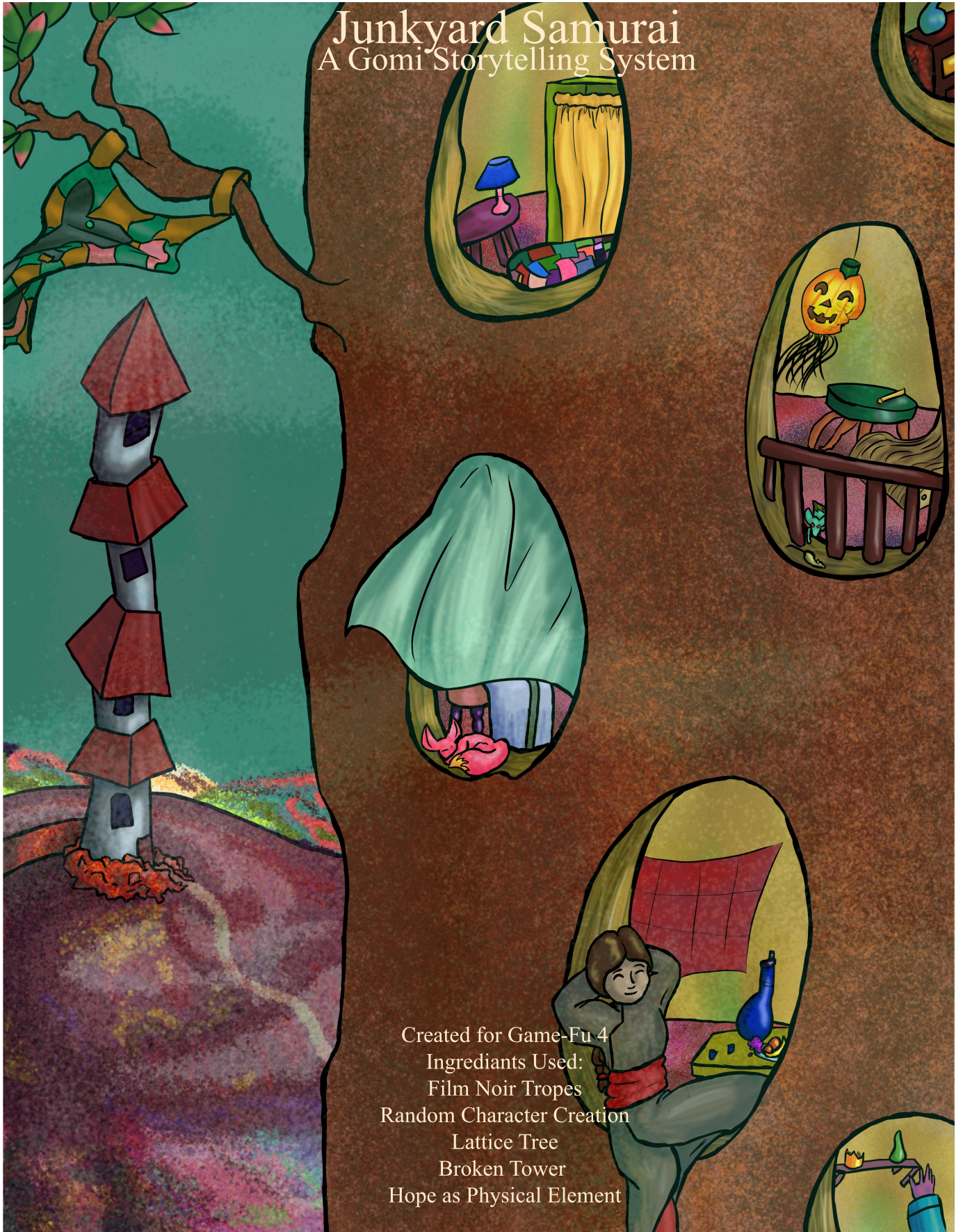


Junkyard Samurai

A Gomi Storytelling System



Created for Game-Fu 4
Ingredients Used:
Film Noir Tropes
Random Character Creation
Lattice Tree
Broken Tower
Hope as Physical Element

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Table of Contents	
Introduction	3
Getting Started	4
Core Rules	5
Challenges	6
Premade Adventures	7
Advanced Rules	10
Auspices	11
Gimmicks	13
Advancement	14
Adventures	14
Reading List	14
Premade Characters	15



Introduction

What sort of system is this?

