Seven Samurai Gauntlet

Version 1.0.2

The year is 1586. Japan has been locked in a long series of wars and conflicts known as the Warring States period. One farming village, after years of being preyed upon by bandits, has decided to send forth a group of men to hunt for hungry samurai who will be willing to protect their village for nothing more than food to eat while they do so. They are hunting desperate men who seek glory and conflict, or merely need whatever they can obtain to survive.

They have found you. Take these to help you:

+0 CP

It would seem this is a gauntlet, so the rules are a little special. Any supernatural or superhuman capabilities you would possess are lost, your physical capabilities capped at what would be humanly possible. If it is within human limits you can keep it, but you do not get to keep any items, companions, followers, pets, or allies from past worlds whatsoever. If you die during this gauntlet you will not be sent home, you will have merely failed the gauntlet and keep nothing you would have gained but may continue on your chain.

You do not have to survive 10 years here. Your goal in this jump is simple: Protect the farmers' village as one of the titular seven samurai, wiping out the bandit gang, while surviving yourself. If you can do that, you will receive special rewards as detailed after the perks, and items in this document. However if you want to buy anything from this document, other than the free Katana, and samurai training, you will have to take drawbacks. Also you will, by default, be replacing one of the canonical seven samurai, you can choose which one, but all of them made contributions to the defense of the village.

And to protect the village, it needs to still be able to function as a village after the gang is wiped out. While outlying buildings can be destroyed, the majority of both its structure and people (and this must also be the majority of both the male and female population as separate things) must survive the bandit attacks, and they must do so with the food to actually survive and not just starve to death.

Starting Time and Location:

You will begin this jump when you, and the six other samurai (or 5 other samurai and farmer pretending to be a samurai) arrive at the village. That is you are replacing one of the canon seven samurai that would normally have been recruited. If you'd like you

can arrive during the recruitment process, but you will be unable to recruit additional or different samurai. This can be changed by taking the recruiter drawback (see Drawbacks) which makes you take Kambei's place when he first decides to help the farmers and puts the task of recruiting allies all on your shoulder. If you do not want to replace one of the seven samurai you may pay 600 CP to be an eighth samurai; this is so expensive since barring other drawbacks that affect more than just you this allows you to hide in a ditch and complete the gauntlet.

Alternatively, if you forgo the gauntlet and take the normal jump toggle, you appear in the town where the farmers would recruit the samurai when they are first setting forth to do so. Unless you then take the Six Samurai drawback where you will be starting at the above start and time.

Age and Gender:

You can be any age that fits - at least as old at Katsushiro, and up to as old as Kambei, though at that point you might should take the Old drawback. You can change your gender to male for free, or retain your current gender. Normally a female samurai would be rather out of place in the period, while female warriors were not unheard of (Tomoe Gozen from several centuries prior being a famous example) they were not the norm and it would draw undesirable attention and comments, but since that'd not be fun and not really improve the challenge, for the duration of the jump you get a free pass on people expecting you to fulfill female gender roles.

Drawbacks and Toggles:

To gain CP you must take drawbacks. These drawbacks will fade at the end of the gauntlet's scenario whether you succeed or fail, and whether you choose to stay the rest of the decade here or not. If you take Outside Powers these drawbacks will last until the end of the jump with its full decade duration.

Normal Jump (Toggle): Well maybe you don't want to do this as a gauntlet. This mostly de-gauntlets the jump. You are no longer required to protect the village to succeed in the jump, but you can no longer gain the scenario reward, nor do you have gauntlet death protection. You also no longer have your out of jump powers, items, or allies sealed from you. You gain 1000 CP to spend, and must stay a full 10 years instead of having the choice of leaving at the end of the film's events. You can take up to 1000 CP of additional drawbacks, though if you take any drawbacks you must protect the village from the bandits or fail the jump. Unless you take Six Samurai you gain Eight Samurai for free, and can import up to 8 companions for 400 CP and they do not replace canonical samurai. Instead of gaining CP based off of your drawbacks, your companions will have 600 CP each. If you take this option drawbacks do not fade until the end of the jump.

Eight Samurai (400 CP; free with Normal Jump; incompatible with Six Samurai): Apparently you aren't replacing another samurai, but instead you are an addition compared to the other seven. This should make things significantly easier. You will, however, be expected to actually engage in the battles to defend the village to be eligible for rewards from the gauntlet.

