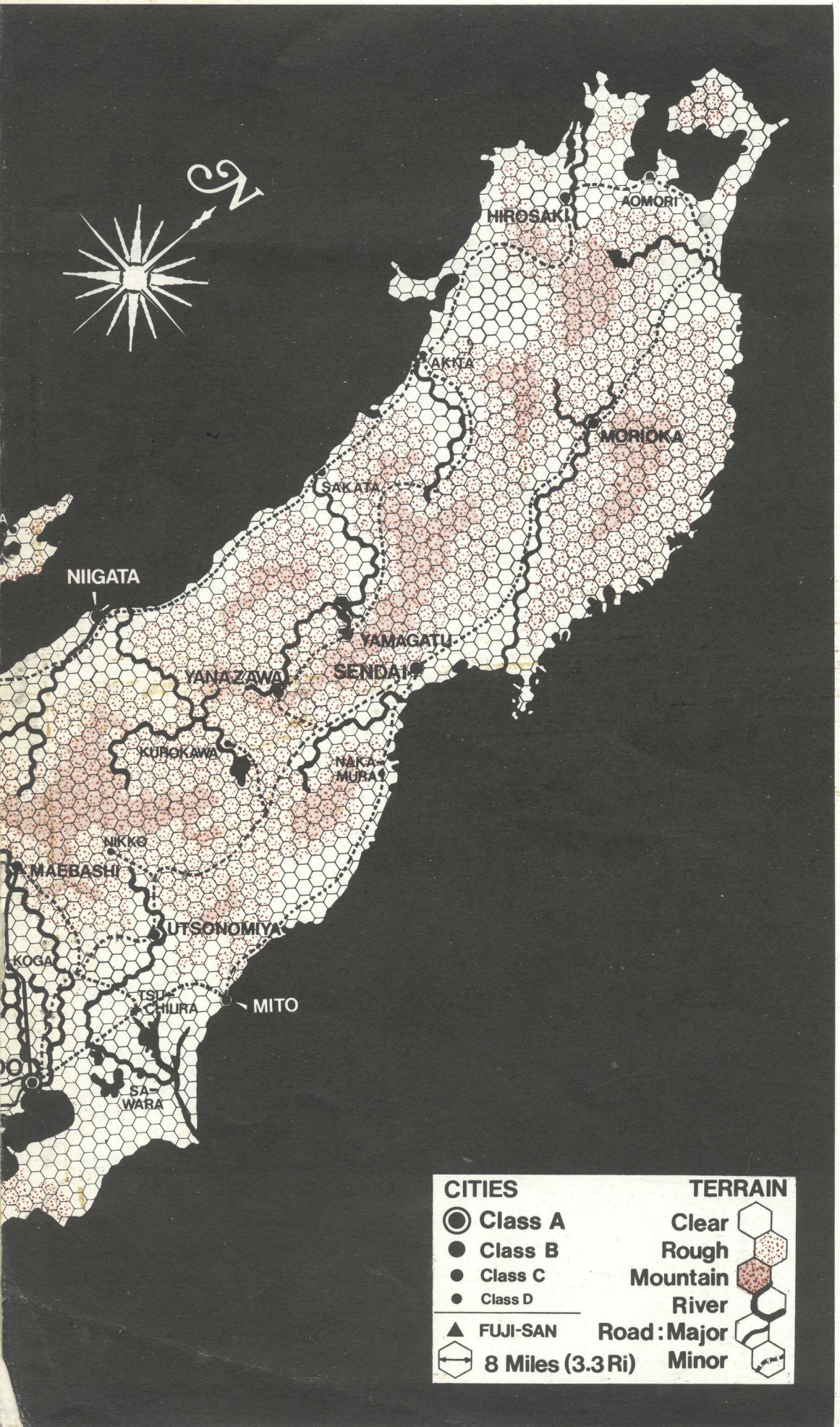


# BUSHIDO·NO·NIPPON



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**CITIES**

- Class A
- Class B
- Class C
- Class D

- ▲ FUJI-SAN
- 8 Miles (3.3 Ri)