I tried to capture a cinematic feel, but whether I succeeded depends on what sort of film you're trying to emulate. I made it with Film Noir, Westerns, and Samurai flicks in mind, but that doesn't mean you can only use those three.

What genre is it?

In a word? Gomi. In a sentence? Clock/Steam/Dieselpunk set in a world where impossible things co-exist peacefully. Oh, and there might be a touch of magic here or there.

What is Gomi?

Gomi is a word, and that word means "junk". Gomi (or Gomipunk, if you prefer) is a mindset, a fashion. It is finding a rusted Model-T chassis, cleaning it up, and outfitting it with a fresh new F-1 engine. It is rooting through a junkyard, finding an old washing machine, and repairing it with lawnmower parts.

In a world that is increasingly being filled with garbage, there is an environmental responsibility in not only recycling, but reusing with wild abandon. In a world that is almost entirely crafted from garbage, there is little other choice. Why make new when the old can be polished and reconfigured? Gomi is breaking down and recreating only when you have no choice.

That is not to say that there is nothing new. Things break beyond repair often enough. It is difficult to become self-sufficient, but Gomi says it is worth it, and Gomi speaks with a smile.

Why split it into core and advanced rules?

Long story short? Because I like it that way. Short story long? Not every rule is essential. This way, you don't have to spend all weekend learning some system you'll never use again. You just need to cut out a pregenerated and go with it. Find one that suits you, find one you like. Roleplaying is about telling a story first and foremost. If the rules get in the way, follow the first rule of roleplaying. If you don't like a rule, pitch it. In a way, I've done that for you. But who knows, you might find a gem sitting on the cutting room floor.

Alright, what do I need to get started?

Grab a pencil, a paperclip, and a handful of change and meet me on the next page.

Getting Started

What You'll Need

For the core game, you'll just need a handful of coins, a pencil, a paperclip, a copy of this file, and some friends. Go on, go collect them, I'll still be here.

For the advanced rules you'll need a handful of coins, a pencil, a paperclip, a copy of this file, and some friends. Strange huh? If you want, you can use a d8 instead of the coins.

Prepping for your first game

Read through this book, print out your character sheet and cut it out. Take that paperclip I had to grab and attach it to circled number on the Hope Despair Scale. You're ready.

And Now For a Word From Our Lexicon

Alacrity - A measure of how quick on your feet and how fast of thinking you are. On the down side, if it's high you're probably hyper and quick to anger.

Auspice - Your character's Sign. They give various bonuses at character generation and a peek into how they apply their stats. See Character Generation in advanced rules for a complete list.

Bluntness - A measure of how blunt and bold you are. Some people are about as subtle as a brick through stained glass.

Despair - A measure of just badly the world has beaten on you. If you've got high despair, chances are you going to give everything you've got when the going get rough.

Directing - A measure of how much of a leader you are.

Gimmick - Your stylistic signature. Think of it as an attribute or feat. Don't worry about some master list, just think of something that sounds useful.

Gomi - Junk, debris, and trash.

Gomi no Sensei - Literally "Master of Trash". Your friend and mine, the game master. But, if you want, you can still call them Bob.

GS - Abbreviation for Gomi no Sensei.

Honor - A measure of how much importance you place on honor. Don't worry, you can still be a crook and be honorable.

Hope - A measure of how hopeful you are. You're probably hoping I'm going to stop with the "A measure of" soon. You won't be disappointed.

Legend Points - In another game, you might call them Fate points or Bennies. You get them for being epic.

Life - A measure of how much importance you place on living. Trust me, it's important.

Nature - What you are deep inside. Maybe you're a pen, maybe you're a fox, maybe you're just a person.

Patience - A measure of how patient you are. If you haven't gotten tired of "A measure of" yet, you're more patient than I.

Profession - Your job. Different professions naturally have different abilities, but please use common sense with regard to these.

Supporting - How supporting you are.

Yatate - Literally "Arrow stand". It's that weird pipe shaped thing various characters have tucked into their clothes. It's a type of brush and ink set for the artist on the go.

Core Rules

Setting

The Junkyard is a harsh, dirty place, built upon the waste of civilisations long since past. Broken glass and metal shrapnel lie hidden within the soil and bedsprings lurk in the murky depths of serene lakes. Only the hardiest beings survived, be they plant or animal. But, while nature may be harsh, she still provides for her children.