Six Samurai (+200 CP; incompatible with Eight Samurai): Apparently the samurai you're replacing isn't the only missing samurai. Another member of the canonical 7 will be missing, leaving you with every bit as much to do and 1 fewer person to do it.

> **Five Samurai (+200 CP; requires Six Samurai)**: Oh, we're down to 5 samurai now, that is you and 4 others. Given how many die in canon this is looking dicey.
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> **Four Samurai (+200 CP; requires Five Samurai)**: Another samurai is missing.
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> **Three Samurai (+400 CP; requires Four Samurai)**: Just you and 2 others now.
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> **Two Samurai (+400 CP; requires Three Samurai)**: Well at least you have an ally.

> **Tsubaki (+600 CP; requires Two Samurai)**: You are completely alone. You must defend the village with only the villagers for support with all the problems they normally have.

Give Me One That Fits (+200 CP): You have forgotten your name, and will instead be referred to only by a name that is - to at least those most important to you - a joke. This will be something roughly like being called by the name of a 13 year old girl as a grown man.

Hungry Samurai (+200 CP): You eat enough for 2 samurai, and will find yourself growing hungry quicker and more often. And a hungry samurai is not in top shape for battle.

Mountain Monkey (+200 CP; incompatible with Samurai's Pride): You are loud, emotionally expressive in a way not befitting a samurai, and with a tendency to jump around, hooting and hollering. This won't interfere with your ability to fight, but you won't have much dignity with this.

No Respect (+200 CP): Whether because of your age, your peasant bearing, or something else, you will find that samurai see you as at best a junior partner. They may not hate you, but you will not truly earn their respect until the village is saved.

Old (+200 CP): You are past your prime. Not to the point of being completely infirm, and you have aged gracefully, but you are not as quick, or strong as you would have been in your youth.

Samurai's Pride (+200 CP; incompatible with Mountain Monkey): You will find yourself attempting to act and behave in a way befitting a samurai at all times. Of course this is before the Edo period, so the rules of samurai honor are a fair deal more lax than they would eventually become, but you will be stoic, and hold yourself somewhat aloof from the peasants.

Early Harvest (+400 CP): Normally there was a fair bit of time to prepare once the samurai arrived, long enough to harvest the fields, build moats, and fortify some walls and defensive enclosures. Now that amount of time is halved. If you took the Recruiter drawback and finish in less than the 4 days it took in the film you will add those saved days to the time you have.

> **Really Early Harvest (+400 CP; requires Early Harvest)**: It seems you arrived late, when you reach the village they will have just finished harvesting the barley, and the bandits will attack tomorrow at the latest. If you took the Recruiter

drawback and finish in less than the 4 days it took in the film you will add those saved days to the time you have.

More Bandits (+400 CP): Normally there would be about 40 bandits, enough to outnumber the samurai about 6 to 1. Now there will be an additional 10 bandits, enough to quite likely tip the scales towards the bandits. This also increases their number of horses, though they still only possess the same number of guns.

Even More Bandits (+400 CP, requires More Bandits): Make that an additional 50% bandits, putting them a bit over 60. This means they'll have substantially more numbers and you'll have to take down many more to avoid them simply using those to overwhelm your defenses.

Bandit Legion (+400 CP, requires Even More Bandits): Make that 100% more bandits, and unfortunately you will forget this drawback, and the bandit horde will have grown since the last the peasants knew leaving you and the other samurai unprepared until they arrive. The samurai are unlikely to last a day, much less multiple; and this time their number of guns is doubled as well (to 6, or to 12 with More Guns).

More Guns (+400 CP): The bandits don't have 3 arquebuses, they now have 6. Remember stealing 2 of these guns was a big deal, and even with only 3 guns among the 40 bandits it's guns that killed most of the samurai.

Peasant Poser (+400 CP): You are not actually a samurai. You are a peasant, and while you may have a wild dog's ferocity or great strength, and could possibly become a skilled swordsman with training you do not gain the **Young Samurai** perk, and lose any combat experience, training, and skill you possessed previously.

Starved (+400 CP): You have the body of a peasant that's been living on millet. This has left you in less than fighting shape, and you are suffering from long term malnutrition.

