神狩
KAMIGARI
GOD HUNTERS

Modern Wizard

"Apparently, this magus calls himself Nawabari. And someone needs to be taught a lesson."

You are descended from sorcerers who controlled leylines, so you have a secret power to sense the evil creatures that feed on human souls. You have a duty to manage the leylines to the best of your ability, so in the dead of night you rush in where others fear to tread.

Illustration: Edoki

Blademaster of Slaughter

"This is my clan's secret demon-killing technique! Take this!"

Using swords to slay dark gods runs in the family. When demons stalk the night, you take up your blade, continuing your secret battle to destroy these foul creatures and appease the gods. It is your duty as a member of one of the greatest clans of demon-slayers.

Illustration: Yoshinori Shizuma

Chosen of Shadows

"I'll handle this! The OSI is here to support everyone!"

Your family wields magic that controls hearts and shadows, but your power is such that even your relatives fear it. The Ministry of the Environment's Office of Special Investigations though, has need of your abilities. So now you use your power to save people.

Illustration: Masakazu Shingaki

Rime Devil

"So long as I draw breath these monsters will know fear. Now! Crystal Gear ON!"

You are secretly a transforming hero, like something out of a kids' show. One day, 16 years ago, you lost everything, but you gained the power to kill gods. You still don't know what happened that day. But there's one thing you know beyond all doubt: You are going to use this power to protect people.

Illustration: Edoki

Illustration: Masakazu Shingaki

Silvershot Cleric

"I cannot forgive such evil. In the name of the Knights Templar, I shall deliver divine retribution."

You are an exorcist knight who hunts down demons. Vile monsters slew your entire family, and you alone survived thanks to an exorcist. You crave vengeance, but to get it you had no choice but to become a Knight Templar like your savior.

Anti-Demon Ninja

"We wield the power of shadows to slay demons and appease the gods. Exorcist ninjas, GO!"

You are descended from a clan that received power from a local god. Yours was a noble family going back as far as the Warring States period, and even today they wield considerable power. Now it is you who have power over shadows, using it in secret to seek out monsters and protect people.

Illustration: Edoki

Wind Master

"Hey! Family is still family, and I'm not going to let you hurt them!"

You are a Wind Master, with power over the elemental force of air. There are many bloodlines with supernatural powers, but yours is exceptionally strong, for you hold power over the very air itself. As the next leader of your family you hunt down any Aramitama who dare come near your family's leylines.

Illustration: Edoki

Digital Sorcerer

"Again? Why do I have to deal with this? Fine. I'll show you just what a digital sorcerer can do!"

You are one of the heretical sorcerers who's come to this city. You have a custom cell phone that runs magical apps that you coded yourself. You use this digital sorcery to hunt Aramitama. All of this is leading you towards the Transcendent Promise.

Illustration: Yoshinori Shizuma

Regalia

Regalia are created via a mysterious process, combining a Shard and Ley Gold. But for a Shard to be thus imbued into a weapon, it must first possess a Divine Name and a soul. In other words, Regalia are living weapons with powers like those of gods. What's more, they can grow in power by consuming Ley Gold and other materials.

Illustration: Tsuda Numato

Illustration: Tsuda Numato

Aramitama

Since time immemorial, there have been those of evil will who became demons or vengeful spirits. Those are the dark gods known as "Aramitama." They lack physical bodies of their own, but by making a Soul Pact they can wield massive amounts of spirit energy, enough to freely distort the laws of nature.

God Hunters are destined to face these Aramitama, risking their lives for the fate of the world.

Illustration: Takotto

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...AND YOU.

Kamigakari: God Hunters and *Serpent Sea Games* logos by Vincent Angerosa.

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Introduction

Welcome to the World of Kamigakari

About This Book

Kamigakari: God Hunters is a tabletop role-playing game (RPG). RPGs are games where participants create imaginary characters, and create a story by portraying them.

One participant is called the Game Master (GM), while the others are "players." The characters that the players create (Player Characters, or "PCs") are similar to the protagonists of a video game RPG. In contrast, the GM is more like the game developer. They prepare a scenario that will be the basis of the story, make rules decisions, facilitate the game, and act as host.

The players create characters that appear in the scenario—their PCs—and bring the scenario to life by role-playing their characters as they play the game. The GM and players have different roles, but everyone is there to have fun. When players meet up to make characters and play in a scenario, we call that gathering a "session."

How Game Sessions Work

Before the actual game session, the GM uses the world and rules of Kamigakari to prepare a story for the players to experience (henceforth called a "scenario," though other games may call them adventures, chronicles, or modules.) Then they kick things off by providing the players with a Scenario Introduction and Handouts. The Scenario Introduction is a quick summary of the scenario, and the Handouts explain the PCs' objectives. Once the players understand the scenario and the objectives, they should think about what kinds of PCs they want to play as. See the sample scenarios on pg. 251 for an idea of what Scenario Summaries and Handouts are like. However, only the GM should read the actual scenarios.