Due to the sheer amount of material available, The Junkyard is a tool users paradise. If a farmer keeps turning up broken glass as he plows, he simply sifts through the soil looking for the best pieces, which he then sells to a glass blower. Smiths wander the forests looking for both wood for their furnaces and metal for the forge. In this way, life is almost easy, one nearly must try to run out of materials.

The thought of throwing something away is almost alien to the inhabitants of The Junkyard. After all, why buy or make a new robe when you can just patch it. Why get a new umbrella when you can just put in a new strut? And of course, turn old objects to new uses. Indeed, your favorite shirt, once it's too torn and stained to wear may become a set of handkerchiefs, or a wrapping cloth, or perhaps a scarf. And when that breaks down, you just wind it into a ball of other scraps for the children to play with.

This game is set inspired by Feudal Japan, in particular the later years of the Sengoku period. More commonly known as the Warring States, it was a time of intense civil war, brought to a close by the determination of a single man. In areas near the capital, peace reigns, but out in the boondocks the populous is still mopping up after the great war.

The sample adventure takes place in just such a village, struggling to reclaim the land and survive. Just imagine a Samurai film in a junkyard and you'll do fine.

Reading the character sheet

Name: Onigumo Nature: Yatate Auspice: Heaven
Profession: Traveling Reporter Gimmicks: Once More, Pen-Fu (2)
"Come on, get up"(1)

Life	1	2	3	4	5	6	7	8	Honor
Tact	1	2	3	4	5	6	7	8	Bluntness
Patience	1	2	3	4	5	6	7	8	Alacrity
Directing	1	2	3	4	5	6	7	8	Supporting
Hope	1	2	3	4	5	6	7	8	Despair

If you've read the lexicon, you're golden. If you haven't, I recommend that you back up and do so. Now, the sheet's design might be a tad odd, but there's a method behind this madness. If you deeply value one thing, chances are, you don't care much for its opposite. Simple enough. The colored in squares represent the Front stat. So, Onigumo here only has one in tact and seven in bluntness.

As you can probably tell, the stats have less to do with physical abilities than they do with their personality. People excel in things they like. Onigumo here, being about as blunt as a brick, isn't good at subtle, tactful things like seduction and sneaking into places. This brings us to the next topic. Challenges!

Challenges

Every game has them, they make it so it doesn't feel like some sadistic god has kidnapped you and forced you to eat their food while they laugh and say "Nope, not going to happen." Like most games, they're based on your stats. However, as the system is more about storytelling than describing the graceful arc your sword takes as it cleaves through the head of an innocent orc, it's more about whether your character would like to do something than if they can lift twenty tonnes. Going back to Onigumo, he is perfectly capable of being tactful, but he finds it rather distasteful, so he's not going to put his all into it.

Yes, I know, I probably alienated some of my readers by not designing this game for combat. One attacks by pitting your stats directly against the opponents. In any case, there are two types of challenges in this system. Foretold and Uncertain.

Foretold Challenges

Foretold challenges are when the outcome is obvious. There's no hope ventured and none gained, and successes don't count toward Legend Points. Let's assume that Onigumo threatens and insults a mook into doing something. Onigumo's player has decided that he's going to be as blunt as possible and make the mook fear for his Life. He pits his seven against the mooks four, and wins. The mook is suitably shaken, and does as he's told.

Uncertain Challenges

An uncertain challenge is when a character has a lower relevant stat than their opponent, or is willing to risk Hope. Cast your coins or roll your d8, then add your relevant stat and any bonuses from gimmicks, profession, or situation. Whoever has the higher total wins. The winner gains a point of hope, and the loser loses one. Should you beat the other person by six or more, congratulations you did something epic, claim a Legend Point.

Legend Points

Another system might call them Bennies, Fate Points, or even Kittens. You get them for being, well, legendary, as well as starting the session with one. You can spend them to reroll, automatically succeed in a round of non-physical combat with an NPC, restore a point of hope, or you can use them to alter your character after the session.

Hope Highs

Should you succeed on at combat while at full hope, you can gain up to two temporary points of, well, hope.

Spending and Restoring Hope

Hope is important, especially when the world is as harsh as this one. When you run out of hope you're taken out of the scene. Maybe you've run out of willpower and have succumbed to your wounds, maybe you've wandered off to sulk, maybe you falling into a crying heap on the floor. It doesn't matter, you're useless right now. But there's good news. Restoring hope is just about as easy as losing it. You just need to do something that makes you feel good. Put out your worries with a cat, get a drink, gamble, rant.