Dumber Peasants (+600 CP): Usually the peasants while flawed are actually rather useful, rising to the occasion to support the samurai with only a few fatal breaks in their behavior; Rikishi's behavior when seeing his stolen wife comes to mind, their initial hiding from the samurai, and the six farmers who lived outside of the defensible region's attempt to split. Now, though, you can expect them to be significantly less capable of aiding you and the other samurai; they will bolt and run instead of holding their posts, attempt to splinter repeatedly, and you can almost certainly expect at least one or two to

try and betray you to the bandits hoping that if they give information on the town's defenses they will be spared.

Foolhardy (+600 CP): You are brave, even foolhardy. While you can still think strategically as well as ever, you will find yourself willing to take greater personal risks, and being the sort of person who will volunteer for the dangerous missions, even the suicidal ones. You won't be holding back from this fight, you will be pulling at least your fair share of the weight.

Plague (+600 CP): Plague hit the village in the time between them sending out men to hire samurai and your arrival. Whatever disease it is, it's pretty nasty and where there's not a great chance you'll catch it, at least you'll probably not be showing symptoms before the battles with the bandits and neither will the other samurai, expect to lose a good portion of the peasants to this disease, even if they aren't dying from it they'll be too sick to meaningfully work to build defenses or help fight the bandits.

> **Sick Samurai (+200-800 CP; incompatible with Tsubaki)**: Or well… it seems that ½ the other samurai (rounded up) will be coming down with it even before the bandits arrive. While it will only impair them while preparing the town and in the earlier part of the conflict, they'll be fully bed-ridden by the final day of the confrontation and not much use at all. This is worth +200 CP per sick samurai.
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> **Plague Stricken (+400 CP)**: You know that part about not having to worry about the plague hitting you personally? Well now that modicum of protection is not only gone, if you'd not catch it sooner you will be showing symptoms by the first battle with the bandits, and sick enough to barely stand by the final day.

Recruiter (+800 CP; Incompatible with Six Samurai or Eight Samurai): Instead of beginning when the samurai reach the village, you replace Kambei himself, at the start of the recruitment process. It is up to you to recruit the other samurai you will need for the mission. Katsushito will join you as your disciple, but you must display skill and value if you want to keep him by your side. While the others may exist, you are not guaranteed to encounter them; and Kambei does not exist. You may not import companions if you take this option.

Perks:

Young Samurai (Free): You are a samurai. You might not be a veteran of many battles, but you have been trained in the traditional martial skills of a samurai, from weaponry and horsemanship to the basics of military tactics and discipline (you won't be falling asleep on watch without extenuating circumstances); you are roughly equivalent in these fields to Heihachi, or somewhat better than Katushiro.

A Samurai Never Drinks Enough to Dull His Wits (100 CP): You have an excellent tolerance for intoxicants, able to drink - or otherwise imbibe/take - two or three times as much as a normal person before beginning to suffer the ill-effects.

Expressiveness (100 CP): Like Toshiro Mifune, you possess impressively communicative body language. You can express in a single movement or expression what would take most people three movements or expressions.

Strong (100 CP): You're strong, athletic, and healthy, with a large build and a powerful body if you didn't have one before. While not enough to make you a top notch warrior on its own, you will be better in a fight for this. If coupled with **The Farmers' Only Choice is to Endure** you are even better at pushing through pain and injury, a mortal wound will still kill you, but you'll have longer to get treatment, and even a wound that'd put most samurai into shock or prove instantly fatal might leave you walking long enough to kill some enemies or deliver your child to safety.

Treasure in Hard Times (100 CP): Something about you brightens men's spirits, helping lift the weight of woe and improve morale in difficult periods. While this will only do a little to get people to follow you, they will enjoy having you around more.

Attentive (200 CP): You are alert and aware of your surroundings. You are less likely to walk into traps, and more likely to notice - for example - an abundance of footsteps at the entrance to a seemingly empty house, helping to alert you to someone standing to the side of a door ready to hit you with a stick as you enter.

I Hid Among the Grasses (200 CP): You are stealthy. You know how to hide, and conceal your position. Whether fleeing battle, or preparing for an ambush this could be a useful ability. This does not only apply to staying unseen, you know how to move fairly silently, and typical techniques to conceal your tracks.