Each player should reference the Scenario Summary and Handouts as they create their characters. Once the players have finished making their characters, the story can begin. Unlike with a manga, anime, movie, etc., in a tabletop RPG you don't just passively watch the story's progress. Instead, the players need to be proactive!

The GM starts by explaining to the players the situation their PCs are in. When characters besides the PCs appear in the game, the GM portrays these Non-Player Characters (NPCs) by conversing with and explaining things to the PCs.

The players, having grasped the situation, can then have their PCs reply and take action based on their individual ideas, and the GM tells them how the situation changes, making use of the rules as needed to determine whether the PCs are able to succeed at the things they attempt.

When the PCs confront challenges, the GM also portrays and explains how the situation changes based on their actions. If it's unclear whether a PC can succeed at something, the GM uses the action resolution rules. "Action resolution" is a method for using the rules and a roll of the dice to determine if an action succeeds.

For example, can a character jump from a bridge onto a moving car? Can they figure out the password to a computer? Can they evade an enemy's attack? When you have to determine if an action succeeds, there are various rules for how to handle it.

The GM explains situations, the PCs take action, PCs and NPCs talk and fight and such, and by repeating that process, a story takes shape and moves towards conclusion. Finally, the GM declares that the scenario is complete, and the session comes to a close. That's essentially how a single game session goes.

The appeal of tabletop RPGs comes from how they're games full of the unpredictability of a group of people coming together to converse, bring together different ideas, and roll dice. Tabletop RPGs don't have clear victory conditions, but if we had to choose one, it would be that when the session ends everyone (including the GM) says they had a good time.

This book is a tabletop RPG for tales of dark gods and superhumans fighting secret battles in present-day Japan.

Players take on the roles of God Hunters (known as Kamigakari in Japanese), people who have a Shard, a vestige of ancient divine power, embedded in their souls. They seek to defeat the Aramitama, monsters aiming to destroy people's hopes, devour souls, and destroy the world itself.

Getting Ready

This section explains what you'll need to get ready to play.

Participants

You'll need around 4 to 6 people. This book and the included scenarios are made for a group consisting of a GM and three to five players.

Six-Sided Dice

To play this game, you'll need at least 6 six-sided dice. Ideally each player should have six dice of their own, and the GM should have ten dice. While many tabletop RPGs require multiple dice of different sides, ***Kamigakari: God Hunters*** only uses six-sided dice.

This text also sometimes abbreviates dice as "d." When there's a number followed by a d, it means that you roll that many dice and add them up.

Most people who play RPGs get their dice from hobby shops, but you can also find them at dollar stores and such.

Pencils

You'll need something erasable to write with, like a regular or mechanical pencil. Each participant will need one.

This Book and Supplements

You only need one copy of this book to be able to play, but it's helpful for everyone to have their own copy so they can more smoothly look up rules, Talents, etc.

Tokens

In order to track characters' locations and relative distances, it's helpful to have some kind of tokens: pawns (from a chess set or other board game), glass beads, coins, etc. You can also use dice or other substitutes.

Sheets

Get printouts of the sheets at the back of this book. At a minimum, you'll need these to play:

- Character Sheet (one per player)
- Combat Zone Sheet (just one)

GM and Scenario

One of the participants will be the GM. The GM needs to have a good grasp of the rules in this book. Also, the GM needs to prepare a story outline, what we call a "scenario," and have a good understanding of what it involves. Note that this book has two sample scenarios on pg. 251. We recommend using the sample scenarios when playing this game for the first time.

PCs

All participants besides the GM are players, and each player creates a PC. The PCs they create will be the God Hunters who serve as the protagonists of the story. Once the players have finished making their characters, the story can begin.

What's In This Book

This book is divided into four sections.

World Section

This section explains Shards, spirit energy, and other factors that form the basis of stories in this game. It includes details on the superhuman God Hunters that the players portray, the Aramitama that oppose them, the Mononoke that can be friend or foe, and other Awakened. It also explains their origins and organizations. In addition, there is information on a sample city and the NPCs that appear there.

Player Section

This section explains how the players make their PCs. Start by following the character creation rules on pg. 51.

Rules Section

This section includes the action resolution rules for determining whether characters' actions succeed, other rules necessary for stories, combat rules for when fighting enemies, etc.

GM Section

This section has information on the GM's role, special rules for them to use, and instructions for how to create NPCs. It also has advice on creating scenarios, information on Mononoke, and two sample scenarios for when you start playing this game. Only the GM should read the sample scenarios.

Once you've run the sample scenarios, try using the included advice, Mononoke, etc. to create your own scenarios.

The Most Important Rules

In a tabletop RPG, you create stories together while having fun. Out of everything in this book, these are the most important rules for enjoying an RPG. Each participant needs to keep them in mind. In an RPG, a group of people comes together to enjoy a game session over the course of several hours. When enjoying the game, please keep the following rules in mind.