A Note On Reading The Coins

If you're using three coins of differing values, great! A heads on the highest coin is worth four, the middle coin is worth two, and the lowest is worth one. Tails are worth nothing. Add one to the total, and you've got a range of one to eight. If you're using three coins of the same value, treat them as above, just replace the highest coin with the first.

Sample Adventure

Heart Of Ice

The gutted tower loomed tall over the village, a grim reminder of the past. Once, it had been the capital of a proud territory, now they were stuck trying to eke out a living as farmers. And barely that, with those with actual experience dead. They did the only thing they could, they found someone wiser.

"Though it would be wise to find replacements, perhaps it would be best if you first found the culprit." Rased the crone. "No amount of casting the coins will do that for you."

"But we are but farmers and blacksmiths, what do we know about investigation?" They cried.

"Numbskulls! If you cannot do it, then find one who can," said the Crone.

"But in these desperate times, what have we to offer?"

"Perhaps food, perhaps wine. In desperate times, you must start by finding desperate men. This... This I can help you with." Thus, she began to read the coins.

The player characters have been hired by a small village, far from the Capital. Play it however you want, don't let me stop you. Maybe they did it because they hate seeing people suffer. Maybe they wanted a story. Or maybe they just saw it as the perfect chance to annoy the other PCs. Whoever they are, the fortune teller told the villagers to look for them.

The village used to be a great, sprawling town, but war came a few years back and dashed all hopes. This, of course, means that it has a few things that you wouldn't expect to find in a small town. A four story Inn made out of many living trees twisted together, complete with attached brewery. An actual library with town records. And, of course, the gutted, decaying ruins of a castle, looming over the village.

The players were brought here to try and find whoever has been killing off the farmers. Here's where the fun starts. Should they ask to be taken to the corpses, the towns folk will be a bit evasive before finally admitting that they've already been buried, but they'll be happy to tell them all about the dead people.

The recently dead people were, if the towns folk are to be believed, saints and some of the best farmers around. Without them, the village might just starve. Emphasise this, the villagers are quite afraid of this. Except for the Innkeeper. She happens to own the brewery and a vineyard, she'll always have work.

She's probably going to be the best choice for information, after all, the innkeeper hears everything. She'll be a bit more honest than the others. If asked if the dead people had any enemies, she will, quite truthfully, say "None Living." If asked if they did anything horrible, the answer will be along the lines of "Only during the war, but it was hard for everyone."

Now, some of your players might get the bright idea to go out to the farms and see if there are any clues. Yes, there are. Bits of torn red cloth and a Diary. The diary won't be of much use right now, but if they flip back to the beginning, the players will find that the deadman was feeling some remorse for turning away a young woman during the war. Her frozen corpse was found the next summer.

The next day, another person turns up dead, ice crystals in their hair and their body frozen stiff. There's also a new person in town, intent on stopping the investigation.

I won't go into too much more detail here, so that I won't restrain you too much, but here's the short form of it. Every time the pcs find an important clue, pull out another NPC intent on stopping them, up to the number of PCs. As it turns out, the town does have something to hide. Back during the war they turned away a young woman, thinking her a

spy. Regretfully, she was just a traveller in need of a place to stay. She had last been seen wearing a red dress. When the spring thaw came, they found her body, curled up and frozen. The corpse never thawed, but they buried it in an unmarked grave. As it turns out, the townfolk have been being killed off by the vengeful ghost of that very woman. The NPCs with hopes to stop them can be reasoned with, but they believe the ghost has every right to take revenge. If badgered enough, they'll reveal she's been staying in that old tower.

There are at least three ways for the PCs to "win", now that they've got all this information. First of all, they can walk away and let her depopulate the town. She'll avoid harming innocents, IE, anyone who wasn't there when she died. The Innkeeper will survive the mayham. Secondly, they can go up to the tower and kill her, again. Finally, they can go to the library and find the records regarding the war. If they can convince her to go after the person who started all this hardship, she will be satisfied and head off to kill him.

As a side note, should the PCs try to find those records before hand, it may be best to have an NPC actively try to keep them out of their hands.

Play It Again.

Now that you've run that one, see if you can't get your friends together for another session. Assign them the combative NPCs and try your best to run the previous PCs as they had. The story is pretty much the same as the last time, only now they're the ones trying to run off the investigators and keep the proof of who really caused this whole mess out of the hands of the investigators. After all, in Noir, the only difference between a good hero and a good villain is that we're following the hero.



