

Japanese Zodiac

The twelve zodiac signs

These are the result of zoning time and direction into twelve blocks, each block being given a name of an animal based on the ancient Chinese concept that all time shifts based on these twelve units. In Japan, zoning of the twelve-year cycle, with a different animal in each zone is fairly common.

Those individuals born during a particular year were said to inherit some of the personalities of that year's animal.

Rat (nezumi)

Born: 1996, 1984, 1972, 1960, 1948, 1936, 1924, 1912

People born in the year of the Rat are charming, honest, ambitious, and have a tremendous capacity for pursuing a course to its end. They will work hard for their goals. They are easily angered but maintain an outward show of control.

Ox (ushi)

Born: 1997, 1985, 1973, 1961, 1949, 1937, 1925, 1913

People born in the year of the Ox are patient, mentally alert and when required to speak are skilful. They have a gift for inspiring confidence in others. This allows them to achieve a great deal of success.

Tiger (tora)

Born: 1998, 1986, 1974, 1962, 1950, 1938, 1926, 1914

People born in the year of the Tiger are sensitive, stubborn, short-tempered, courageous, selfish, and slightly mean... yet they are deep thinkers and are capable of great sympathy for those they are close to and love.

Rabbit (usagi)

Born: 1999, 1987, 1975, 1963, 1951, 1939, 1927, 1915

People born in the year of the Rabbit are the most fortunate. They are smooth talkers, talented, ambitious, virtuous and reserved. They have exceedingly fine taste and regarded with admiration and trust.

Dragon (tatsu)

Born: 2000, 1988, 1976, 1964, 1952, 1940, 1928, 1916

People born in the year of the Dragon are healthy, energetic, excitable, short-tempered and stubborn. However, they are honest, sensitive, brave, and can inspire trust in most anyone. They are the most peculiar of the 12 signs of the Zodiac cycle.

Snake (hebi)

Born: 2001, 1989, 1977, 1965, 1953, 1941, 1929, 1917

People born in the year of the Snake are deep thinkers, speak very little and possess tremendous wisdom. They are fortunate in money matters and will always be able to obtain it. They are determined in what they do and hate to fail.

Horse (uma)

Born: 2002, 1990, 1978, 1966, 1954, 1942, 1930, 1918, 1906

People born in the year of the Horse are skilful in paying compliments and talk too much. They are skilful with money and handle finances well. They are quick thinkers, wise and talented.

Horse people anger easily and are very impatient.

Ram (hitsuji)

Born: 2003, 1991, 1979, 1967, 1955, 1943, 1931, 1919, 1907

People born in the year of the Ram are elegant, highly accomplished in the arts, passionate about nature. At first glance, they seem to be better off than the people born in other years. They are deeply religious and passionate in whatever they do and believe in.

Monkey (saru)

Born: 2004, 1992, 1980, 1968, 1956, 1944, 1932, 1920, 1908

People born in the year of the Monkey are the erratic geniuses of the Zodiac cycle. They are clever and skilful in grand-scale operations and are smart when making financial deals. They are inventive, original and are able to solve the most difficult problems with ease.

Rooster (tori)

Born: 2005, 1981, 1969, 1957, 1945, 1933, 1921, 1909

People born in the year of the Rooster are deep thinkers and are always busy and devoted to their work. They always want to do more than they are able, and if they undertake a task beyond their abilities, they are disappointed. Rooster people have a habit of speaking out directly whenever they have something on their minds.

Dog (inu)

Born: 2006, 1982, 1970, 1958, 1946, 1934, 1922, 1910

People born in the year of the Dog have all the fine qualities of human nature. They have a sense of duty and loyalty; they are extremely honest and always do their best in their relationship with other people. Dog people inspire confidence in others and know how to keep secrets.

Boar (inoshishi)

Born: 2007, 1983, 1971, 1959, 1947, 1935, 1923, 1911

People born in the year of the Boar are brave. They have tremendous inner strength, which no one can overcome. They display great honesty. They are short-tempered, yet hate to quarrel or have arguments. They are affectionate and kind to their loved ones.