For Everyone

In order to have an enjoyable game session, each participant needs to come in wanting to have a good time. All the rules and stats in this book are ultimately designed to help you have fun.

Don't use the rules maliciously. Don't be rude or mean to the other participants. Malicious actions ultimately only serve to harm yourself and others.

Also, keep in mind that the GM has ultimate authority over the rules.

For the Players

The players should follow the GM's instructions. The GM can make mistakes with the rules. It's okay to point those out, but in the end you need to accept the GM's judgment.

For the GM

The GM has the final say on interpreting and changing the rules. That means that you have to try to be fair when running the game. Try to apply the rules in ways that make the game more fun for everyone, and be fair in your judgments. If you're unsure, try to tilt things in the players' favor a bit.

Try not to let the game grind to a halt if you get lost trying to figure out the rules. Your real goal is to carry the scenario through to its conclusion with the players having fun along the way.

That's why whenever you have trouble figuring out how to handle an action or apply the rules, you can just declare that this time you're using your judgment as the GM, and make a ruling that will help the players have more fun or let the PCs take action.

Also, in order to make these decisions smoothly, you should start with a good grasp of the rules in this book so that you can smoothly apply them and make decisions on the fly.

The GM's Authority

During the game, the GM has authority over the following.

Changing/Deciding the Rules

The GM can change or ignore some of the rules to help the game move along. That's entirely up to the GM's discretion. Also, when it's not possible to refer to the rulebook for something, the GM can use their judgment to create a rule or make a decision for the game.

As noted in the "For the GM" section above, you should prioritize having a fun game where the players can take action and enjoy themselves.

Rejecting Results

If the players roll the dice without permission, the GM can reject the result and ask them to roll again.

Advance the Game Session

The GM is the main participant who drives the game session's progress. The PCs' actions may take the game into unexpected territory or derail things entirely, and when that happens the GM can use their judgment to change the scenario to keep things moving.

Handling Rules Mistakes

If you realize that you've made a mistake with the rules previously, try to avoid making the same mistake in the future. However, when this happens you don't need to backtrack to fix the mistake. Turning back time to fix things creates confusion, and can bring your game session to a standstill. Regardless, when it does happen, remember that the GM has the final say on how to handle the rules. The GM should always be fair with the players though, and never put them at an overwhelming disadvantage.

Conventions

Units

This book uses metric units with typical abbreviations: grams (g), kilograms (kg), centimeters (cm), and meters (m).

Rounding

Whenever fractions come up in the course of playing the game, always round up unless otherwise stated.

Glossary

Important In-Setting Terms

Aramitama

Dark gods born from a Shard and spiritual contamination. They devour souls in exchange for granting wishes or desires, with the aim of growing into an Avatar of Ruin. Defeating an Aramitama grants its killer a *kushimitama*.

Avatar of Ruin

By consuming vast quantities of souls, an Aramitama can grow into this complete form. The very existence of an Avatar of Ruin is a source of catastrophe, and the birth of one heralds the end of the world.

Awakened

Beings with Shards in their souls, allowing them to control spirit energy, are known as "Awakened." There are three major types of Awakened: Aramitama, God Hunters, and Mononoke.

God Hunters

Humans who have a Shard bonded to their souls and have awakened to supernatural powers that let them kill gods. They are the only ones who can fight against evil Awakened. In Japan, they are called *Kamigakari*.

Innocents

In contrast to the Awakened, these are ordinary people who know nothing of secrets like Shards and spirit energy.

Kushimitama

Mysterious objects left after all of the power has been absorbed from a Shard. Using these can create Ley Gold and grant simple wishes.

Ley Gold

Although Awakened sometimes call it "fool's gold" (as in iron pyrite), Ley Gold is something else entirely— a particularly valuable type of magical gold. It can be used to craft Regalia.

Leylines

This is a general term for the places where Spirit, the power of creation, is especially concentrated. All manner of strange things can happen in such places.

Mononoke

Mononoke are malicious entities born when an inanimate object, an animal, or a truly ambitious Innocent gains the power of a Shard. Upon defeating a Mononoke, God Hunters can claim their shards and use their remains to create Ley Gold.

Regalia

Magical equipment used by God Hunters. Manmade artifacts forged from Ley Gold are known simply as Regalia, while legendary relics like Excalibur or King Solomon's ring are known as Godforged Regalia, and are significantly more potent than their non-mythical counterparts. Such is their power that just the rumor of Godforged Regalia turning up will set Awakened communities on edge.

Shard

Fragments of a mysterious primordial power, appearing as glowing shards of metal. They hold the power and memories of the world, and when bonded to someone's soul they grant the power to control spirit energy.

Supernatural Incident

A general term for unexplained events involving the Awakened.

