

In Their Shoes

In Their Shoes was designed as an empathy exercise and as a supplement for the K-12 curriculum. This game is meant, in part, to be used alongside the Pivotal Voices teaching documents between the "One hundred years to rant and rave" and "What really happened?" Sections. It can, however, be played recreationally. This tabletop game is designed to be beginner-friendly and accessible. The game mechanics are drawn, primarily, from the Powered by the Apocalypse system (specifically Monster of the Week and Apocalypse World). It is recommended to print out the Characters sheet, Mechanics and Moves sheet, and suggested maps ahead of time.

Background to Be Read to Players

Your group works at the Taishodo, a store on Powell and Gore that sells jewellery, watches, and patent medicines. All the employees at the Taishodo are from the Shiga prefecture in Japan. The first two-storey business built by a Japanese Canadian, the second storey of the store is the boarding house where you all live. Some of you came as part of families, some came as teenagers to join their fathers, and you all came at a time when discrimination against non-whites was not uncommon. Particular to 1907, there was a rise in the Japanese population coming from Hawaii, and a slight recession in the prior years. The Asians in particular were blamed for stealing jobs and for taking on jobs for lower pay.

I. RACIAL TENSIONS AND GAME MECHANICS

If working with the Pivotal Voices teaching documents, this scene would be a good chance to introduce some of the racial tensions and popular conceptions through the use of the "White Canada Forever" sign (E4 in the supplementary package).

GM Narration: It's the summer of 1907 and you and your friends are walking home to your boarding house on Powell St and Gore from Steveston. A few of you were doing seasonal fishing work and a few others were at the gambling house. On your way back you bumped into a group of white laborers—or at least that's what they seem like from what they're wearing. They seem a little unsteady especially one of them, who shouts at you: "Hey watch where you're going!" He seems to try to lunge towards your group, and as he comes close, you can smell the reek of alcohol. The friend to your right, who seems to be holding an extra jacket, keeps him in place. As you look past the sneers on the three faces, you notice all their cheeks are a bit rosy. What do you all want to do?

GM Note: If you haven't already, this is your chance to have the players read through the Basic Moves and their own Special Moves, and clarify any questions they may have.

- **Option A:** try to talk down the guy. Note that only select characters can speak English and so players may need to use body language if they do not have English Speaker as a trait.
 - William (center), Percy (right), and James (left)
 - William is the belligerent one, Percy can be convinced, and James will follow whatever the other two decide.
 - This cannot be done through the belligerent man himself. He is too drunk. Talk to and try to convince one of his friends. (Move: Manipulate Someone)
 - If players attempt to negotiate with William, he will start a fight.
 - **Suggested dialogue:** I'm not leaving you alone until you leave our jobs alone! Some of us have families to feed, you know! And we can't feed 'em if you keep taking our jobs for cheap.
 - If players attempt to negotiate with James, he will blink and stumble.
 - If players attempt to negotiate with Percy, he'll eye them suspiciously but hear them out.
 - **GM Narration** on a successful Manipulate Someone roll: The seemingly more reasonable man to your right, Percy, pulls his friend back and says, "Sorry, he's had a bit too much to drink. We'll be on your way now." Percy gestures for his other friend to hold back the man in the center as your group passes.
- Option B: he wants a fight, I'll give it to him! Ask the player suggesting to fight to roll to Kick Some Ass.
 - **Suggested GM Narration:** You take a swing, not really wanting to deal with this drunk racist. This inflames even the most reasonable in their group, and a fight begins. There doesn't seem to be any police around, so it looks like this might go until someone gets hurt.
 - The situation resolves when at least one of the men is unstable.
 - **Suggested GM Narration:** Your group manages to seriously injure one of the men. Not wanting to make things worse for themselves, the other two pull away from the fight, dragging their friend along with them in their escape.
 - If the players become unstable before the NPCs:
 - **Suggested GM Narration:** The group of drunk men seriously harms a member of your group. You shout for help and the

three run away, unsure if you are calling for backup or the police.

GM Note: The non-player characters do not get turns; rather, they react to the actions of the players. Players, at this point in the game, do not have their weapons and, like the NPCs, only deal 1 harm (unless a Special Move dictates otherwise).