Your friend and mine, Ichigo the Bartender.

Advanced Rules

So, you want to stick with it and actually run something? Good for you. Here's all the stuff that, while nessecary, gets in the way of quick play. Things like In-depth setting, Character Generation, Character Advancement, and making your own adventures,

Setting

The Junkyard is a dirty place, where only the hardiest survive. I know I said that before, but it should be stressed. Strawberries and tomatos are very common foods, and dandilion wine tends to be the cheap beverage of choice. Bamboo grows just as well there. Glass is an important building material as it is, above all, cheap. Farmers use glass mulches to help regulate the tempeture and moisture.

Magic exists, but it's always a rare and mysterious event. Mostly, it's ghosts and bits of precognition. There are some wizards about who specialize summoning and banishing of spirits. America exists, mostly they're cowboys and gangsters, but if you find your way out to California there are some "war scholars" who have learned the secret to making sand think. England is, well, your typical steampunk Victorian Londen Setting. Russia... Russia is weird, there's more magic there, and some strange clockwork lifeforms. China is the center of mad science.

Character Generation

Character generation is simple. Use your randomiser of choice to get a number from one to seven, your Life, subtract that number from eight to get your Honor. Repeat for your other stats. Roll again to get number from one to eight, and check the table below. That's your auspice. Now, you just have to choose your Nature, your profession and a couple of gimmicks. You get three Lengend points to invest in Gimmicks, choose wisely.

Number	Auspice
1	Heaven
2	Lake
3	Fire
4	Thunder
5	Wind
6	Water
7	Mountain
8	Earth

Auspices

Fire:

Quick, active, and decisive, fire people are decision-makers. Assertive at their best, blindly aggressive at their worst, they are adaptable and capricious, motivated, and headstrong. They lack almost entirely in subtlety and guile, but don't think for a moment they're foolish or gullible.

Suitable Jobs: Athlete, Bouncer, Animal Trainer, Painter.

Good matches: Wind tends to keep your temper and attention span in check, and Earth provides an outlet for your ferocious energy.

Avoid: Water folk see you as immature and childish, and as a result they tend to boss you around. They're just jealous of your drive and awesomeness.

Wind:

Stable and easygoing, wind people are good mediators. Though they can be seen as passive, they're usually just biding their time. They prefer waiting until the right moment to strike. At their worst, they are downright lazy. Bright and cunning, they rarely flaunt their gifts and prefer to play the fool.

Suitable Jobs: Data Entry, Judge, Referee, Cranky Old Man.

Good matches: Fire keeps you on your toes and keeps the boredom at bay. Thunder tests your patience daily, but they're great drinking partners and usually take directions well.

Avoid: Heaven sees you as a lazy layabout. To be fair, they're probably right.

Thunder:

Brash, forward, and powerful, thunder people are warriors. Quick to act, they are not prone to thinking twice before acting. They operate largely on gut instinct. They do not dwell on the past. At their best, they are quick on their feet and rarely caught off-guard.

At their worst, they are stodgy and prejudiced.

Suitable Jobs: Soldier, Bodyguard, Pitfighter, Interior Decorator.

Good matches: Wind has a tendency to send you off to fix problems, while Mountains provide you with the restraint you sorely lack.

Avoid: Lake will see you as a big bully to be fought off, and they might be right.

Mountain:

Solid and reliable, mountain people are your shoulder to lean on. They are the pillar, the touchstone, a compass to help you find your way. They remember the past, because those who do not are doomed to repeat it. At their best, they are as a lighthouse in a storm. At their worst, they are bitter old traditionalists.

Suitable Jobs: Tinker, Blacksmith, Inventor, Village Elder.

Good matches: Thunder supplies you with the energy you need to do things for yourself.

Water pokes your head until you move it out of their way.

Avoid: Earth people tend to see you as weird, particularly in the way you just sit there and take whatever comes your way. They're just jealous.

Water:

Fluid, subtle, and mutable, water people are excellent spies and assassins. They delight in the accumulation of knowledge, and will go to great lengths to find it. Though calm and elegant, they are highly efficient and prone to using violence to solve their problems quickly.

Suitable Jobs: Spy, Assassin, Librarian, Journalist.