Spirit Crest

A geometric seal that appears on the skin and marks the bearer as Awakened. God Hunters can burn the power of their Spirit Crests to transcend the laws of physics.

Spirit Energy

The fundamental energy of all creation. Spirit Energy is the power that drives both natural and supernatural phenomena.

The Scouring

A major disaster that occurred throughout Japan sixteen years ago. The official name for it is the "Japanese Synchronous Inferno." Ever since this calamity occurred, supernatural incidents have been much more frequent in Japan.

Transcendent Promise

A potent magic that can grant any wish, and the ultimate goal of the God Hunters. Using it requires gathering a large quantity of Shards.

Important Rules Terms

d66

This is a notation for a special method of rolling dice. Take two six-sided dice, designating one for the tens digit and the other for the ones digit, and roll them to generate a number between 11 and 66.

#d

When you see a number followed by a lower-case d, it means you roll that many six-sided dice and add them together. 1d means roll one die, 2d means roll two dice and add them up, and so on.

Action

During combat, characters gain different types of actions. The types of actions available determine what talents the character uses and how they can act in combat.

Character

In this game, "character" is a general term for Innocents, Awakened (including the PCs), and so forth. Characters are divided into PCs and NPCs.

Ancestry

A character's supernatural lineage. Aside from ordinary humans, known as Innocents, the world of ***Kamigakari*** is home to Inheritors, the descendants of gods and youkai, and Magi, who have inherited the ability to use magic.

Aspects

Various special skills, connections, or abilities that characters gain from their Facade.

Conditions

Conditions are continuous effects. They can be adverse, such as being poisoned or lying prone, or beneficial, such as being in flight or having cover.

Cost

The amount of Spirit that characters have to expend to use a Talent.

Engaged

The state of being in melee range in combat. Getting this close is necessary for hand-to-hand combat using swords, fists, etc.

Facade

The place a character has in society. For God Hunters this is a cover identity they use to better conceal their true selves from the world.

Facet

The type of martial arts, magic, or special powers a character has, in other words, their style of fighting.

Gold (G)

Cylindrical ingots made of Ley Gold, used as a currency used among the Awakened. The items in this book have costs in Gold rather than yen or dollars.

Game Master (GM)

The storyteller who weaves the story the PCs take part in. This game is played with one GM and three to five players.

Level (LV)

A number representing overall power. The higher the level, the stronger the creature.

Non-Player Character (NPC)

These are all the characters that appear in the game that are not PCs. Part of the GM's job is to control NPCs.

Player Character (PC)

PCs are characters that the players create and role-play when playing the game.

Player

Someone playing the game who is not the Game Master. Each player creates a PC that they control as they participate in a game session.

Session

One instance of the GM and players gathering and playing the game. At the end of each game session, the PCs gain Experience Points.

Spirit Barrier

A special power that the Awakened possess that creates a copy of a piece of the world that sits outside of time. Creating and maintaining such a space is a good way to conceal items and Ley Gold.

Spirit Burn

God Hunters can burn their Spirit Crests to transcend the laws of physics. However, it's risky to use, as overuse can damage the soul.

Spirit Pool

This is a special pool of dice that you can substitute when rolling dice. Using things that have a Cost will temporarily reduce the number of usable dice in your Spirit Pool.

Stats

Numbers that represent a character's mental and physical capabilities. These include things like intelligence and physical strength.

