

These notes on honour may be photocopied with the author's permission for use with the "Kidogu's Final Assignment" scenario for Grim's Gangs. It may also be downloaded from the Reapers Revenge website, for the same purpose, in pdf format if preferred.

**Notes on honour:**

The world of the samurai operates very much on the concept of honour. Samurai are expected to act honourably in all they say and do. Saying the wrong thing or in the wrong way can be massively dishonourable. For example, saying 'Yoshimoto-sama, your painting today is much better than yesterday's one' is a big no-no as you're effectively saying his painting yesterday was rubbish.

When addressing someone of equal or greater status you should refer to them as 'sama' ie: '[Name]-sama'. If it is someone of lesser status, then 'sama' can be replaced with 'san'.

If you're very close to someone, lover, sibling etc.... then you can substitute the term 'kun' for a male or 'chan' for a female.

When you meet someone you should bow, the depth of the bow is dependent on your status relative to theirs, in essence you should bow lower than the other person if you are of an equal or lesser status.

Honour is such a huge deal in the samurai world that loss of honour is something to be avoided at all costs. A major loss of honour can result in a character having to commit seppuku (ritual suicide) – hopefully in a game this should be rare but it might be worth being aware of the concept (any decent encyclopaedia or internet equivalent will have the full (and very gory!) details).

## Player Characters

Name: **Kami Sakura** (current boss) Hard: 24 Boss: 38 Brains/~~Brawn~~  
Current Boss: Y

Brawn: 5 Meat: 3 Balls: 11 Face: 5 Brains: 11 Speed: 8 Cool: 11  
DB: 0 DB: 0 Bonus Boost: +1

### General skills:

Blend in: 8 Brawl: 9 Consume: 6 Evade: 12 Intimidate: 12  
Mouth: 12 Scavenge: 12

### Specialist skills:

Blade: 16 Bull: 15 Chuck It: 15 Direction: 16 Fast Talk: 16 Fix It: 13  
Know-it-all: 15 Lookout: 15 Pulling: 15 Ride: 16 Bushidō: 14

### Notes:

The 'boss'. The perfect student and a natural born leader. Very accomplished at many things (but not necessarily 'excellent' at everything).

### Weapon Damage Bonus

Blade +2 (skilled with Katana +3), Hand Cross Bow +2, Bow +3

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Name: **Marise Ichimoji** Hard: 21 Boss: 37 Brains/~~Brawn~~  
Current Boss: N

Brawn: 3 Meat: 3 Balls: 12 Face: 9 Brains: 8 Speed: 4 Cool: 11  
DB: 0 DB: 0 Bonus Boost: 0

### General skills:

Blend In: 11 Brawl: 10 Consume: 5 Evade: 6 Intimidate: 15  
Mouth: 13 Scavenge: 12

### Specialist skills:

Blade: 12 Borrower: 14 Bull: 15 Direction: 13 Fast Talk: 17  
Fix It: 13 Gamble: 13 Know-it-all: 14 Ride: 13 Sarcasm/Joker: 19

### Notes:

Treads the line between rebel and honourable. Able to phrase things without losing honour. Not so great in a fight, her brother (Narumito) often backs her up in fights (with Marise acting as distraction).

### Weapon Damage Bonus

Blade +2 (skilled with Katana +3), Hand Cross Bow +2, Bow +3

Name: **Dato Bontenmaru**      Hard: 19   Boss: 32      Brains/Brawn  
Current Boss: N

Brawn: 2   Meat: 7   Balls: 8   Face: 10   Brains: 7   Speed: 5   Cool: 8  
DB: 0      DB: 0                      Bonus Boost: 0

**General skills:**

Blend in: 14   Brawl: 10   Consume: 10   Evade: 9   Intimidate: 13  
Mouth: 9   Scavenge: 9

**Specialist skills:**

Blade: 13   Eavesdrop: 16   Know-it-all: 8   Lookout: 12   Music: 11  
Bushidō: 11

**Notes:**

A trainee monk attached to the school as part of his training. Inquisitive, a seeker of knowledge, enjoys a bit of gossip though. The ‘go-to’ guy for information.