CONFLICT RESOLUTION

- 1d6 vs 1d6, roll-over w/ Degree of Success. Winner narrates outcome.

Group Resolution:

- Participants are divided into two 'sides'.
- All participants roll 1d6, each 'side' takes the highest die.
- Note, each participant may *only* roll 1 die per conflict.
- Per normal rules, player with the highest die narrates.

Dueling:

- Each combatant secretly rolls three successions of 1d6.
- After each roll, the parties have the choice of charging or making another roll. After the third secret roll, the characters automatically charge.
- Whenever the characters charge, the players show their dice and add the results together. Degree of Success is then determined normally.
- Note, no Trust may be spent for any purpose during a duel.

DEGREES OF SUCCESS

- 0: Tie (GM narrates)
- 1: Partial Success
- 2: Mixed Success (Winner gains a Regular Success, *loser* gain a Partial)
- 3: Regular Success
- 4: Critical Success (Regular + an extra Partial Success)
- 5+: Double Success (Two Regular Successes)

DAMAGE

[-1] modifier to all rolls for the duration of the wound.]

Partial Failure: Flesh Wound (one roll)

Regular Failure: Chapter Wound (one chapter)

Critical Success: Permanent Wound (permanent)

Double Success: "Taken Out" (Death or Incapacitation)

TRUST

Aid in a Conflict (1pt): Your 1d6 is *added* to your comrade's die.

Buy Narration Rights (1pt): Narrate a conflict's outcome.

Betraying Bonus [1pt per (+1) modifier]: Only one character may Betray per conflict. Any number of points may be spent on a given conflict.

Starting Trust: (2), unless characters are Ally (3) or Enemy (0) Zodiacs.

Changing Trust: At the end of a chapter, Trust may be:

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Gaining Trust Points: At the start of each chapter, a PC's Trust points refresh to the levels of Trust that the *other* PCs give them.

Note, Trust points may only be spent on the PC that gave that Trust.

FATE

- A character's Fate remains secret until the player wishes to reveal it.
- Players may introduce any monster, NPC, event, or scene that is related to their Fate.

NAME: _____

ZODIAC: The Rat (Ne)

Charming, imaginative & ambitious. Though somewhat opportunist, Rats will work hard for their goals. They tend to be overly critical and are known for their quick tempers despite outward shows of control.

Allies (starting Trust: 3): Dragon & Monkey

Enemy (starting Trust: 0): Horse

ABILITIES:

- 1) _____
- 2) _____
- 3) _____

DAMAGE:

- Flesh Wounds** (one roll) : _____
- Chapter Wounds** (one chapter) : _____
- Permanent Wounds** (permanent) : _____

TRUST:

<i>Your</i> Trust		<i>Their</i> Trust	
<u>in Them</u>	<u>Character</u>	<u>in You</u>	<u>: Points</u>
()	_____	()	: _____
()	_____	()	: _____
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BACKGROUND:

Why is the character a Ronin?

Why does the character *need* the money from this deal?

CONFLICT RESOLUTION

- 1d6 vs 1d6, roll-over w/ Degree of Success. Winner narrates outcome.

Group Resolution:

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DAMAGE

[-1] modifier to all rolls for the duration of the wound.]

- Partial Failure:** Flesh Wound (one roll)
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NAME: _____

ZODIAC: **The Ox** (Ushi)

Patient, conservative, and methodical. Ox have a gift for inspiring confidence in others and tend to make good leaders. However, they also have a tendency for chauvinism and having one's own way.

Allies (starting Trust: 3): Rooster & Snake

Enemy (starting Trust: 0): Ram

ABILITIES:

- 1) _____
- 2) _____
- 3) _____

DAMAGE:

- Flesh Wounds** (one roll) : _____
- Chapter Wounds** (one chapter) : _____
- Permanent Wounds** (permanent) : _____

TRUST:

<i>Your</i> Trust	<i>Their</i> Trust	
<u>in Them</u>	<u>in You</u>	<u>Points</u>
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()	_____	() : _____
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[-1] modifier to all rolls for the duration of the wound.]

