

# n The Fly Naming

The Problem: Game Time. You're the GM and you're winging it for this one. No one wants to stop play while you think of NPC names. Adding to the pressure, your players are starting refusing to talk with Bob, Sven and Ollie again—because those don't sound remotely Japanese. So what's a GM to do?

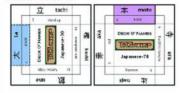
**The Solution:** *Deck O' Names* will help you generate names almost instantaneously.

This is a set of Japanese name segments and common endings, which can be used to generate male names, female names, surnames or place names. From these cards you can generate many new names, just by following a few simple guidelines.

#### 1. Take two cards.

Names

Japanese



2. Match a white box with a colored box. Put a white box at the top. Do the same for a colored box, providing the appropriate name ending. Using the sample cards in the above images, the new surname is Tachimoto.

Other naming possibilities with these two cards:

- Rotate the first card to get Kashimoto, or Unemoto—both of which are surnames.
- Swap the cards to get Tsujita, Akata, Erata—all of which are male given names.
- Use the segments provided on the cards to mix and match: Tachita, Kashita, Uneta, Akamoto, Eramoto, Tsujimoto.

If those don't work for you, select new cards. With 9,000 unique possibilities with the white

then colored box rule and 54,285 otherwise, there is bound to be a combination that will work for you.

In this deck, each name segment is represented as a single Japanese character, called kanji. There are a few extremely common ending characters for each name type, often indicating the gender of the bearer of the name or the type of name itself. We have duplicated this aspect in our deck. The cards are color- and border- (for grayscale printing) coded for each name type as follows:



Male (blue, dash)

Female (pink, dash-dot)



Surname (purple, solid) Place (gray, no border)

#### Tips:

- If you want less of a traditional feel add more cards (more segments), break the white-then-colored box rule, or combine this deck with others (i.e. the Deck O' Names: Male and Female Names), or use the translations on the cards.
- To increase the continuity during a game session, generate a few names during setup or while on break.
- Print two copies. Keep one by your planning area and one with your gaming stuff.
   Then you never have to do without!

## ontents and Naming Information

Tabletop Adventures helps you bring an authentic Japanese flavor to your game with Deck O' Names Japanese.

The beauty and mystery of the culture cannot be contained in a single document, but we hope to bring you great Japanese names and a glimpse into aspects of this complex and glorious culture and its names.

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Name

Japanese

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#### Notes on the Name Cards

- Japanese characters (kanji) are included on the cards to add a bit of optional flavor. The pronunciations for the kanji are not necessarily the most common ones you find in words. They may be special kanji pronunciations (called nanori) reserved for naming.
- There are a few really common endings for names, especially given names. These endings indicate the gender of the person behind the name.
- Surnames and place names have quite a bit of overlap for suffixes, because commoners often ended up being named after their place of origin.
- Eighteen of the 330 kanji presented in this
  deck are not from the jouyou kanji
  (characters learned in primary and secondary school, and required learning to be
  considered literate) or jinneiyou kanji
  (characters in addition to the jouyou kanji,
  allowed for registered names) sets. But
  the kanji are in real names.



Buddhist temple in Kyoto. (Photo by Fg2, public domain.)

# Writing Systems \_\_\_\_\_

Names

Japanese

Japanese has 3 main writing systems: Kanji, Hiragana and Katakana. These last two systems together are called kana. Writing directions for the kana are on the following page.

Kanji are the beautiful characters we most associate with Japanese. Most of the characters in the language were imported from China, between the 4th and 7th centuries.

Hiragana is a phonetic alphabet based on syllables. This style usually is used to indicate particles, nouns, suffixes - for nouns (i.e -san to indicate Mr. or Mrs.) and for verb and adjective conjugation. Seeing hiragana in the text is one of the main ways to distinguish Japanese from Chinese. This style of writing is also used on occasion for female names.

It was originally called "onna de" (women's writing). Women were not educated to the same extent as men in the Heian period, so women used the simpler phonetic system instead of kanji.

Katakana, the other phonetic syllabary, is usually used to write foreign words and names, brand names, onomatopoeia (sound words like "buzz" or as the Japanese would say "bu" for the sound of a bell or buzzer). In ancient writings it was used for what hiragana is today.

Other terms you may come across are:

- Romaji the Romanization of Japanese words and sounds, using the Latin alphabet.
- Furigana—small pronunciation guides written in hiragana beside kanji. As in the example below.



#### Direction

Japanese is written top to bottom, with columns going right to left. It can also be written left to right, in rows as in English.

Books from Japan start on the opposite side from American books. In other words, if you hold the book with the spine facing away from you and the page edges facing you, then the front of the book is the right hand side cover.



Pages from The Chronicles of Japan printed in 1599. (Public Domain)

#### Side Note-Seals

Name seals, called hanko or inkan, are often used with red ink to sign documents or art work. The seals use special script called Tenshou. They are registered with city hall in a person's town.



Photo of hanko (name seal stamps) by Angie Harms (Creative Commons License Attribution 2.0, image trimmed from original.)

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# ana Table

Hiragana.