**Weapon Damage Bonus**

Blade +2 (skilled with Katana +3), Hand Cross Bow +2, Bow +3

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Name: **Kuroda Kiyotaka**      Hard: 35   Boss: 25      Brains/Brawn  
Current Boss: N

Brawn: 12   Meat: 7   Balls: 4   Face: 9   Brains: 6   Speed: 5   Cool: 9  
DB: +2      DB: 0                      Bonus Boost: 0

**General skills:**

Blend in: 12   Brawl: 16   Consume: 11   Evade: 9   Intimidate: 16  
Mouth: 5   Scavenge: 10

**Specialist skills:**

Blade: 17   Bull: 8   Eavesdrop: 14   Fast Talk: 6   Pulling: 9   Ride: 10

**Notes:**

Mild-mannered giant who is gentle despite his huge presence. Likes to think of himself as a bit of a philosopher, coming out with such sayings as “The turtle must make up his own path to keep up with the rabbit” – he is, however, a good fighter.

**Weapon Damage Bonus**

Blade +2 (skilled with Katana +3), Hand Cross Bow +2, Bow +3

Name: **Inaba Chikushou**      Hard: 37   Boss: 28   Brains/Brawn  
Current Boss: N

Brawn: 9   Meat: 9   Balls: 10   Face: 8   Brains: 5   Speed: 7   Cool: 8  
DB: +1      DB: +1                      Bonus Boost: 0

**General skills:**

Blend in: 10   Brawl: 16   Consume: 14   Evade: 10   Intimidate: 16  
Mouth: 11   Scavenge: 11

**Specialist skills:**

Blade: 19   Borrower: 14   Chuck It: 19   Fast Talk: 14   Pulling: 15

**Notes:**

Very handsome, looks good when he is fighting. Appears to be the 'perfect' samurai, but isn't as 'cool' as he seems.

**Weapon Damage Bonus**

Blade +2 (skilled with Katana +3), Hand Cross Bow +2, Bow +3

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Name: **Narumito Ichimoji**      Hard: 36   Boss: 33   Brains/Brawn  
Current Boss: N

Brawn: 10   Meat: 6   Balls: 10   Face: 11   Brains: 6   Speed: 7   Cool: 5  
DB: +1      DB: 0                      Bonus Boost: 0

**General skills:**

Blend in: 14   Brawl: 16   Consume: 8   Evade: 12   Intimidate: 16  
Mouth: 11   Scavenge: 8

**Specialist Skills:**

Blade: 19   Chuck It: 19   Fix It: 12   Lookout: 15

**Notes:**

Quiet, watchful, extremely good fighter. Has some authority issues but follows the samurai code to the letter. Notices the details, the things that others don't. He looks out for his sister (Marise) but is sometimes embarrassed that she's not as good with a sword.

**Weapon Damage Bonus**

Blade +2 (skilled with Katana +3), Hand Cross Bow +2, Bow +3

## NPGs

Name: **Riko/Hidomii** (generic servant) Hard: 27 Boss: 28 Brains/Brawn  
Current Boss: N

Brawn: 7 Meat: 10 Balls: 3 Face: 7 Brains: 9 Speed: 10 Cool: 8  
DB: 0 DB: +1 Bonus Boost: +1

### General Skills:

Blend in: 9 Brawl: 16 Consume: 12 Evade: 12 Intimidate: 15  
Mouth: 9 Scavenge: 10

### Specialist Skills:

Fast Talk: 9 Fix It: 9 Graffiti: 10 Know-It-All: 9 Lookout: 10

### Weapon Damage Bonus

Blade +2 (skilled with Katana +3), Hand Cross Bow +2, Bow +3

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Name: **Hebi Bandits** Hard: 28 Boss: 18 Brains/Brawn  
(also Nobaru's guards) Current Boss: N

Brawn: 7 Meat: 8 Balls: 6 Face: 8 Brains: 2 Speed: 3 Cool: 2  
DB: 0 DB: 0 Bonus Boost: 0

### General Skills:

Blend in: 10 Brawl: 16 Consume: 10 Evade: 8 Intimidate: 16  
Mouth: 8 Scavenge: 3

### Specialist Skills:

Blade: 19 Borrower: 9 Direction: 9 Gamble: 7 Ride: 7  
These can also be used to vary the strength/makeup of the Hebi group.

