turn, at the end of the character's turn, her Attack Dice Pool goes back to normal.

Using a Mudra or Myoho: Activating a character's Skills in combat will always take an Action unless specified. Only one skill may be used per turn: Using a Mudra prevents a character from using a Myoho in that same turn, and vice versa.

Moving: Characters begin combat in different positions, and the target may not always be within striking distance. For that, a character may spend an Action to Move, changing her positioning in order to be closer to a target or further away from it. Distance is covered in more detail in "7g. Distance and Movement". A character may use more than one Action to Move in the same turn.

Guarding: Sometimes, a character may need to be ready for an incoming attack. By spending an Action to Guard, a character adds her Block or Acrobatics a second time as extra dice to her next Parry or Dodge roll (respectively). By spending more than one Action to Guard, a character increases the amount of rolls for which she applies these extra dice.

Using an Object: The character may spend an Action to use an object from her inventory.

Interacting: While opening an unlocked door or window or moving a light box would not require an Action, putting a bolt on a door or window, using a key, or pushing a heavy object will take an Action to do. It is ultimately up to the GM what interactions take an Action.

Helping Out: A character may lend her expertise to another for any dice roll that is not Attack, Dodge, or Parry. By spending an Action, the character allows an ally to add the character's Proficiency to the ally's next Dice Pool, as long as she can reasonably contribute to the Action.

Preparing: Finally, a character may attempt to bide her time. By spending an Action to ready herself, she may delay the activation of her next Action for a moment of her choice. If the condition does not happen, the Action is simply lost, and nothing else happens. If the character prepares a Mudra or Myoho, Bushido Dice are only spent at the moment the Action occurs, and not while Preparing. Note that Preparing is a separate Action from what the character has actually readied herself to do. That is to say, a character needs a minimum of two available Actions to be able to Prepare anything.

Enemies and non-player characters may have different Actions, but otherwise follow similar rules.

7e. Damage and Defeat

As mentioned above, whenever a character attacks a target, any Successes in the character's Attack roll above the Successes from the target's Dodge or Parry roll are dealt as damage. An Attack roll that gives 5 Successes, when faced with a Parry roll that gave 2 Successes, will then be translated into 3 points of damage to Vitality.

However, Omamori and some abilities may provide Damage Resistances. Damage Resistances subtract points of damage directly from the result, which means that if a character has 2 Fire

Resistance from her Kagutsuchi Omamori, and an enemy ability would deal 2 points of Fire damage, that character would take no damage instead.

All characters start a Combat Scene with their Vitality at full. Attempting to harm a target during an Exploration Scene, if such harm would trigger a Combat Scene, will only deal damage when the Combat Scene begins.

If a character's Vitality is reduced to zero, she is Knocked Down and cannot take any Actions. A character who is Knocked Down can be brought back to the fight by being healed for at least a third of her Vitality, rounded up. This healing accumulates across turns, if one instance of healing is not enough to go over the threshold. Additionally, at the start of her turn, a Knocked Down character may spend a Bushido Die to regain Vitality equal to her Might. She may spend any number of Bushido Dice for this action. If the healing is enough to remove the Knocked Down condition, she may carry out her turn normally, but with only two Actions instead of three.

Enemies and non-player characters are normally Defeated when their Vitality reaches zero, and cannot be healed to rejoin the fight.

7f. Conditions

During combat, a character may be affected by one or more Conditions, special effects that impose disadvantages on the character. Conditions work through stacks or applications, which determine either the intensity of the effect, or how many turns it remains active. Effects that heal Conditions will either remove a set number of stacks, or remove the condition entirely. If the effect does not specify a number of stacks to be removed, then it heals the Condition entirely.

List of Conditions:

Blindness: A blinded character has difficulty seeing her target, and subtracts 1 Success from all Attack rolls. Blindness is reduced by 1 stack after each Attack roll. If a character has 3 stacks of Blindness, she subtracts 2 Successes, and the penalty increases by 1 for every 3 stacks of Blindness.

Curse: A cursed character loses magical power, and subtracts 1 Success from all Mudra rolls. Curse is reduced by 1 stack at the end of the character's turn. If a character has 5 stacks of Curse, she subtracts 2 Successes, and at 10 stacks, she subtracts 3 Successes.

Daze: A dazed character's reflexes are dulled, and she subtracts 1 Success from all Dodge and Parry rolls. Daze is reduced by 1 stack after each Dodge or Parry roll. If a character has 10 stacks of Daze, the stacks are removed, and she gains a stack of Stun.

Poison: A poisoned character loses 1 Vitality at the start of each of her turns. After a character takes damage from Poison, it is reduced by 1 stack. If a character has 10 stacks of Poison, she takes 2 Vitality damage instead.

Possession: A possessed character loses control of her movements and must spend her first Action in a turn Attacking her closest ally. If no allies are in range, she moves towards the nearest ally. Possession is reduced by 1 stack at the end of the character's turn.

Restrain: A restrained character has difficulty moving, making Movement take two Actions instead of one. Restrain stacks are reduced by 1 at the end of each of the character's turns. If a character has 5 stacks of Restrain, her Dodge Dice Pool is reduced by 1.

Seal: A sealed character cannot spend Bushido Dice. Seal stacks are reduced by 1 at the end of each of the character's turns.

Stun: A stunned character has her senses dulled, and has only one Action in her turn. Stun stacks are reduced by 1 at the end of the turn.

7g. Distance and Movement

As stated earlier, characters can move around the battlefield to get closer to or further away from their enemies. In Musashi no Musume, distance is calculated relatively, that is to say, characters determine their position in regards to others. The three distances are Close, Medium, and Far.

Closer: The two characters are within melee range, and can physically touch each other with minimal effort. This is the distance for all Katana. Close covers any distance from "currently touching each other" to "a couple of steps away".

Medium: The two characters can see and hear each other without issue, and are close enough to realistically throw something at each other with decent precision, yet they would need to walk to each other if they want to cross blades. Combat that happens within a dojo or classroom will have characters stand, at most, at Medium distance from each other. Medium covers any distance from "across the room" to "the other side of the dojo".

Far: The two characters can barely hear each other, and one of them may need to squint to see the other. A strong arm would be required to accurately throw anything from one Far character to the other. Fields, streets, and parking lots will give characters enough space to stand Far from each other. Far covers any distance from "across the block" to "the other person is now a tiny smudge in the distance".

If characters are further away from Far distance, they are no longer considered to be engaged in Combat, and the Combat Scene will end. If one character leaves the area of the Combat but others are still engaged, that character may, at the end of the round, choose to return to the Combat scene.