William -1 CHARM 0 COOL +1 KEEN +2 TOUGH

Percy +2 CHARM -1 COOL +1 KEEN 0 TOUGH

James 0 CHARM +2 COOL -1 KEEN +1 TOUGH

<p>James</p> <p>OK <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Dying</p> <p><input type="checkbox"/> Unstable</p>	<p>William</p> <p>OK <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Dying</p> <p><input type="checkbox"/> Unstable</p>	<p>Percy</p> <p>OK <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Dying</p> <p><input type="checkbox"/> Unstable</p>
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II. THE NIGHT OF THE RIOT

If the game is being played as a supplement to Pivotal Voices, the riot map created by Anniversaries of Change (42A, p.113) is recommended for both the Fight and Fortify scenes.

Otherwise, these maps found from the City of Vancouver archives may be helpful:
<https://searcharchives.vancouver.ca/map-and-views-of-vancouver-british-columbia-canada>
<https://searcharchives.vancouver.ca/british-columbia-electric-railway-company-limited-vancouver-island-system-and-mainland-system>

GM Narration: On the night of September 7th, the Asiatic Exclusion League holds a meeting at City Hall. You hear from some of the others that there was a march leading up to the meeting, and that the attendees, holding their “White Canada Forever” and “Hail Britannia,” signs had burned something. There are worries, especially among those who work at the saw mills, that the white people might act. Just two days earlier, in Bellingham, Washington, there were riots against the South Asians. Talking amongst yourselves, you decide that you have about three options: you can help build barricades, go and get help, or you can stay and fight. What do you think?

i. Fight

GM Narration: You decided to wait and see what happens—the meeting isn’t even over yet. A few hours pass, and you hear shouts from the rooftops: they’re attacking the Chinese stores, and more are joining them. You gather your weapons

and rush outside. You're glad some of the others have built barricades, stemming some of the flow of people. There's a lot of confusion, but before you know it, you're facing a group a bit larger than yours. *Unless a player chooses to use Reckless, the rioters begin by attacking with Ambush.*

The group faces x rioters where x = the number of players times 1.5, with a maximum of 8.

- Rioters # 1, 4, 7: -1 CHARM 0 COOL +1 KEEN +2 TOUGH
 - Merciless
- Rioters # 2, 5, 8: 0 CHARM +2 COOL -1 KEEN +1 TOUGH
 - Ambush, Impossible Reflexes
- Rioters # 3, 6: +2 CHARM -1 COOL +1 KEEN 0 TOUGH
 - Watchful, DIY Surgery

The fight ends when at least half (round up) of either the player party or the rioters are unstable.

GM Narration: As you wrap up this fight, you notice the other fights around you scattering. The chaos is ending. Your group decides that they will go buy more guns to protect the community first thing tomorrow... just in case.

<p>Rioter #1</p> <p>OK <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Dying</p> <p><input type="checkbox"/> Unstable</p>	<p>Rioter #2</p> <p>OK <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Dying</p> <p><input type="checkbox"/> Unstable</p>	<p>Rioter #3</p> <p>OK <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Dying</p> <p><input type="checkbox"/> Unstable</p>
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<p>Rioter #4</p> <p>OK <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Dying</p> <p><input type="checkbox"/> Unstable</p>	<p>Rioter #5</p> <p>OK <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Dying</p> <p><input type="checkbox"/> Unstable</p>	<p>Rioter #6</p> <p>OK <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Dying</p> <p><input type="checkbox"/> Unstable</p>
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<p>Rioter #7</p> <p>OK <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Dying</p> <p><input type="checkbox"/> Unstable</p>	<p>Rioter #8</p> <p>OK <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Dying</p> <p><input type="checkbox"/> Unstable</p>
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ii. Fortify

GM Note: Any rioters encountered in this route will have the following stats:

Rioter	
0 CHARM +2 COOL -1 KEEN +1 TOUGH	
<i>Ambush, Impossible Reflexes</i>	
OK	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	Dying
	<input type="checkbox"/> Unstable

GM Narration: Your group decides that it wants to help with preparation—*just in case*. Some of the others in the neighbourhood will give you jobs as you go through Japantown. First off: you decide to help build the barricades, to help stem the flow of potential rioters.