Turn

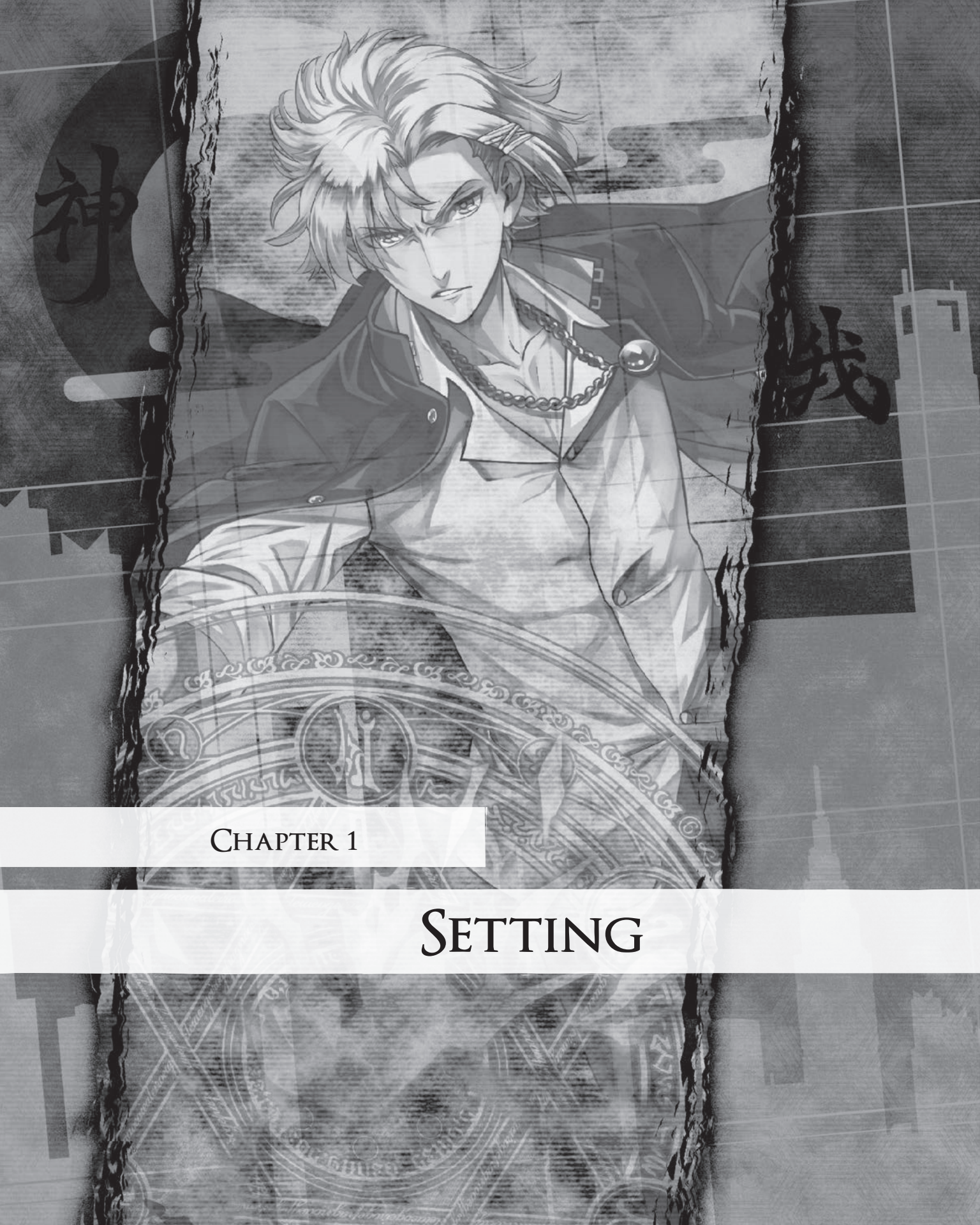
When combat occurs, time is measured in turns.

Talent

A martial technique, magical spell, special power, or piece of equipment.

Weapon Attack

An action that involves using an equipped weapon to attempt to cause damage to a target. The effects can vary greatly depending on the type of weapon used.



Chapter 1

Setting

Basics

Kamigakari is a modern fantasy role-playing game about superhumans battling dark gods. The players take on the roles of superhuman God Hunters with power reaching divine heights, which they use to defeat the evil gods called Aramitama. It takes place in the present day, where those with magic and other supernatural powers resolve unnatural problems and leave the world at large utterly unaware of the existence of such things.

When playing for the first time, rather than explaining everything in detail, the GM should explain the above points. This game's setting is complex, but you don't need to know all of it. (Of course, it certainly helps.) Let beginners know that they don't need to worry too much about learning and remembering everything; just explain the fundamentals to them to get started.

Shards

There is something crucial that separates the world of ***Kamigakari*** from our world. That something is the Shards, also known as Relics in some countries. Shards look like broken fragments of metal that glow with all the colors of the rainbow, and little is known about their true nature. Even their name is unhelpfully mysterious. Nobody really knows what they're shards of, though they clearly represent the remnants of a power source beyond mortal reckoning.

Ancient legends passed down through the generations hold that the Shards were divine relics and rarefied substances that the gods wielded in ancient times. These include Takeru Yamato's legendary Kusanagi sword from Japanese lore, the treasures of the gods in Buddhist myths, Zeus' thunderbolts from the Greek myths, and so on. These fragments contain the power and memories of the world, and hold the power to absorb and control the spirit energy that drives the engine of creation.

Spirit Energy

In the world of Kamigakari, there is an energy not present in our world. This is called "spirit energy." It has many names. In feng shui they call it longmai. It's the mana that sorcerers control, the ki that transcendent warriors wield, and the miasma of evil spirits. Those with Shards or keen spiritual senses perceive spirit energy being focused or unleashed as a bluish-white radiance or flame.

Spirit energy is the source and master of all creation. All things in this world have spirit energy within them without exception, and with the passage of time, anything with enough spirit energy can acquire a soul. Once a being has acquired a soul, it begins to take in spirit energy from everything around it, adding to the soul so it can act and persist.

The old and infirm have more spirit than their physical bodies can handle. When the spirit energy exceeds what the body can hold, the soul leaves, like a pond overflowing its banks, making not only the body but the being's very existence begin to rot. Then, when all activity has ceased, when the rot is complete, the soul returns to the world to become spirit energy once again.