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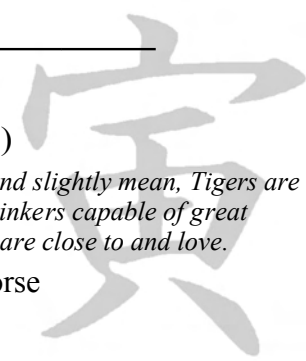
NAME: _____

ZODIAC: The Tiger (Tora)

Though stubborn, hot-headed, selfish and slightly mean, Tigers are also courageous and tend to be deep thinkers capable of great sensitivity and sympathy for those they are close to and love.

Allies (starting Trust: 3): Dog & Horse

Enemy (starting Trust: 0): Monkey



ABILITIES:

- 1) _____
- 2) _____
- 3) _____

DAMAGE:

- Flesh Wounds** (one roll) : _____
- Chapter Wounds** (one chapter) : _____
- Permanent Wounds** (permanent) : _____

TRUST:

<i>Your</i> Trust	<i>Their</i> Trust	
<u>in Them</u>	<u>in You</u>	: <u>Points</u>
()	_____	() : _____
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FATE

- Players may introduce any monster, NPC, event, or scene that is related to their Fate.

NAME: _____

ZODIAC: The Rabbit (Usagi)

Affectionate, obliging, pleasant. Rabbits are smooth talkers, talented, virtuous and reserved. They have exceedingly fine taste, but they also tend to be overly sentimental.

Allies (starting Trust: 3): Ram & Boar

Enemy (starting Trust: 0): Rooster

ABILITIES:

- 1) _____
- 2) _____
- 3) _____

DAMAGE:

- Flesh Wounds** (one roll) : _____
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NAME: _____

ZODIAC: The Dragon (Tatsu)

Intelligent, gifted and full of vitality, Dragons are healthy, energetic, excitable, short-tempered and stubborn. They tend to be perfectionists who must guard against making unduly demands. They are the most peculiar of the 12 signs.

Allies (starting Trust: 3): Rat & Monkey

Enemy (starting Trust: 0): Dog

ABILITIES:

- 1) _____
- 2) _____
- 3) _____

DAMAGE:

- Flesh Wounds** (one roll) : _____
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NAME: _____

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Charming, romantic, and deep thinkers, Snakes speak very little and possess tremendous wisdom. They are determined in what they do and hate to fail. It is often difficult for them to keep a sense of humor. They tend to be fortunate in money matters.

Allies (starting Trust: 3): Ox & Rooster

Enemy (starting Trust: 0): Boar

ABILITIES:

- 1) _____
- 2) _____
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- Players may introduce any monster, NPC, event, or scene that is related to their Fate.

NAME: _____

ZODIAC: The Horse (Uma)

Independent and hard workers, Horses are quick thinkers, wise and talented. Though skillful in paying compliments, they tend to talk too much. Horses have a tendency towards selfishness and are very impatient and egotistical.

Allies (starting Trust: 3): Tiger & Dog

Enemy (starting Trust: 0): Rat

ABILITIES:

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- 2) _____
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DAMAGE:

Flesh Wounds (one roll) : _____

Chapter Wounds (one chapter) : _____

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NAME: _____

ZODIAC: **The Ram** (Hitsuji)

Elegant, artistic, and charming. Deeply religious, Rams are passionate in whatever they do and believe in, though they have a tendency to be pessimistic at times.