### Weapon Damage Bonus

Blade +2 (skilled with Katana +3), Hand Cross Bow +2, Bow +3

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Name: **Nobaru Kotaro** Hard: 22 Boss: 36 Brains/Brawn  
Current Boss: Y (2)

Brawn: 6 Meat: 3 Balls: 7 Face: 9 Brains: 10 Speed: 9 Cool: 11  
DB: 0 DB: 0 Bonus Boost: +1

### General Skills:

Blend in: 12 Brawl: 12 Consume: 5 Evade: 12 Intimidate: 16  
Mouth: 14 Scavenge: 12

### Specialist Skills:

Blade: 15 Bull: 19 Chuck It: 15 Direction: 16 Eavesdrop: 15  
Fast Talk: 19 Know-it-all: 17 Lookout: 18 Pulling: 14 Ride: 14

### Weapon Damage Bonus

Blade +2 (skilled with Katana +3), Hand Cross Bow +2, Bow +3

Name: **Oshō Hiromo** Hard: 20 Boss: 33 Brains/~~Brawn~~  
(Oshō is his 'rank') Current Boss: N  
Brawn: 5 Meat: 2 Balls: 8 Face: 9 Brains: 8 Speed: 8 Cool: 8  
DB: 0 DB: 0 Bonus Boost: +1

**General Skills:**

Blend in: 12 Brawl: 10 Consume: 4 Evade: 10 Intimidate: 15  
Mouth: 9 Scavenge: 11

**Specialist Skills:**

Blade: 14 Know-it-all: 10 Lookout: 17

**Weapon Damage Bonus**

Blade +2 (skilled with Katana +3), Hand Cross Bow +2, Bow +3

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Name: **Shike Nee-Tan** Hard: 18 Boss: 39 Brains/~~Brawn~~  
(Shike is his 'rank') Current Boss: Y (2)  
Brawn: 3 Meat: 2 Balls: 10 Face: 11 Brains: 9 Speed: 10 Cool: 7  
DB: 0 DB: 0 Bonus Boost: +1

**General Skills:**

Blend in: 14 Brawl: 8 Consume: 4 Evade: 12 Intimidate: 15  
Mouth: 12 Scavenge: 11

**Specialist skills:**

Blade: 16 Eavesdrop: 16 Know-it-all: 11 Pulling: 12 Ride: 12  
Bushidō: 17

**Weapon Damage Bonus**

Blade +2 (skilled with Katana +3), Hand Cross Bow +2, Bow +3

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Name: **Saroti** Hard: 27 Boss: 41 Brains/~~Brawn~~  
Current Boss: Y(1)  
Brawn: 5 Meat: 5 Balls: 12 Face: 9 Brains: 10 Speed: 12 Cool: 9  
DB: 0 DB: 0 Bonus Boost: +1

**General Skills:**

Blend in: 11 Brawl: 13 Consume: 7 Evade: 16 Intimidate: 15  
Mouth: 13 Scavenge: 12

**Specialist Skills:**

Blade: 15 Direction: 16 Know-it-all: 12

**Weapon Damage Bonus**

Blade +2 (skilled with Katana +3), Hand Cross Bow +2, Bow +3

Name: **Hebi Ronin:** Hard: 39 Boss: 21 Brains/Brawn  
Current Boss: N  
Brawn: 11 Meat: 11 Balls: 6 Face: 11 Brains: 2 Speed: 3 Cool: 3  
DB: +1 DB: +1 Bonus Boost: 0

**General Skills:**

Blend in: 13 Brawl: 16 Consume: 14 Evade: 5 Intimidate: 16  
Mouth: 8 Scavenge: 7

**Specialist Skills:**

Blade: 16 Borrower: 7 Chuck It: 16 Lookout: 7

**Weapon Damage Bonus**

Blade +2 (skilled with Katana +3), Hand Cross Bow +2, Bow +3

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Name: **Rōshi Kōbuaki** Hard: 18 Boss: 39 Brains/Brawn  
(Rōshi is his 'rank') Current Boss: Y (2)  
Brawn: 3 Meat: 2 Balls: 10 Face: 11 Brains: 9 Speed: 10 Cool: 7  
DB: 0 DB: 0 Bonus Boost: +1

**General Skills:**

Blend in: 14 Brawl: 7 Consume: 4 Evade: 12 Intimidate: 15  
Mouth: 12 Scavenge: 12

**Specialist skills:**

Blade: 15 Eavesdrop: 15 Know-it-all: 10 Direction: 12  
Ride: 12 Bushidō: 16