Awakened

Psychokinesis, precognition, mysterious rituals, curses, mind control...

When one who has a soul holds a Shard and can control spirit energy, they become Awakened. They are gods, youkai, monsters, warriors of transcendent ability, superheroes, the secretive modern sorcerers, and strange things with stranger powers yet. The Awakened can use the spirit energy that circulates, amplifies, and resonates within them, letting them wield incredible martial arts, sorcery, and supernatural powers.

The most basic of these powers is telepathic communication. People who don't share the same language can use their spirit energy to communicate without words. Cunning Awakened can use Magical Suggestion and similar abilities to read others and perfectly blend into mundane society. These Talents thus prevent Innocents from discerning whether someone is Awakened.

When someone becomes Awakened, their body glows with a prismatic radiance, and they experience burning pain. After that, they gain the power that resides in their Shard (and God Hunters have a variety of different supernatural powers depending on their lineage, gaining a Facet), and the ability to control spirit energy and absorb other souls and Shards to become stronger.

There are three types of Awakened: Aramitama, God Hunters, and Mononoke.

Aramitama

Since time immemorial, dense concentrations of evil wills have been able to transform into demons and vengeful spirits.

The single greatest threat in the world of ***Kamigakari*** are the evil gods known as "Aramitama." That is the

Japanese name, derived from “ara” meaning “violent” or “wild,” and “mitama” meaning “a spirit of the dead,” and in other countries the Awakened call them things like “dísir” and “Fallen.” However, these are just labels that humanity attached to these creatures. They are better known by the desecrated Divine Names they claim for themselves. (pg. 24)

Arimitama are born when a Shard develops a soul and absorbs malice, hatred, and less human forms of corruption. These entities consist only of Shards, and do not have physical bodies. When they deign to manifest physically, they use temporary bodies made of spirit energy, which can have any shape. GMs should feel free to devise the details of such forms themselves.

Among the Awakened, Aramitama are the most dangerous. The evil they absorbed during their birth defines the Aramitama's personality and outlook as one of ultimate cruelty, and because any physical body they manifest is simply spirit energy, normal weapons are completely useless against them.

Even worse, any Aramitama can also make a Soul Pact with an Awakened or Innocent, which can allow them to possess a physical body and thereby gain even more power. Though Aramitama lack physical bodies of their own, possessing the body of another lets them amplify and align their spirit energy. Even if an Aramitama can't find a convenient host, they can also bring forth “spirit forms,” ghosts without bodies, made only of spirit energy and dependent on possessing those with bodies to interact with the world.

When Aramitama possess someone, they also gain the ability to control vast amounts of spirit energy and warp the laws of nature. The possessed can rip through steel with their bare hands, leap over skyscrapers, and catch bullets with their bare hands.

In combat they can create an incredibly durable exoskeleton, scales, horns, claws, fur, feathered wings, clothing, and much more by materializing spirit energy to cover their bodies. In other words, they can transform a possessed body into a monstrous killing machine at the drop of a hat. Monsters, ghosts, and demons of legend often had horns, fangs, claws, scales, etc., likely because of this phenomenon.

The Aramitama have mostly been exterminated or sealed away since ancient times, but since the incident known as the Scouring, their numbers have risen dramatically.

Soul Pacts

The Soul Pact is a special power only Aramitama have, which is employed when they make contact with a victim who has a powerful desire. Soul Pacts can grant any wish, at a cost. Aramitama target a variety of victims, but most are humans, adolescents and young adults with able bodies and damaged souls, or Mononoke with tough bodies or special powers. The point, after all, is to have a reliable body, not something to suck dry of spirit energy and discard.

Once a victim makes the pact, they receive potent supernatural powers, and if they use those powers to gather souls to match the potency of their desire, the Aramitama will grant their wish. However, Aramitama grant wishes in the most cruel and twisted way possible, leaving the victim and those around them in despair.

When an Awakened dies, their entire body is wreathed in a bluish white light or flame, burning their body to a black coal tar that crumbles, and even their effects on the timeline fade away. When someone possessed by an Aramitama is defeated, the spiritual nature of the host determines what will happen to the host's body when the possessor is killed.

Innocent hosts survive, though likely with significant physical, spiritual, and emotional trauma, leaving an Awakened organization to decide their fate. Since Aramitama that possess other Awakened convert all the host's spirit energy into their own, God Hunters and Mononoke are left with no spirit energy to sustain their soul, and they dissipate with the Aramitama.

Even Innocents know how dangerous deals with the devil are, thanks to their own fables and pop culture. However, there are always those desperate enough to make such a pact. The worst part by far is that even if the wish an Aramitama grants is somehow entirely pure and good, the Aramitama's wrath is let loose on the world anyway: Upon fulfilling the wish, an Aramitama in a Soul Pact will devour the victim's soul and take possession of their body. Having such a body lets them linger in the world, gather more spirit energy, and seek out new victims to make Soul Pacts with.