Allies (starting Trust: 3): Rabbit & Boar

Enemy (starting Trust: 0): Ox

ABILITIES:

- 1) _____
- 2) _____
- 3) _____

DAMAGE:

- Flesh Wounds** (one roll) : _____
- Chapter Wounds** (one chapter) : _____
- Permanent Wounds** (permanent) : _____

TRUST:

<i>Your</i> Trust	Character	<i>Their</i> Trust	Points
<u>in Them</u>		<u>in You</u>	
()	_____	()	: _____
()	_____	()	: _____
()	_____	()	: _____
()	_____	()	: _____
()	_____	()	: _____

BACKGROUND:

Why is the character a Ronin?

Why does the character *need* the money from this deal?

CONFLICT RESOLUTION

- 1d6 vs 1d6, roll-over w/ Degree of Success. Winner narrates outcome.

Group Resolution:

- Participants are divided into two 'sides'.
- All participants roll 1d6, each 'side' takes the highest die.
- Note, each participant may *only* roll 1 die per conflict.
- Per normal rules, player with the highest die narrates.

Dueling:

- Each combatant secretly rolls three successions of 1d6.
- After each roll, the parties have the choice of charging or making another roll. After the third secret roll, the characters automatically charge.
- Whenever the characters charge, the players show their dice and add the results together. Degree of Success is then determined normally.
- Note, no Trust may be spent for any purpose during a duel.

DEGREES OF SUCCESS

- 0: Tie (GM narrates)
- 1: Partial Success
- 2: Mixed Success (Winner gains a Regular Success, *loser* gain a Partial)
- 3: Regular Success
- 4: Critical Success (Regular + an extra Partial Success)
- 5+: Double Success (Two Regular Successes)

DAMAGE

[-1] modifier to all rolls for the duration of the wound.]

Partial Failure: Flesh Wound (one roll)

Regular Failure: Chapter Wound (one chapter)

Critical Success: Permanent Wound (permanent)

Double Success: "Taken Out" (Death or Incapacitation)

TRUST

Aid in a Conflict (1pt): Your 1d6 is *added* to your comrade's die.

Buy Narration Rights (1pt): Narrate a conflict's outcome.

Betraying Bonus [1pt per (+1) modifier]: Only one character may Betray per conflict. Any number of points may be spent on a given conflict.

Starting Trust: (2), unless characters are Ally (3) or Enemy (0) Zodiacs.

Changing Trust: At the end of a chapter, Trust may be:

- Raised by one point, kept the same, or decreased by any amount.

Gaining Trust Points: At the start of each chapter, a PC's Trust points refresh to the levels of Trust that the *other* PCs give them.

Note, Trust points may only be spent on the PC that gave that Trust.

FATE

- A character's Fate remains secret until the player wishes to reveal it.
- Players may introduce any monster, NPC, event, or scene that is related to their Fate.

NAME: _____

ZODIAC: **The Monkey** (Saru)

Erratic geniuses, Monkeys are inventive and original. They are clever and skillful in grand-scale operations and are able to solve the most difficult problems with ease. However, they must guard against being an opportunist and being distrustful of people.

Allies (starting Trust: 3): Dragon & Rat

Enemy (starting Trust: 0): Tiger

ABILITIES:

- 1) _____
- 2) _____
- 3) _____

DAMAGE:

- Flesh Wounds** (one roll) : _____
- Chapter Wounds** (one chapter) : _____
- Permanent Wounds** (permanent) : _____

TRUST:

<i>Your</i> Trust		<i>Their</i> Trust	
<u>in Them</u>	<u>Character</u>	<u>in You</u>	<u>: Points</u>
()	_____	()	: _____
()	_____	()	: _____
()	_____	()	: _____
()	_____	()	: _____
()	_____	()	: _____

BACKGROUND:

Why is the character a Ronin?

Why does the character *need* the money from this deal?

CONFLICT RESOLUTION

- 1d6 vs 1d6, roll-over w/ Degree of Success. Winner narrates outcome.

Group Resolution:

- Participants are divided into two 'sides'.
- All participants roll 1d6, each 'side' takes the highest die.
- Note, each participant may *only* roll 1 die per conflict.
- Per normal rules, player with the highest die narrates.