Nothing Forces You to Run Like Battle (200 CP): You run when you attack. You run when you retreat. When you can't run anymore you die. You have the endurance needed

to run marathons, or perform in ultra-marathons, and the speed over short distances to run shorter cross country races and even sprints.

The Farmers' Only Choice is to Endure (200 CP): The life of a peasant is hard. Long hours, hard labor, and living on little more than millet and gruel. You have this resilience now, both the will to keep going even in the harshest of conditions, and the ability to survive on a diet which would be considered close to starving. Also comes with a working knowledge of mid 16th century Japanese farming techniques.

Wily Peasant (200 CP): Peasants are wily. They cry crocodile tears, and always claim to never have any food left while keeping secret stockpiles. Now you possess these peasant-like wiles. You are good at putting on a display of being a pitiful, broken creature, and know how to hide stocks of food and supply to escape the notice of tax collectors and bandits alike. This isn't perfect, you'll probably hide no more than a small fraction of what you produce, for example, but you know the ins and outs of doing it.

Designated Archer (300 CP): A samurai is expected to be skilled with a bow, but you are notably more so than most. Your skill with the bow is similar to Kyuuzou's with the sword, enough to make you the most skilled archer in the group. You possess similar skill with guns.

Good Samurai from Bad (300 CP): You are an excellent judge of character, and capability. Well at least capability in any field you are well informed about or trained in. You are able to quickly suss out a skilled warrior from a poor one, or who would consider taking you up on your suicidal venture.

It's a Waste of Your Life (300 CP): You are an expert swordsman, able to cut down bandits with relative ease. You're no Miyamoto Musashi, or Itou Ittousai, but you are a match for Kyuuzou. An experienced swordsman would be able to recognize the absolute difference between you and an average swordsman merely by seeing you both draw your swords.

Charismatic (400 CP): There is something about you. Like Kambei you possess a dignified presence that seems to command respect, coupled with a gentle way with words, and conviction that can sway others to your cause.

Peasant Trainer (400 CP): You are an excellent boot camp instructor. While you won't be magically turning peasants into samurai, or teaching supernatural powers to people who couldn't already learn them, you know how to teach the basics of group tactics, combat skills, and military discipline.

Who Turned Them Into Such Monsters (400 CP): You are excellent at calling others out, cutting to the heart of their pride and their hypocrisy, and doing so in a way that jars others from self-righteousness and complacency. This does require you to be heartfelt and honest in these attempts, you must really believe it and be emotionally invested if you want others to be, but you can shake people's ideas of being better or superior to others or condemning them for things that ultimately were created by circumstances outside of their control.

Born a Farmer (600 CP): Whether you were or not, you understand farmers, peasants, and the lower class. You know how they behave, how they act, and how they see others, almost like you were one and lived your life among them. You will retain this understanding in future jumps, being able to view things through the eyes of a farmer, peasant, or whatever the lower class in the setting is.

Always on the Losing Side (700 CP): You possess a clever mind that is the equal to Kambei's own. Your mind is expert at figuring out solutions, and practical means of accomplishing your desires, even if it would require you to somewhat suppress your pride or honor. You possess tactical acumen and knowledge equal to Kambei's own. A mind like yours is essential for a mission such as this one. The least of your exploits would be figuring out how to get a thief with a hostage to drop his guard by disguising yourself as a monk and throwing him food.

Five Rings (1100 CP; Requires Attentive, Always on the Losing Side, and It's a Waste of Your Life): You could pass for Miyamoto Musashi, or Itou Ittousai; the samurai who won the most, and second most respectively, duels in history. Itou Ittousai was actually alive and in the prime of his life during the events of the film, while Miyamoto Musashi was a little later when the warring states period had mostly died down. Miyamoto Musashi was supposed to be able to fight off small groups of bandits by himself, or perform a fighting retreat against forty armed swordsmen, and wrote *The Book of Five Rings* which gets compared to *The Art of War* or *The Prince* of Japan.

You possess a similar talent for combat and tactics and skill with the sword and weapons. This isn't limited to swords, and does include using the environment to aid you. You also find it easy to predict an opponent's moves in combat, possibly to the point of disarming a less skilled opponent while barehanded to defeat them with their own weapon.

In short, as opposed to the mostly realistic samurai of the film, this would make you one who is equal to deeds that are most likely legendary. You won't have any actually

supernatural powers from this, but you will be a genius of (small scale) combat better than is realistically possible.