- Help Build the Barricade
 - Players will find crates in nearby alleyways to supply the wood for the barricade and can find these using either Resourceful or Investigate the Area.
 - Nails and tools can be found either in the storage room, or at a neighbouring shop.
 - If players go to their neighbours for resources, they will need to convince them (Manipulate Someone).
 - As the players move on to finding the nails and tools, some of their coworkers who are on the roofs ask them to help gather rocks to chuck at anyone who tries to break anything in the Taishodo. If they interrupt their task to Collect Rocks, the barricade will not be built, letting some rioters in earlier.
- Collect Rocks
 - Players can find rocks near the harbour.
 - Players will need something to hold the rocks, or make multiple trips.
 - A basket can be found in the storage room, or at a neighbouring shop. Players may use Resourceful to figure out where they can find it.
 - If players make multiple trips, they will have to make one during the riots. One of them will be attacked (they can quickly resolve this by using Seize by Force).
- Escort the Neighbour's Wife
 - **GM Narration:** Your neighbour down the street, Mr. Uchida, is perhaps a bit reasonably paranoid, and has arranged for their wife to go someplace else in case the situation turns south here in Vancouver. He just wants you to take her to the tram, nothing else. He'll even help you find what you need. By now it's a bit dark, and you can hear some

shouting from the rooftops, so you're not sure you can even make it. Do you accept?

- If they did not finish the barricade and instead went to help collect rocks, during this trip they encounter the beginnings of the riot. They encounter a single rioter, and fight until he is unstable. An officer comes to arrest him but the rioter and the police officer are separated by the crowd. They don't encounter any more trouble, but feel safer leaving the wife in the store while they continue to help with the efforts outside.
- If they do not help gather rocks, the escort task goes smoothly and they immediately move on to help with the fire at the language school.
- **Fire!!**
 - **GM Narration:** Having completed what errands you could, you see if you could join the defence at the barricade, when suddenly you hear someone yell "Fire!!" A man frantically passes by with a bucket of water. "They set the school on fire! Hurry, get some water!"
 - The bucket they will need is also available via the storage room or the neighbours.
 - To help put out the flame, at least half (round up) of the players must successfully roll to Act Under Pressure. Any player that fails is burned by the fire and receives 2 harm.
 - If they fail to put out the fire, they must run back for more water. On the way, they must again shake off a rioter that tries to fight them. (Instead of a full-on fight, have the players roll to Seize by Force or Protect Someone.) The encounter can be avoided if one of the players uses Watchful.
- **GM Narration:** As the fire dies down, you notice that the fighting has also subsided. It's past midnight, many of the white rioters are hurt, as are those in your own community. The rioters are beginning to head home, and you all restart your efforts to fortify Japantown in case they want to come back in the morning.

iii. Flee and Get Help

GM Narration: Looking around your group, you decide you're not really up for a fight, nor do you think you'd be much help to your neighbours. There are a few people telegraphing around to other Japanese communities in Vancouver, but you all decide to go down to Steveston to go and see if you can rally more people to come. Between you all, you know maybe three people who can help: the fishermen Takahashi and Yamasaki, and an acquaintance from the gambling house, Yamamoto.

- Players may choose to start with any of the three contacts, but Yamamoto will refuse to hear them out until he has had dinner.

- Takahashi
 - **Suggested GM Narration:** You head to Takahashi's boat, where you suspect he is finishing off his day. "Good evening," he says, as he sees your group approach.
 - As the group chats with Takahashi (Read a Person or Manipulate Someone), he agrees to help once his boat is tied to the pier. Have the group roll to help him tie his boat. If more than half (round up) of the players get a hit (i.e. roll a 7+), they successfully help him and he heads to Japantown. If not enough succeed, he is left to fix their mistakes and joins the efforts in Japantown much later. On a miss (i.e. 6 or less), the character slips and falls, taking 1 harm.
 - If players ask Takahashi for a fish, he'll tell them that he had a low yield today and can't afford to offer any fish to them.
- Yamasaki
 - **Suggested GM Narration:** Among the boarding houses in Steveston, you find Yamasaki limping out of his home. "Good evening," he says with a nod as he attempts to walk by you. What do you do?
 - Players can stop Yamasaki in a variety of ways, including Act Under Pressure and a variant of Seize by Force that does not inflict harm. As the group chats with Yamasaki (Read a Person or Manipulate Someone), he says that before anything else he needs to check his traps. Have the group roll to help him check on his nets and traps by the pier. If more than half (round up) of the players get a hit (i.e. roll a 7+), they successfully help him. If not enough succeed, he is left to fix their mistakes and proceeds to ignore them. On a miss (i.e. 6 or less), the character slips and falls, taking 1 harm. The players can get his attention again as above.
 - Once Yamasaki is done with his traps, he reveals that he actually can't go to help because of a leg injury. He does, however, insist the party take a fresh fish from his catch.
- Yamamoto
 - Yamamoto will refuse to talk until he's fed—the players will not be allowed on the establishment.
 - **GM Narration:** You arrive at Yamasaki's gambling house and are refused entry. What do you do?
 - Players may attempt to fight the staff at the gambling house, but this will make it harder to convince Yamamoto.
 - If players talk to the staff at the door, they will find out that Yamasaki is waiting for his dinner, but the ingredients haven't all been delivered to cook yet.
 - The players can offer to get the ingredients, or come back later.
 - If the players have already helped Yamasaki, read the below:

- **Suggested GM Narration:** Upon asking what is missing, the staff says that he is waiting on the fish promised by a fisherman you know is already helping out in Japantown.
 - If the players haven't yet helped Yamasaki or Takahashi, read the below:
 - **Suggested GM Narration:** It doesn't sound like you can get in anytime soon, so you decide to go see the two fishermen first. Perhaps they can spare an extra fish?
 - Once the players get a meeting with Yamamoto, they can roll to Manipulate Someone.
 - **Suggested GM Narration:** Finally able to speak with Yamamoto, you ask if he can spare some of his staff to help with the efforts in Japantown.
 - If they have harassed the staff, roll -2.
 - On a 12+, he reveals that he has actually already sent who he can.
- **GM Narration:** Wary about your own ability to fight, your group stays at the boarding houses in Steveston overnight to avoid the fighting. The next morning, you hear how the community valiantly defended Little Yokohama, and you head back home to help with what you can.

Pre-made character sheets are below, followed by their available moves.

Yamada Haru

<i>male fisherman</i>		Traits	Gear
0	CHARM	Hearty Nimble Follower Pacifist Resourceful	Can wield a knife (1 harm close) Access to storage room
-1	COOL		
+2	KEEN		
+1	TOUGH		

<p>Harm</p> <p>Okay <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Dying</p> <p><input type="checkbox"/> Unstable</p> <p>Impossible Reflexes: +1 armour</p>	<p>Mark Harm when you are attacked. Armour reduces the harm suffered by the number of points it is rated for. Mark the "Unstable" box when your marked Harm is between 4-7. These wounds are serious and unstable. They will get worse unless treated.</p>
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Pacifist: Haru must also roll to Act Under Pressure when using Kick Some Ass: on a 10+ he hits normally; on a 7-9 he narrowly misses and only does 1 harm.

Special Moves

Ambush

When you attack a surprised or defenseless enemy with your weapon, you can choose to inflict harm, or roll **+Cool**.

Eye on the Door

Name your escape route and roll **+Cool**.

Resourceful

When you need something to move on with the story, roll **+Keen**.

Watchful

During the battle you may stay out of the way and watch. Roll **+Keen**.

Yamato Nadeshiko

<i>female</i>		Traits	Gear
+1	CHARM	Risk-taker English Speaker Nimble Resourceful	Access to the storage room First aid kit
0	COOL		
+2	KEEN		
-1	TOUGH		

<p>Harm</p> <p>Okay <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Dying <input type="checkbox"/> Unstable</p> <p>Impossible Reflexes: +1 armour</p>	<p>Mark Harm when you are attacked. Armour reduces the harm suffered by the number of points it is rated for. Mark the “Unstable” box when your marked Harm is between 4-7. These wounds are serious and unstable. They will get worse unless treated.</p>
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Special Moves

Ambush

When you attack a surprised or defenseless enemy with your weapon, you can choose to inflict harm, or roll **+Cool**.

Bottle It Up

You take up to +3 bonus when you act under pressure. For each +1 you use, the GM holds 1 to be spent later as a -1 on any move except act under pressure.

Medic

To use the first aid kit, roll **+Cool**.

Resourceful

When you need something to move on with the story, roll **+Keen**.

Nishimura Yuuto

<i>male fisherman</i>		Traits	Gear
+1	CHARM	Hearty Connected Short-tempered English Speaker	Can wield gun (2 harm far, maximum 6 rounds)
-1	COOL		
0	KEEN		
+2	TOUGH		

<p>Harm</p> <p>Okay <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Dying <input type="checkbox"/> Unstable</p>	<p>Mark Harm when you are attacked. Armour reduces the harm suffered by the number of points it is rated for. Mark the "Unstable" box when your marked Harm is between 4-7. These wounds are serious and unstable. They will get worse unless treated.</p>
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Special Moves

DIY Surgery

When you attempt to heal without a first aid kit, roll **+Cool**.