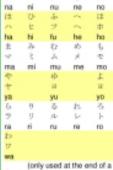
apanese Names

The table below has three rows for each set of basic sounds (syllables). The first row shows the hiragana. The second shows the katakana, and the third is the English or Romaji representation.

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Sumi-E drawing by Mike Vander Vorste

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Names

Japanese

### eimei Handan

Fortune-telling is popular in Japan, particularly among women. You can go to a shrine and get your fortune told by drawing a fortune stick. There is also access to every other imaginable version: geomancy, I Ching, astrology, blood-types, palm reading, a version for house floor plans (called kaso), etc. You can even buy fortune-telling gum. (No kidding! We've seen "Japanese Lucky Gum Traditional Omikuji Cola." It looks like the fortune sticks at Shinto shrines.)

The Seimei Handan system of name fortune telling became particularly popular in the Edo Period. We thought it might be fun to include a simplified Seimei Handan table for to use in a game, though we personally do not encourage such fortune telling for real-life purposes.

#### Seimei Handan Basics

Write the name vertically, in traditional Japaness style, and look up the number of strokes for each kanji. Then create sums according to the diagram below and table to the right.

Outside Luck	Surname	Luck
the surname and the last charac- ter of the first name	Last charac- ter of sur- name and first letter of given name	Human
	Given Name	Earth Luck
	ntire Luck	

- Heaven Luck Fortune of the surname and ancestry.
- Human luck—Fortune of the character, feeling, will, talent and relations.
- Earth luck—Fortune for the younger years (up to age 30).
- Outside luck—Fortune for the later years (after age 30).
- Entire luck Overall fortune. (Work and occupation fortunes are viewed here.)

rokes	Luck Value	# Strokes	Luck Value
1	lucky	41	very lucky
2	very unlucky	42	iffy
3	lucky	43	unlucky
4	very unlucky	44	very unlucky
5	lucky	45	very lucky
6	very lucky	46	very unlucky
7	lucky	47	very lucky
8	lucky	48	lucky
9	very unlucky	49	unlucky
10	very unlucky	50	very unlucky
11	very lucky	51	iffy
12	very unlucky	52	very lucky
13	very lucky	53	iffy
14	very unlucky	54	very unlucky
15	very lucky	55	iffy
16	very lucky	56	unlucky
17	lucky	67	lucky
18	lucky	58	lucky
19	very unlucky	59	unlucky
20	very unlucky	60	very unlucky
21	lucky	61	lucky
22	unlucky	62	very unlucky
23	very lucky	63	very lucky
24	very lucky	64	very unlucky
25	lucky	65	very lucky
26	unlucky	66	very unlucky
27	unlucky	67	very lucky
28	very unlucky	68	very lucky
29	lucky	69	very unlucky
30	unlucky	70	very unlucky
31	lucky	71	lucky
32	very lucky	72	itty
33	lucky	73	lucky
34	very unlucky	74	very unlucky
35	lucky	75	lucky
36	itty	76	very unlucky

77 78

79

80

81

very unlucky

very unlucky

very lucky

13

38 lucky

39 lucky

unlucky

# $\mathbb{E}$

Japanese Names

1989

## ra and Historical Period Names

1736	元文	Genbun
1741	更保	Kanpou
1744	延车	Enkyou
1748	发延	Karrien
1751	338	Houreki
1764	明和	Meiwa
1772	安水	An'ci
1781	天明	Tommet
1789	宽政	Kanset
1501	本和	Kyouwa
1504	文化	Bunka
1818	文政	Bursei
1830	天保	Tenpou
1844	SLA:	Kouka
1848	高水	Kaci
1854	安收	Ansei
1860	75786	Man'en
1561	文久	Burkyuu
1564	元阶	Gent
1865	慶応	Kriou
		Meiji - Mutsuhito,
1565	明治	the Metji Emperor
	1.00	Taishou - Yoshibit
1912	大王	the Taisho Empero
1004	B7.5+	Shouwa - Hirohito
1926	明江中田	the Showa empero
		Heisei - Akihito, th

平成

reigning emperor



#### Historical Periods

Years		Period Name
10,000 BC + 300 BC	Ancient	Joman
900 BC = 250 AD		Yayoi
c. 250 - 710 AD		Yamato
	Classical	(Yamato
538 - 710 AID		continued)
710 - 794		Nara
794 – 1185		Hetan
1185 - 1333	Feudal	Kamakura
		Kemmu res-
1333 - 1336		toration
1336 - 1392		Muromachi
1392 - 1573		Sengolou
		Azuchi-
1573 - 1603		Momoyama
	Early	
1600 - 1867	Modern	Edo
1868 - 1912	Modern	Megi
1912 - 1926		Taishou
1926 - 1945		Showa
		Occupied
1945 - 1952		Japan
		Post-
1952 - 1969		occupation
1989 - present		Heisel

Tip: Double sided tape and glue both work well.

If you glue the box, try putfing the cards in the box as it dries for added stability.

glue

Japanese

NAMES DECK O

Japanese

NAMES

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Japanese

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Tip: if you generally cut on the outside of the lines, cut on the inside of one of the lines on the sides of the tuck flaps, for best fit.

21

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