Dueling:

- Each combatant secretly rolls three successions of 1d6.
- After each roll, the parties have the choice of charging or making another roll. After the third secret roll, the characters automatically charge.
- Whenever the characters charge, the players show their dice and add the results together. Degree of Success is then determined normally.
- Note, no Trust may be spent for any purpose during a duel.

DEGREES OF SUCCESS

- 0: Tie (GM narrates)
- 1: Partial Success
- 2: Mixed Success (Winner gains a Regular Success, *loser* gain a Partial)
- 3: Regular Success
- 4: Critical Success (Regular + an extra Partial Success)
- 5+: Double Success (Two Regular Successes)

DAMAGE

[-1] modifier to all rolls for the duration of the wound.]

Partial Failure: Flesh Wound (one roll)

Regular Failure: Chapter Wound (one chapter)

Critical Success: Permanent Wound (permanent)

Double Success: "Taken Out" (Death or Incapacitation)

TRUST

Aid in a Conflict (1pt): Your 1d6 is *added* to your comrade's die.

Buy Narration Rights (1pt): Narrate a conflict's outcome.

Betraying Bonus [1pt per (+1) modifier]: Only one character may Betray per conflict. Any number of points may be spent on a given conflict.

Starting Trust: (2), unless characters are Ally (3) or Enemy (0) Zodiacs.

Changing Trust: At the end of a chapter, Trust may be:

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Gaining Trust Points: At the start of each chapter, a PC's Trust points refresh to the levels of Trust that the *other* PCs give them.

Note, Trust points may only be spent on the PC that gave that Trust.

FATE

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- Players may introduce any monster, NPC, event, or scene that is related to their Fate.

NAME: _____

ZODIAC: **The Rooster** (Tori)

Hard working and shrewd, yet also extravagant. Roosters are dreamers who are always busy with their work. Having the habit of always speaking their minds, they are usually boastful and often take on tasks which are beyond their abilities.

Allies (starting Trust: 3): Ox & Snake

Enemy (starting Trust: 0): Rabbit

ABILITIES:

- 1) _____
- 2) _____
- 3) _____

DAMAGE:

Flesh Wounds (one roll) : _____

Chapter Wounds (one chapter) : _____

Permanent Wounds (permanent) : _____

TRUST:

<i>Your</i> Trust		<i>Their</i> Trust	
<u>in Them</u>	<u>Character</u>	<u>in You</u>	<u>: Points</u>
()	_____	()	: _____
()	_____	()	: _____
()	_____	()	: _____
()	_____	()	: _____
()	_____	()	: _____

BACKGROUND:

Why is the character a Ronin?

Why does the character *need* the money from this deal?

CONFLICT RESOLUTION

- 1d6 vs 1d6, roll-over w/ Degree of Success. Winner narrates outcome.

Group Resolution:

- Participants are divided into two 'sides'.
- All participants roll 1d6, each 'side' takes the highest die.
- Note, each participant may *only* roll 1 die per conflict.
- Per normal rules, player with the highest die narrates.

Dueling:

- Each combatant secretly rolls three successions of 1d6.
- After each roll, the parties have the choice of charging or making another roll. After the third secret roll, the characters automatically charge.
- Whenever the characters charge, the players show their dice and add the results together. Degree of Success is then determined normally.
- Note, no Trust may be spent for any purpose during a duel.

DEGREES OF SUCCESS

- 0: Tie (GM narrates)
- 1: Partial Success
- 2: Mixed Success (Winner gains a Regular Success, *loser* gain a Partial)
- 3: Regular Success
- 4: Critical Success (Regular + an extra Partial Success)
- 5+: Double Success (Two Regular Successes)

DAMAGE

[-1] modifier to all rolls for the duration of the wound.]