Mediator

When you're about to manipulate someone, you can ask the GM "What will convince this person to do what I want?" The GM must answer honestly, but not necessarily completely.

Merciless

When you inflict harm, add +1 harm.

Reckless

If you go straight into danger without hedging your bets, you get +1 armour. With your bold entrance, roll **+Tough**.

Reputation

When interacting with someone who may have heard of you, roll **+Cool**.

Tanaka Takahiro

<i>Hana's husband</i>		Traits	Gear
+2	CHARM	Risk-taker Connected Short-tempered Silvertongue	Can wield a knife (1 harm close) Access to telegraph
+1	COOL		
-1	KEEN		
0	TOUGH		

<p>Harm</p> <p>Okay <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Dying <input type="checkbox"/> Unstable</p>	<p>Mark Harm when you are attacked. Armour reduces the harm suffered by the number of points it is rated for. Mark the "Unstable" box when your marked Harm is between 4-7. These wounds are serious and unstable. They will get worse unless treated.</p>
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Special Moves

Bottle It Up

You take up to +3 bonus when you act under pressure. For each +1 you use, the GM holds 1 to be spent later as a -1 on any move except act under pressure.

Family

When you help your spouse escape, roll **+Keen**.

Merciless

When you inflict harm, add +1 harm.

Reckless

If you go straight into danger without hedging your bets, you get +1 armour. With your bold entrance, roll **+Tough**.

Reputation

When interacting with someone who may have heard of you, roll **+Cool**.

Tanaka Hana

<i>Takahiro's wife</i>		Traits	Gear
+2	CHARM	Follower Pacifist Silvertongue	Can wield gun (2 harm far, maximum 6 rounds)
0	COOL		
+1	KEEN		
-1	TOUGH		

<p>Harm</p> <p>Okay <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Dying <input type="checkbox"/> Unstable</p>	<p>Mark Harm when you are attacked. Armour reduces the harm suffered by the number of points it is rated for. Mark the "Unstable" box when your marked Harm is between 4-7. These wounds are serious and unstable. They will get worse unless treated.</p>
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Pacifist: Hana must also roll to Act Under Pressure when using Kick Some Ass: on a 10+ she hits normally; on a 7-9 she narrowly misses and only does 1 harm.

Special Moves

Family

When you help your spouse escape, roll **+Keen**.

Get Out!

If you can protect someone by telling them what to do, or by leading them out, roll **+Charm** instead of Tough.

Mediator

When you're about to manipulate someone, you can ask the GM "What will convince this person to do what I want?" The GM must answer honestly, but not necessarily completely.

Pen is Mightier

When you're outnumbered, you have +1 armour.

Watchful

During the battle you may stay out of the way and watch. Roll **+Keen**.

Mechanics and Moves

Harm

When you're harmed while Unstable, roll+Harm Suffered. On a 10+, the GM chooses 1 of the following:

- You're out of action: unconscious, trapped, incoherent, or panicked.
- It's worse than it seemed. Take +1 harm.
- Choose two from 7-9 list below.

On a 7-9, the GM can choose 1 of the following:

- You lose your footing.
- You lose your grip on whatever you're holding.
- You lose track of someone or something you're attending to.

On a miss, the GM may nevertheless choose something from the 7-9 list above. If they do, it's instead of some of the harm you're suffering, so you take -1 harm.

Note: For any move where "on a miss" is not specified (e.g. Act Under Pressure, Protect Someone), assume that the desired effect was not reached. The GM may also decide that the missed action leads to an undesirable result.

Basic Moves

Act Under Pressure

When you act under pressure, roll **+Cool**.

On a 10+ you do what you set out to.

On a 7-9 the GM is going to give you a worse outcome, hard choice, or price to pay.

ADVANCED: On a 12+ you may choose to either do what you wanted and something extra, or to do what you wanted to absolute perfection.

Help Out

When you help another party member, roll **+Cool**.

On a 10+ your help grants them +1 to their roll.

On a 7-9 your help grants them +1 to their roll, but you also expose yourself to trouble or danger.