**TERRAIN**

- Clear
- Rough
- Mountain
- River
- Road : Major
- Minor

# BUSHIDO SAMPLE ENCOUNTER TABLES

**ENCOUNTER TYPE TABLE:** Roll 1D100 in column appropriate to Terrain.

Type of Encounter	Terrain Type:				
	Clear	Rough	Mountain	City	Shore
Men	01-35	01-18	01-12	01-60	01-14
Beasts	36-50	19-40	13-45	-	15-45
Legendary Beasts	51-65	41-55	46-64	-	46-60
Legendary Beings	66-87	56-83	65-87	61-83	61-83
Supernatural Beings	88-96	84-97	85-98	88-96	83-96
Events	97-99	98-99	99	97-99	97-99
Phenomena	00	00	00	00	00

**MEN ENCOUNTER TABLE:** Roll 1D1000.

Die Roll	Encounter
001-020	1D6+1 Bandits (50% chance that they are Rabble).
021-040	3D6 Bandits (50% chance that they are Rabble).
041-050	As 021-040 but with Classic Level-1 leader.
051-055	As 021-040 but with Classic leader of random Level.
056-065	1D6 Level 1 Yakuza.
066-070	3D6 Level 1 Yakuza with random Level leader.
071-080	1D10 Brigands (1st Level).
081-090	1D6 Brigands of random Level.
091-100	Duellist.
101-200	Random Level Classic Bushi
201-300	Random Level Classic Budoka
301-400	Random Level Classic Shugenja
401-450	Random Level Classic Buddhist Gakusho
451-500	Random Level Classic Shinto Gakusho
501-600	Random Level Classic Yakuza
601-620	Random Level Classic Ninja
621-626	Rude Peasant. A boorish and insulting commoner is met. Any Buke receiving such treatment is within his rights to cut the fellow down. This character is a stupid/suicidal Average Man Extra. He may be slaughtered with Flashy Bladework for On.
627-632	Rude Peasant, but this one is a 1st Level Classic Bushi, an Ashigaru.
633-635	Rude Peasant, but his is an Ashigaru of random Level.
636-641	Rude Peasant, but a 1st Level Classic Budoka.
642-644	Rude Peasant, but a Classic Budoka of Random Level.
645-647	Rude Peasant, but this one is a Classic Yakuza of random Level.
648-650	Rude Peasant, but the 'peasant' is really a Legendary or Supernatural Being, either testing the Player-Character in some way (for mercy or propriety) or baiting a trap for him.
651-670	Patrol encountered if in Rural area; Police if in City.
671-680	War Party encountered.
681-683	Daimyo with 'Patrol'-type entourage.
684	Daimyo with mounted Patrol and 1D10x10 Ashigaru footsoldiers (1st Level Bushi Rabble).
685	Daimyo, with 4D6 mounted 'Adventurer' retainers in entourage. All are of random Level.
686	Daimyo, plus a Court retinue of 4D6 courtiers and ladies, all Average Man Rabble types.
687	Daimyo, with 1D10 'Adventurer' retainers, each of Level 1D3+3.
688	Daimyo with War Party.
689	Daimyo with double-strength War Party.
690	Daimyo with Army of 2D6+5 Troop Points. 40% chance they are en route to battle and thus hiring mercenaries or support workers.
691-700	Abbot and party.
701-710	Head Priest and party.
711-800	Adventurers.
801-820	2D3 member Ninja squad, each of random Level. They are in disguise, so their true nature is a Hidden Thing. Reroll on this Table for the form of disguise used.
821-830	2D3 member Ninja squad as above, but in action on a mission and thus garbed and equipped as Ninja. Reroll on this table for the nature of their target.
831-880	A Katari-be.
881-900	A Natural Master.