The Aramitama's Goals

An Aramitama seeks to steal souls in service of their ultimate goal: to destroy the world.

They hold an evil will, a hatred that comes from being gods of misery and cruelty. When they are born, the wicked emotions that form them only grow in intensity, and as gods born for such, they embody that concept to an extreme. Consequently, they make as many Soul Pacts as possible, providing nourishment that lets them grow and spreading their personal brand of suffering far and wide.

When two Aramitama come in contact, the stronger of the two will usually consume the Shard and souls of the weaker. All of them ultimately seek to become the one and only Avatar of Ruin. Thus they operate alone, incapable of even the thought of cooperation.

The final goal of an Aramitama is to collect an enormous quantity of souls to become an Avatar of Ruin, a monarch of dark gods capable of controlling spirit energy on a global scale to bring about the end of the world.

Avatar of Ruin

When an Aramitama collects a catastrophic number of souls, it forms a cocoon of spirit energy around itself. By incubating in this cocoon, the Aramitama is reborn into something with the potential to destroy the world. An ultimate dark god born in this manner is called an Avatar of Ruin. Even that name, however, is something that humanity devised to describe such an evolved Aramitama. Each Avatar of Ruin would have something else as its own Divine Name (pg. 24).

An Avatar of Ruin is an embodiment of man's desire for destruction, and a being capable of bringing about the end of everything. It would resemble a person, with a sublime beauty like one of the gods of legend. Its power would far surpass that of the Awakened, able to control the whole of creation with but a word, able to annihilate its foes with a glare, able to induce madness in the masses with a glance.

The only way to stop an Avatar of Ruin is to strike while it's in its cocoon or while it's hatching. However, even that battle would cost many lives.

Throughout history, too many Aramitama have come close to their rebirth as an Avatar of Ruin. On those black days, God Hunters throughout history would band together and, if necessary, sacrifice their lives to prevent its advent. However, even without existing in a way we can understand, the mere idea of the Avatar of Ruin has power. Its stirrings will occasionally reverberate into reality, creating natural disasters, war, and all kinds of strife. Awakened scientists prefer not to study this aspect of Avatars of Ruin, not just for lack of test subjects, but because they fear learning precisely how much of the world's tragedy is at the hands of an Avatar of Ruin that may never even be born.

The Awakened believe that there has never been an actual Avatar of Ruin, but should one come about, the world would be ravaged by unimaginable disasters and war, slowly but surely putting life as we know it on a path to destruction. Today, with Aramitama appearing in such great numbers, the risk of an Avatar of Ruin being born is unimaginably high.

God Hunters

When a human acquires a Shard inside of their soul, they become the type of Awakened known as a God Hunter. The Japanese term for such an Awakened is "Kamigakari." Other Japanese terms include Ryuumuaku-tsukai ("Longmai Users") and Kakuseisha ("Awakened Ones"). While God Hunter is a common term worldwide, other names for them include Slayers, Sin-Eaters, and Exorcists.

Only one in 100,000 people is capable of handling a Shard, but since the Scouring, there has been inconclusive research that this number may have quietly increased a great deal.

Those with the potential can manifest a Shard either through inherent talent, putting in great effort, or random chance. They gain abilities far beyond those of normal people, granting them incredible stamina or intelligence, speed and agility greater than any cheetah, lightning-fast healing, the might to smash through walls, martial techniques or sorcery beyond human understanding, and in some cases, outright unnatural powers.

The process of transforming a Human into a God Hunter purifies and intensifies the God Hunter's soul and spirit energy in order to better bear the overwhelming might flowing forth from the Shard. This metaphysical transformation has the unfortunate side effect of making God Hunters that much more tempting a target to Aramitama. Thus, whenever someone awakens as a God Hunter, an Aramitama is likely close by. Those attempting to locate a freshly-Awakened God Hunter need only find an Aramitama that isn't looking for a fight, and follow them.

God Hunters' Objectives

The God Hunters' main goal is to defeat Aramitama. Their ultimate goal is to achieve a legendary wish-granting magic, the Transcendent Promise, a spell capable of granting any and every wish.

Many God Hunters wish to acquire this magic so they can use it to annihilate every last Aramitama, bringing their unceasing battles to an end at long last. God Hunters are all too aware of the threat that Aramitama represent, and view risking their lives to defeat these creatures as a sacred duty. As many Awakened organizations share the goal of defeating Aramitama, their members can overcome their ideological differences and come together to deal with an Aramitama threat.

Working Together

God Hunters split the Shards from enemies they defeat together. This is one of the few things the many quarreling groups have managed to agree on, and they will use their true strength to ensure it is handled equitably. There are also political reasons. In the past, a certain Church acquired the most Shards and used that power to crush the various groups of Awakened whose existence contradicted their religion's dogma. The other organizations are very wary of giving the Church an opportunity to repeat history.