Good Matches: Mountains are stable and supportive, and quietly tolerate your nosy nature. Heaven does the best thing of all in spreading the information you have gathered.

Avoid: Fire is quick-tempered, and sees you as a bossy nag. You are.

Heaven:

Loud and vocal, heaven people are writers, poets, and town gossips. They delight in the dissemination of knowledge, and will go to great lengths to find an "audience". They are unstable, forceful, and even at their best tend to be blindly aggressive. They are, however, intensely loyal friends.

Suitable Jobs: Journalist, Poet, Actor, Comedian.

Good Matches: Water brings you all sorts of things to think and talk about, thus making them your best friends. Lake listens, and patches you up when you piss off the wrong person.

Avoid: Wind sees you as a loudmouthed busybody, but they just don't have the energy required to get things done.

Lake:

Gentle and caring, lake people are healers. They are empathic to a fault, slow to anger, though how quickly they act varies from person to person. Their focus, however, is on helping the suffering and uplifting the low. At their worst, they are petty and tend to stagnate.

Suitable Jobs: Mediator, Doctor, Counselor, Police Officer.

Good Matches: Heaven is the source of all information, telling you when and where you're needed. Earth is a comrade-in-arms, giving you stability and sanity where you often lack it.

Avoid: Lightning sees you as a wishy-washy busybody standing in the way of True Justice. Ignore them, they're just jealous.

Earth:

Subtle, gentle, and nurturing, earth people make for good parents and directors. They are good at giving tasks, but are prone to overextending themselves while trying to micro-manage. What they lack in direction, they make up for in stamina and determination.

Suitable Jobs: Parent, Teacher, Bartender, Prostitute.

Good Matches: Lake is a companion and friend, someone to listen to your woes and help when the world hits too hard. Fire keeps you fresh, figuratively "lighting a fire under your ass".

Avoid: The Mountain is a weird little fellow that doesn't seem to ever get hurt, no matter what happens. Keep your distance and poke them with sticks.

Auspice Modifiers

Heaven: +2 Bluntness, +1 Alacrity, Gimmick: Once More

Lake: +2 Supporting, +1 Planning, Gimmick: Patch the Hurt

Fire: +2 Alacrity, +1 Bluntness, Gimmick: All Consuming Will

Thunder: +2 Directing, +1 Honor, Gimmick: Sudden As Thunder

Wind: +2 Tact, +1 Planning, Gimmick: Bend Not Break

Water: +2 Planning, +1 Tact, Gimmick: Erosion

Mountain: +2 Life, +1 Directing, Gimmick: Never Faulter

Earth: +2 Honor, +1 Supporting, Gimmick: Nurturing Touch

Gimmicks

Gimmicks cost one Legend Point per level, plus one point for every gimmick after the first. Trust me, it helps balance things out. Negative gimmicks give you points and don't count against the cost of other gimmicks. So, yes, you could have a one armed blind deaf mute with five points in blindfighting, but they wouldn't be terribly effective at being anything other than a berserking blender. This list is by no means exhaustive. Go ahead, make up your own.

Auspice Gimmicks

All Consuming Will: Once you've decided to do something, you're going to do it. You get a +1 bonus against any attempt to change your mind.

Bend Not Break: Though you may sway, you will never break. A saner, less flowery game would call you Unflappable. You get a +1 bonus to defend against any mental attack.

Erosion: You're particularly good at bending people to your will, even if it takes a while. You get a +1 to mental attacks.

Never Faulter: You're as stable as a rock and as unstoppable as a landslide. Should you get taken out of play, you get one last action first.

Nuturing Touch: There's just something soothing about you. You get a +1 one on all attempts to restore someone's hope.

Once More: When you get knocked down, you get up again. Should you lose all hope, a single legend point will bring you back to full power.

Sudden As Thunder: If you start it, you act first, no matter how much Alacrity the other guy has. Expect to hear "Gah! Where'd you come from?" a lot.

Sample Gimmicks

Always Prepared: Also known as Bag O' Stuff or Cart O' Stuff. Chances are, you thought about this situation before, so you've got a handy dandy combination comb and automatic knot-untier in your pocket. Now if only you could get to it... More points mean you're prepared for more and more improbable situations.

Blind: You're, well, blind. On the upside, rather than costing anything, this gives you an extra point to spend on Gimmicks. Might we suggest Blindfighting?

Blindfighting: You're unhindered by the lack of light when fighting. At higher levels, you're particularly adept at it. In total darkness you get +1 to attack per point after the first.