- 901-920 Vendetta. 1D3 'Adventurer' types, of random Level, are pursuing someone as part of a Blood Feud. There is a 15% chance that they will mistake member of the party for their victim and will seek to slay him directly or by stealth.
- 921-940 Plague victim. Reroll on this table for his appearance. There is a 30% chance that his symptoms are visible and therefore that he can be avoided. Otherwise, he is unaware of his disease. Close contact exposes Player-Characters to the infection.
- 941-950 An O-shi, a travelling peddler of religious trinkets. There is a 5% chance that he has an Artifact for sale (a Sacred Text (70%) or Relic (30%)).
- 951-960 Travelling peddler carrying a porter's trunk. 30% chance he also has a pack horse with 2 more trunks. Roll for contents as for merchant trains. He is himself an Average Man and Level 1 Merchant.
- 961-968 A Merchant and his goods.
- 969-970 1D3 Geisha or Courtesans, travelling by Kaga. There is a 50% chance they are accompanied by 1D3 Classic Bushi guards, of random Level.
- 971-975 Traveller hurrying along on foot or in kaga with four bearers (50-50 chance). He or she is incognito. Reroll on this table for true identity.
- 976-980 Great Lady travelling by kaga (70%) or ox cart (30%). There is a 65% chance of a Patrol escorting her.
- 981-985 Imperial Nobles. Interference or disrespect is punishable by death. They have an escort equivalent to a Patrol (30%), a War Party (50%) or a double-strength War Party (20%).
- 986-990 Secret emissaries of the Shogun (60%), Imperial Court (10%), or a powerful faction of the Buke (30%). Reroll on this table for their appearance.
- 991-995 Sogunate officials. Same chances of escort as Imperial Nobles.
- 996-998 Members of the Shogun's family (90%) or the Imperial family (10%). Escort is a War Party plus 2D6 'Adventurers' of Level 1D3+3.
- 999-000 The Shogun. For entourage, roll 1D10+680 and check result on this table.

**BEASTS ENCOUNTER TABLE:** Roll 1D100 and consult column appropriate to Terrain.

Beast Encountered	Terrain Type:		
	Clear	Rough	Mountain
Bear	01-12	01-18	01-12
Boar	13-29	19-30	13-19
Serpent	30-46	31-47	20-41
Tiger	47-58	48-65	42-63
Viper	59-75	66-82	64-84
Wolf	76-87	83-00	85-00
Wild Dog	88-00	-	-

If Encounter occurs by fresh water, Gamesmaster should roll 1D6. If die roll 4 or less, encounter is land animal. On roll of 5 to 6, or in water, encounter is with Serpent (50%) or Viper (50%). In salt water, Encounter is always with Shark.

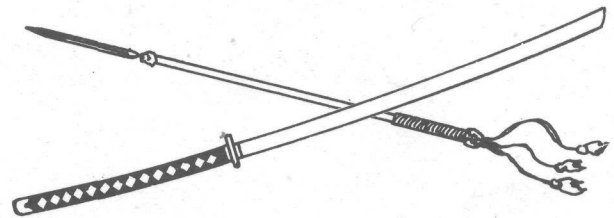
**LEGENDARY BEASTS TABLE**

Beast Encountered	Terrain Type:			
	Clear	Rough	Mountain	Shore
Hirato-kumo	01-15	01-15	01-15	-
Ji-kumo	16-30	16-30	16-30	-
Mizu-kumo	-	-	-	01-20
Totate-kumo	31-45	31-45	31-45	-
Mukade	46-60	46-55	46-60	21-45
Shishi	61-95	56-80	61-70	-
Tako	-	-	-	46-70
Wani	-	-	-	71-00
Yamatokage	96-00	81-00	71-00	-