Items:

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Katana (1 Free, additional 100 CP): You possess a well made katana. If you lose it, you will get another one within a year.

> **Nodachi (100 CP, replaces a Katana)**: It seems you have replaced your katana with something larger. This sword is a little large for most to carry as a daily weapon, but it is a weapon designed for war and the killing of men.

Rice Bowl (100 CP): This is a simple rice bowl, which when you desire it will fill with food such as what the farmers were giving the samurai for their aid. Each day it will only produce enough food for one person, though this can be over multiple meals. It's not much, but you won't go hungry with this.

Armor (200 CP): Of questionable value as the samurai die almost exclusively to guns and this is not bulletproof, and will potentially slow you down and restrain your movements, but this is a fully functional suit of armor, comparable to that worn by the bandit chief.

False Family Scroll (200 CP): This scroll lists the family tree of a distinguished samurai family. It can be your real family tree if you'd like and are a samurai, but by default like Kikuchiyo's it is a fake, actually that of someone else. Unlike Kikuchiyo's it will be at least a believable fake, and not indicate you're a child. In future jumps this will update to be a passable fake ID for that setting. It won't stand up to an in-depth background check, but it will stand up to casual inspection.

Wealth (200 CP): Like Katsushiro you have money. You're not super wealthy, but you have a humble amount to live off of, and might actually be able to hire a samurai if push came to shove. In future jumps this will be a steady influx of money, about the equivalent of $700 a week. It's not a whole lot, but it's something.

A Banner (300 CP): When you raise this flag over a battle you will find that your allies have their morale bolstered, becoming more courageous and able to fight harder, pushing past when they would normally rout and run and even seeming to be more disciplined.

Bandit's Horse (300 CP): While more useful for attacking than defending a village, a horse is a powerful tool for combat, and a well-trained one is even better. This horse is seemingly a perfectly trained warhorse, and extremely brave.

Dishonorable Gun (300 CP): An arquebus. By modern standards this isn't much of a gun. But it's still a powerful weapon by the standards of the time. You have a replenishing supply of ammo, or it seems to as it reloads itself at the speed that a skilled user might reload it. Even if you don't use this yourself, a peasant with it could probably kill a few bandits.

Field of Wildflowers (300 CP): This is a field of flowers somewhere near the village. They are beautiful flowers, and quite pleasant to look at. Beyond this they seem to attract attractive members of your preferred gender(s), especially when you are also near these flowers, who are also more likely than normal to be attracted to you.

Scroll of Foes (300 CP): This is a simple, blank scroll. When you see a group of enemies you may will it to attune to them. It will automatically count all members of the group that you are aware of - even if not from direct senses though you must receive the reports of their numbers from scouts or allies for them to be included. This will be an accurate count, removing any duplicates, and will be represented by a series of circles. As long as it is attuned to a group it will automatically X out the circle representing a certain enemy when they are dead, or removed from being part of the group (such as by deserting or being captured).

Companions:

You may take any of the villagers, or any of the surviving samurai who wish to accompany you on your journey with you as companions.

You may bring along up to 6 companions, 7 if you bought Eight Samurai. Each one will be similarly constrained as you are - that is they will lose all powers, abilities, items, followers, and pets from outside of jump and be reduced to real world human limits losing all supernatural powers regardless of the source - and replace one of the canonical samurai and they will gain ½ the CP you gain from drawbacks. You must pay 100 CP to bring along one, 200 CP to bring along 3, 300 CP to bring along 5, or 400 CP to bring the full 7; you cannot bring more companions than there would normally be other samurai.

Rewards:

For fighting and saving the village you gain the following:

The **Young Samurai** perk is added to your body mod, and you may add another 100 CP worth of perks purchased here to your body mod for every 500 CP of drawbacks or fraction thereof you took.

Jumper's Mambo (Reward): You now have your own leitmotif, in the style of this film's music, which plays for you to announce your arrival or moments of particular awesomeness or importance. You can choose who can hear this song, whether only yourself, your companions/followers, or everyone, and can even turn it off entirely if you desire.

The Village (Reward): If you desire the village can follow you into future jumps. It's only a small and poor farming village, but it will either insert into future jumps, or exist as a pocket dimension attached to your warehouse as you desire.