ADVANCED: On a 12+ your help lets them act as if they just rolled a 12, regardless of what they actually got.

Investigate The Area

When you investigate an area, roll **+Keen**.

On a 10+ hold 2, and **on a 7-9** hold 1. One hold can be spent to ask the GM one of the following questions:

- Is there someone nearby I can talk to?
- What can be found here?
- Can I find __ here?
- Are there any dangers I haven't yet perceived?

ADVANCED: On a 12+, you may ask the GM any question you want about the area, not just the listed ones.

Kick Some Ass

When you get into a fight and kick some ass, roll **+Tough**.

On a 7+, you and whatever you're fighting inflict harm on each other. The amount of harm is based on the established dangers in the game. That usually means you inflict the harm rating of your weapon and your enemy inflicts their attack's harm rating on you.

On a 10+, choose one extra effect:

- You gain the advantage: take +1 forward, or give +1 forward to another party member.
- You inflict terrible harm (+1 harm).
- You suffer less harm (-1 harm).
- You force them where you want them.

ADVANCED: On a 12+ instead pick an enhanced effect:

- You completely hold the advantage. All party members involved in the fight get +1 forward.
- You suffer no harm at all.
- Your attack inflicts double the normal harm.
- Your attack drives the enemy away in a rout.

On a miss, you do not inflict harm but the enemy does manage to harm you.

Manipulate Someone

Once you have given them a reason, tell them what you want them to do and roll **+Charm**.

For a normal person:

- **On a 10+**, then they'll do it for the reason you gave them. If you asked too much, they'll tell you the minimum it would take for them to do it (or if there's no way they'd do it).

- **On a 7-9**, they'll do it, but only if you do something for them right now to show that you mean it. If you asked too much, they'll tell you what, if anything, it would take for them to do it.
- **On a miss**, they don't agree with your reason and may also begin to ignore you.
- **ADVANCED: On a 12+** not only do they do what you want right now, they also become your ally for the rest of this situation.

For another party member:

- **On a 10+**, if they do what you ask they mark experience and get +1 forward.
- **On a 7-9**, they mark experience if they do what you ask.
- **On a miss**, it's up to that party member to decide how badly you offend or annoy them.
- **ADVANCED: On a 12+** they must act under pressure to resist your request. If they do what you ask, they take +1 ongoing while doing what you asked.

Protect Someone

When you prevent harm to another character, roll **+Tough**.

On a 7+, you protect them okay, but you'll suffer some or all of the harm they were going to get.

On a 10+ choose an extra:

- You suffer little harm (-1 harm).
- All impending danger is now focused on you.
- You inflict harm on the enemy.
- You open up the attacker, giving your ally +1 forward against the attacker.

ADVANCED: on a 12+ both you and the character you are protecting are unharmed and out of danger. If you were protecting a bystander, they also become your ally.

Read A Bad Situation

When you look around and read a bad situation, roll **+Keen**.

On a 10+ hold 3, and **on a 7-9**, hold 1. One hold can be spent to ask the GM one of the following questions:

- What's my best way in?
- What's my best way out?
- Are there any dangers we haven't noticed?
- What's the biggest threat?
- What's most vulnerable to me?
- What's the best way to protect the victims?

If you act on the answers, you get +1 ongoing while the information is relevant.

ADVANCED: On a 12+ you may ask the GM any question you want about the situation, not just the listed ones.

Read A Person

When you read a person, roll **+Keen**.

On a 10+, hold 3. **On a 7-9**, hold 1. While you're interacting with them, spend your hold to ask their player questions, 1 for 1:

- Is your character telling the truth?
- What's your character really feeling?
- What does your character intend to do?
- What does your character wish I'd do?
- How could I get your character to __?

On a miss, ask anyway, but be prepared for the worst.

Seize by Force

When you seize something by force, you and whomever you are fighting inflict harm on each other, but you also roll **+Tough**.

On a 10+, hold 3. **On a 7-9**, hold 2. **On a miss**, hold 1. Hold can be spent 1 for 1 on the following:

- You inflict terrible harm (+1 harm).
- You suffer little harm (-1).
- You taken definite and undeniable control over them.
- You impress, dismay, or frighten your enemy.