- Partial Failure:** Flesh Wound (one roll)
- Regular Failure:** Chapter Wound (one chapter)
- Critical Success:** Permanent Wound (permanent)
- Double Success:** "Taken Out" (Death or Incapacitation)

TRUST

- Aid in a Conflict** (1pt): Your 1d6 is *added* to your comrade's die.
- Buy Narration Rights** (1pt): Narrate a conflict's outcome.
- Betraying Bonus** [1pt per (+1) modifier]: Only one character may Betray per conflict. Any number of points may be spent on a given conflict.

Starting Trust: (2), unless characters are Ally (3) or Enemy (0) Zodiacs.

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NAME: _____

ZODIAC: The Dog (Inu)

Extremely honest and loyal, Dogs have a highly developed sense of duty and do their best in relationships with others. They know how to keep secrets but have a tendency to worry and find fault.

Allies (starting Trust: 3): Tiger & Horse

Enemy (starting Trust: 0): Dragon

ABILITIES:

- 1) _____
- 2) _____
- 3) _____

DAMAGE:

- Flesh Wounds** (one roll) : _____
- Chapter Wounds** (one chapter) : _____
- Permanent Wounds** (permanent) : _____

TRUST:

<i>Your</i> Trust	Character	<i>Their</i> Trust	Points
<u>in Them</u>		<u>in You</u>	
()	_____	()	: _____
()	_____	()	: _____
()	_____	()	: _____
()	_____	()	: _____
()	_____	()	: _____

BACKGROUND:

Why is the character a Ronin?

Why does the character *need* the money from this deal?

CONFLICT RESOLUTION

- 1d6 vs 1d6, roll-over w/ Degree of Success. Winner narrates outcome.

Group Resolution:

- Participants are divided into two 'sides'.
- All participants roll 1d6, each 'side' takes the highest die.
- Note, each participant may *only* roll 1 die per conflict.
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Dueling:

- Each combatant secretly rolls three successions of 1d6.
- After each roll, the parties have the choice of charging or making another roll. After the third secret roll, the characters automatically charge.
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- 1: Partial Success
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- 3: Regular Success
- 4: Critical Success (Regular + an extra Partial Success)
- 5+: Double Success (Two Regular Successes)

DAMAGE

[-1] modifier to all rolls for the duration of the wound.]

Partial Failure: Flesh Wound (one roll)

Regular Failure: Chapter Wound (one chapter)

Critical Success: Permanent Wound (permanent)

Double Success: "Taken Out" (Death or Incapacitation)

TRUST

Aid in a Conflict (1pt): Your 1d6 is *added* to your comrade's die.

Buy Narration Rights (1pt): Narrate a conflict's outcome.

Betraying Bonus [1pt per (+1) modifier]: Only one character may Betray per conflict. Any number of points may be spent on a given conflict.

Starting Trust: (2), unless characters are Ally (3) or Enemy (0) Zodiacs.

Changing Trust: At the end of a chapter, Trust may be:

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Note, Trust points may only be spent on the PC that gave that Trust.

FATE

- A character's Fate remains secret until the player wishes to reveal it.
- Players may introduce any monster, NPC, event, or scene that is related to their Fate.

NAME: _____

ZODIAC: The Boar (Inoshishi)

Brave and intellectual, Dogs have tremendous inner strength. They are sincere and honest, but sometimes naive, expecting the same from others. They are short-tempered, yet hate to quarrel or have arguments.

Allies (starting Trust: 3): Rabbit & Ram

Enemy (starting Trust: 0): Snake

ABILITIES:

- 1) _____
- 2) _____
- 3) _____

DAMAGE:

Flesh Wounds (one roll) : _____

Chapter Wounds (one chapter) : _____

Permanent Wounds (permanent) : _____

TRUST:

<i>Your</i> Trust		<i>Their</i> Trust	
<u>in Them</u>	<u>Character</u>	<u>in You</u>	<u>: Points</u>
()	_____	()	: _____
()	_____	()	: _____
()	_____	()	: _____
()	_____	()	: _____
()	_____	()	: _____

BACKGROUND:

Why is the character a Ronin?

Why does the character *need* the money from this deal?