**LEGENDARY BEINGS TABLE**

Being Encountered	Terrain Type:		
	Clear	Rough	Mountain
Bakemono-sho	01-10	01-14	01-14
Dai-bakemono	11-15	15-20	15-24
O-bakemono	16-20	21-26	25-32
Mujina	21-25	27-32	33-36
Rokuro-kubi	26-30	33-38	37-39
Hitobar	31-32	39	40
Shuten-doji	33-37	40-45	41-44
Kitsune	38-42	46-49	45-46
Shikome	43-47	50-58	47-58
Tatsu	48-50	59-64	59-64
Tengu	51-55	65-70	65-76
Hanya	71-75	71-80	77-82
Uba	76-90	81-95	83-98
Usagi-tsuki	91-00	96-00	99-00

If in Shore Terrain, roll 1D6. On 1 or 2 use appropriate land column. Otherwise encounter is with Kappa (30%), Kojin (30%), Nushi (25%), or Tatsu (15%). At sea, encounter is with Kojin (75%) or Tatsu (25%).



**SUPERNATURAL BEINGS ENCOUNTER TABLE:** Roll 1D1000

Die Roll	Being Encountered
001-099	Araburu-kami
100	Araburu-kami: Ruler type (Spirit Rank 12)
101-129	Fujin
130	Ruler of Fujin: Kami-nari
131-149	Kenzoku
150	Ruler of Kenzoku: Hachiman
151-250	KAMI OF PLACE: Encounter is with some Kami appropriate to the location. For example: Clear Terrain: Jigami; Rough Terrain: Mori-no-kami; Mountainous Terrain: Yama-no-kami; City: Chinjin; Road: Dosojin.
251-275	Tenjin of random Skill (Gamesmaster choice).
276-292	Kami of the Elements. Roll 1D5 to determine which Element: 1=Fire; 2=Water; 3=Wood; 4=Metal; 5=Soil.
293	Ruler of an Element (Spirit Rank 12).
294	Benten
295	Bishamon
296	Daikoku
297	Ebisu
298	Fukuroku
299	Hotei
300	Jurojin
301-305	Jizo Bosatsu. Roll 1D6 for initial manifestation: 1=Victory; 2=Redemption; 3=Children; 4=Demons; 5=Kami; 6=Wilderness.
306-310	Kwannon Bosatsu
311-330	Fudo-myoo
331-350	Gundari-myoo
351-400	Meifu-no-junsa
401-500	Tennin
501-520	Yokai
521-580	Gaki
581-650	Shoryo
651-700	Shura
701-900	Oni
901-1000	Dai-oni

Shore or Sea Encounters: On the Shore, there is a 50-50 chance of a normal Encounter or a 'Sea Encounter.' Sea Encounters are with Kaijin (49%), Ryujin (49%), Umi-no-kami (1%), or Ryu-no-kami (1%).

**NATURAL PHENOMENA TABLE:** Roll 1D100 in appropriate column.

Phenomenon Encountered	Terrain Type		Mountain	Shore	City
	Clear	Rough			
Earthquake	01	01	01	01	01
Fire	-	-	-	-	02-35
Flood	02-15	02-25	02-10	02-20	-
Fog	16-40	26-45	11-25	21-50	36-50
Plague	41-50	46-55	26-30	51-55	51-80
Rockslide	-	56-80	31-75	-	-
Storm	51-80	81-95	76-95	56-80	81-90
Tai-fun	81-00	96-00	81-90	91-00	-
Tsunami	-	-	-	91-00	-

### EVENTS ENCOUNTER TABLE

Normally, 1D100 is rolled, applying modifiers as listed following the table. However, under certain circumstances, different dice are used to restrict the possible results to a given part of the table.

Die	Event
01-02	Hunt
03-06	Courier
07-09	Escort
10-15	Duty
16-25	Mission
26-50	Contest
51-80	Duel
81-95	Battle
96-00	Uprising

#### Modifiers:

Rolling 1D100 -

- Not currently at court or member of Samurai Clan +2
- Not currently a member of a group at all +20

Other types of dice -

- Events at Court required Roll 1D20
- Martial Event required Roll 1D50+50
- Event within a group required Roll 3D6