Variations

- To **assault to secure a position**, roll to seize by force, but instead of taking definite control of them, you can choose to force your way into your enemy's position.
- To **keep hold of something you have**, roll to seize by force, but instead of taking definite control of them, you can choose to keep definite control of it.
- To **fight your way free**, roll to seize by force, but instead of taking definite control of them, you can choose to win free and get away.
- To **defend someone else from an attack**, roll to seize by force, but instead of taking definite control of them, you can choose to protect them from harm.

Special Moves

Moves are listed in alphabetical order.

Ambush

Yamada Haru, Yamato Nadeshiko

When you attack a surprised or defenseless enemy with your weapon, you can choose to inflict harm, or roll **+Cool**.

On a 10+, hold 2. **On a 7-9**, hold 1.

- They don't immediately retaliate.
- You inflict your harm, with an additional +1 harm.
- You create an advantage—you or an ally acting on it get +1 forward.
- You reduce their armour by 1.

Bottle It Up

Tanaka Takahiro, Yamato Nadeshiko

You take up to +3 bonus when you act under pressure. For each +1 you use, the GM holds 1 to be spent later as a -1 on any move except act under pressure.

DIY Surgery

Nishimura Yuuto

When you attempt to heal without a first aid kit, roll **+Cool**.

On a 10+, all goes well: you stabilize the patient and they heal 1 harm.

On a 7-9, choose 1:

- You stabilize the patient but they take -1 forward.
- You heal the patient for 2 harm but they take -1 ongoing.

Eye on the Door

Yamada Haru

Name your escape route and roll **+Cool**.

On a 10+, you're gone.

On a 7-9, you can go or stay, but if you go it costs you: leave something behind, or take something with you.

On a miss, you're vulnerable, half in and half out.

Family

Tanaka Hana, Tanaka Takahiro

When you help your spouse escape, roll **+Keen**.

On a 10+, you get them out clean.

On a 7-9, you can either get them out or suffer no harm, you choose.

On a miss, you fail to get them out and you attract hostile attention.

Get Out!

Tanaka Hana

If you can protect someone by telling them what to do, or by leading them out, roll **+Charm** instead of Tough.

Impossible Reflexes

Yamada Haru, Yamato Nadeshiko

+1 armour

Mediator

Nishimura Yuuto, Tanaka Hana

When you're about to manipulate someone, you can ask the GM "What will convince this person to do what I want?" The GM must answer honestly, but not necessarily completely.

Medic

Yamato Nadeshiko

To use the first aid kit, roll **+Cool**.

On a 10+, heal 2 harm, plus they are stabilized.

On a 7-9, you can heal 2 harm but you take it on yourself.

On a miss, you cause 1 harm.

Merciless

Nishimura Yuuto, Tanaka Takahiro

When you inflict harm, add +1 harm.

Pen is Mightier

Tanaka Hana

When you're outnumbered, you have +1 armour.

Reckless

Nishimura Yuuto, Tanaka Takahiro

If you go straight into danger without hedging your bets, you get +1 armour. With your bold entrance, roll **+ Tough**.

On a 10+, your enemies treat you as the most obvious threat and ignore your companions—take +2 forward against each.

On a 7-9, only a few (the weakest or most foolhardy) take you seriously.

Reputation

Nishimura Yuuto, Tanaka Takahiro

When interacting with someone who may have heard of you, roll **+Cool**.

On a hit (7+), they've heard of you, and you say what they've heard.

On a 10+, you take +1 forward when dealing with them as well.

On a miss, they've heard of you, but the GM decides what they've heard.

Resourceful

Yamada Haru, Yamato Nadeshiko

When you need something to move on with the story, roll **+Keen**.

On a 10+, you know how to get something and where.

On a 7-9, you know who to ask.

On a miss, you know where it is, but it might cost you (remove 1 item listed in your gear, or take -1 ongoing).

Watchful

Yamada Haru, Tanaka Hana

During the battle you may stay out of the way and watch. Roll **+Keen**.

On a 10+, hold 3, and **on a 7-9**, hold 2. **On a miss**, hold 1. Spend your hold, 1 for 1, to ask the GM what's coming, and choose 1:

- Direct an ally's attention to an enemy. If they use seize by force against that enemy, they get +1 forward.
- Give an ally an order, instruction, or suggestion. If they do it, they get +1 to any rolls they make in the effort.
- Direct any ally's attention to an enemy. If they roll to kick some ass, they inflict +1 harm.
- Direct any ally's attention to a danger. They take -1 harm from that danger.