Deaf: You're deaf. On the upside, you get an extra point to spend on gimmicks.

Disecitionist: You take things appart and put them into neat little classified piles.

Doesn't have to have been a once living thing.

Improbable Weapon-Fu: You may not know anything about sword fighting, but armed with your favorite frying pan, you're a force to be reckoned with. +1 to any physical attack roll when armed with your object of choice.

Mr. Fixit: You're really good at putting things back together and generally fixing them.

One Armed: You are the one armed man. On the upside, you've got that extra point.

One Soul, Two Bodies: Not really an advantage, not really a disadvantage. You are two people, linked at the brain. On the plus side, you think quickly and you can act twice as quickly as other people. On the negative side, if the two of you get seperated, you tend to get lost and depressed. Your hope drops to one. Both of you.

Character Advancement

Chances are, at the end of the day, you're going to have some legendary points left over. What do you do with them? Well, if you're planning on playing again, you can always invest them in the characters. It costs one point to shift one stat one point. And, of course, you can power up gimmicks. Most have a ceiling of eight. No matter what you do with them, you're back down to one next session.

Making your own adventure

Chances are, if you succeeded in running either of the adventures I made while hallucinating, you don't need my help. Watch a movie, be it a Samurai Flick, Noir, or a Western and steal the idea. If it's a Western or a Film Noir, just give everyone with a gun a sword or knife, and everyone with a knife or sword a gun. In future editions of this system, I'm actually going to say something useful. But now, I'm a little too woozy, and a little too ready to pass out.

Recommended Reading/Watching:

Anything by Akira Kurosawa

Magnificent Seven

Boris Karloff's The Veil

Beyond Belief

Junkyard Wars

Ancient Discoveries

What The Ancients Knew

The Book of Five Rings

Steampunk Magazine

Connections

The Future is Wild

Anything with David Attenborough. Really.

Kaena: The Prophecy

Music to Game By:

Tatar is a Mongolian hip-hop group. Hunt them down.

Gravity Kills, or similar thumpy industrial.

The Levellers

Old Shadow radio plays.

Name: Onigumo Nature: Yatate Auspice: Heaven

Profession: Traveling Reporter Gimmicks: Once More, Pen-Fu (2)

"Come on, get up"(1)

Life 1 2 3 4 5 6 7 8 Honor
Tact 1 2 3 4 5 6 7 8 Bluntness
Patience 1 2 3 4 5 6 7 8 Alacrity
Directing 1 2 3 4 5 6 7 8 Supporting
Hope 1 2 3 4 5 6 7 8 Despair

Name: Meimei Nature: Mountain Auspice: Lake

Profession: Ninja Gimmicks: Patch The Hurt

You can't see me (1), Suddenly Big (3)

Life 1 2 3 4 5 6 7 8 Honor
Tact 1 2 3 4 5 6 7 8 Bluntness
Patience 1 2 3 4 5 6 7 8 Alacrity
Directing 1 2 3 4 5 6 7 8 Supporting
Hope 1 2 3 4 5 6 7 8 Despair

Name: Mukuro Nature: Progress Auspice: Thunder

Profession: Craftsman Gimmicks: Sudden As Thunder

Cart O' Stuff (2), Stoic Gaze (1)

Life 1 2 3 4 5 6 7 8 Honor
Tact 1 2 3 4 5 6 7 8 Bluntness
Patience 1 2 3 4 5 6 7 8 Alacrity
Directing 1 2 3 4 5 6 7 8 Supporting
Hope 1 2 3 4 5 6 7 8 Despair

Name: Barako Nature: Bottle Auspice: Water

Profession: Wandering Gossip Gimmicks: Erosion, Breaking Point

Life 1 2 3 4 5 6 7 8 Honor
Tact 1 2 3 4 5 6 7 8 Bluntness
Patience 1 2 3 4 5 6 7 8 Alacrity
Directing 1 2 3 4 5 6 7 8 Supporting
Hope 1 2 3 4 5 6 7 8 Despair



Ally does not mean Friend

Chances are if Mukuro(The one on top) and Meimei(The chartruse ninja) are in a game together, something like this will happen. And it will be entirely friendly.



Foe does not mean Enemy

Nor should it. Go ahead, encourage characters on different sides to talk to each other, make friends with each other. It'll only make it more dramatic if they have to fight to the death.