In addition certain items are improved if you bought them:

Katana/Nodachi: It will also always remain strong enough for you to use it as a weapon, without fearing that as a superhuman god your blade will shatter uselessly from a fraction of your strength. If you hit something with it in the wrong way it can still break or damage the blade, and while it now scales with your strength there may still be things hard enough to break it despite that.

Armor: In future jumps it will scale with your durability and toughness, always being at least somewhat more difficult to damage than you yourself are.

Bandit's Horse: You will find that when you ride it its speed and durability seem to scale with you; it won't become any stronger or more capable in combat, but it will always be able to gallop faster than you can sprint, and be at least as durable to attacks as you are.

Dishonorable Gun: In future jumps this gun will update to a military grade ranged weapon of the setting, this won't be the finest gun in the setting, a super prototype, or anything extremely special; merely something that a bandit or outlaw might possess. This gun will retain these new forms and can change between them, and will maintain its automatic reloading.

Finally you have a choice, you may either end this jump now, your victory fresh, leaving the warring states behind, or you may choose to stay out the rest of a decade here. If you do, all drawbacks fade immediately, and you regain your sealed powers, items, and so forth from other jumps. Consider it a 10 year vacation in feudal Japan.

Outro:

Your time in this world has come to an end. And now you have a choice to make:

Go Home: Return to your original dimension and end your chain.

Stay Here: Assuming you didn't fail the gauntlet, you can choose to stay here in the 16th century and end your chain.

Continue: Or you can continue your chain, going to the next jump.

Notes:

Jump by Fafnir's Foe

If you're wondering why all the drawbacks are at least 200 CP, it's because when I decided to give the non-gauntlet toggle after toying with the idea of making you get 0 CP unless you took drawbacks still, I decided to just double all the CP values so that 1000 (or 2000 with drawbacks) wasn't too much; except for bigger numbers listed this changed nothing for the gauntlet mode.

Five Rings was included because I wanted a way without some elaborate build exploiting something to try and get around being stripped down to human to have a chance of succeeding on something like Sanjuro (or even just 3 Samurai). My justification is that Toshiro Mifune played Musashi in the Samurai Trilogy, and that such figures are part of Japanese history even if the events are probably substantially embellished. On that note Five Rings is pretty much a perk to be the embellished version of the **historical** Musashi. Did Musashi really defeat small bands of bandits alone by disarming them? Probably some exaggeration there, but it is something that was accredited to him. Did Musashi defeat a whole school of 40 swordsmen in a duel, or at least fight them off enough to get away from them? It's one of his more famous feats, though quite likely exaggerated. And it is supposed to put you at roughly that level. Though note… the bandits are mounted here, you have to protect the villagers, and Musashi was the one who had to flee town as part of that fight, so it won't let you simply walk up and solo the bandits, you'll still need to use your head a lot.

Sanjuro is a nod to Mifune's character in *Yojimbo* who ended up saving a town from two rival criminal factions by turning them against each other. If you're familiar with the Dollars trilogy starring Clint Eastwood and this sounds familiar, it's because *A Fistful of Dollars* was an unlicensed remake.

I'll be honest, some of the drawbacks are meant to be mostly free points.

The number of days you have is vague because I was unclear even watching the film, there are some time skips in between 'samurai start training the peasants' and 'the bandits arrive' that make going 'you have 5/10/20 days' a bit hard.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Removed a reference to a deleted perk.

Version 1.0.2: Restored the Eight Samurai ‘drawback’ (you pay CP for it but it only affects the jump), and altered rewards removing Kurosawa Choreography (a version of which made its way into part of the sword skill perk in the Kurosawa Samurai Film jump), and encouraging you to stock up on drawbacks to get 100 CP of stuff from here added to your body mod for each 500 CP of drawbacks taken if you succeed.

Kurosawa Choreography (Reward): Akira Kurosawa arguably invented the action movie, and his fight scenes were a thing of beauty. Now so are yours. Normally there is some inherent conflict in purposes between beautiful and effective swordplay, but when you fight you will find that the more skilled you are with a sword the more beautiful and appealing to watch it is without sacrificing efficiency and killing effectiveness. If you were skilled enough you could make killing a man, sparring with bokken, or simply giving an exhibition of your sword skills a true work of art for both those who live by the sword and those who couldn’t tell an effective movement from a wasteful opening that’d get you killed in a real fight.