God Hunters, no matter what mundane identity or Facade they hide behind, must still use their supernatural powers to hunt dark gods and seek the Transcendent Promise. At the same time, they must use those selfsame powers to keep this endless war for humanity's very soul a secret.

The Transcendent Promise

The Transcendent Promise is a hidden magic that can grant any wish. "Transcendent Promise" is a translation of the Japanese term, "Shinka no Seiyaku." In other countries they call it names like Ars Magna, Beltaine, the Final Rune, the Tree of Life, Shenxian Chongdu, and other names grounded in mystical traditions.

The Transcendent Promise is a powerful magic that can totally transform the fundamental principles of reality, granting the user any wish. Its origins are unknown, but the story has been passed down through Awakened organizations the world over since time immemorial. There are ancient texts from all over the world that tell of the gods using this secret art that can grant any wish.

There are Aramitama who know of it, but they have no interest. That's because they know that using Soul Pacts to devour souls and become an Avatar of Ruin is far easier for them than attaining the Transcendent Promise. Also, for reasons not currently known, even a Soul Pact cannot reveal how to attain it.

Furthermore, all the texts agree that one of the requirements for gaining it is to be an Awakened who has gathered much of the world's power and memories, both of which are contained in Shards. However, they don't record how to attain it, and there are none who have succeeded at doing so. Furthermore, the surviving texts make it clear that using the Transcendent Promise requires 10 or 11 Awakened with a special power, and no hints exist on what, precisely, this special power must be.

The texts agree on many points, and through detailed investigations of these over many years, the various organizations have come to believe it is real. Many God Hunters have thrown themselves into the search for the Transcendent Promise because of its potential to be humanity's salvation from the Aramitama.

Whatever the case, if someone with the Transcendent Promise wished for the world to be at peace, the God Hunters' battle would come to an end.

Spirit Burn

Spirit Burn is a supernatural power unique to God Hunters. A God Hunter can use a variety of emotions and sentiments, from sorrow to rage, to channel a vast amount of spirit energy through their soul, making a

portion of it burn to yield a massive amount of spiritual energy.

Using the energy from this process lets God Hunters momentarily subvert the laws of nature. God Hunters call this incredible power "Spirit Burn." See pg. 163 for more detailed information about Spirit Burn.

Regalia

Mundane Weapons and armaments are practically useless against the Awakened thanks to their spirit energy reserves. Thus, in fights between Awakened, the ability to deplete the opponent's spirit energy is paramount. This led to the creation of weapons and other such armaments capable of attacking one's flesh and one's spirit at the same time, the tools of the God Hunters, the Regalia.

Regalia are made from a mysterious process that imbues an ordinary object with the power of a small shard sacrificed to the procedure. Invisible ley-gold circuits are weaved into the object to guide the Shard's power, and a piece of Regalia is born! Imbuing a Shard into a weapon requires it to have a Divine Name and a soul so that it can direct the wielder's spirit energy.

In other words, Regalia are living weapons with the same properties as Awakened. By absorbing Ley Gold and Materials, a Regalia can grow as a weapon.

Only Awakened can wield such weapons, and depending on the user they can easily surpass any modern arms. When an Awakened uses a Regalia that takes the form of a longsword, the spirit energy manifests as a powerful light from the blade, and a thunderous roaring sound like a great beast is heard when she swings it. An attack infused with spirit energy can cut through an opponent's body, spirit energy, and even their very existence.

Using Regalia to fight makes the wielder focus their spirit energy to its utmost, letting them focus towards striking and bringing destructive power sufficient to cleave body and soul alike.

Regalia are based on the Godforged Regalia wielded by the gods of antiquity, but born from human hands with science, alchemy, or sorcery. Each Awakened organization has its own advanced magical facilities for creating Regalia, and these consume great quantities of Ley Gold.

The various organizations closely guard the secrets of the technology required to operate these magical facilities. That makes it very difficult to have large-scale magical facilities. Consequently, the manufacture of Regalia is mainly the role of organizations, and God Hunters who violate this unwritten law by opening their own Regalia Foundry will be punished by being barred from buying them.

Of course, Regalia aren't available in just any shop, and you need the permission of an Awakened organization or the owner to purchase one. For that reason, some God Hunters create their own Regalia using Ley Gold and Materials taken from Mononoke and felled Aramitama.

Mononoke

When an animal or an object that has acquired a soul with the passage of time gains a Shard, it becomes a type of Awakened called a Mononoke. "Mononoke" is the preferred Japanese term. They're also known as Youkai or Seiryou. Overseas, they use terms like critters, or cryptids, and are often mistaken for folklore creatures like faeries and spirits. Hostile Mononoke are often the cause of legends about monsters and vengeful ghosts.

They are the oldest of the Awakened, and they come in many varieties (at least when compared to Aramitama and God Hunters). Some are intelligent, and some are not. They have many different forms. Those without intelligence tend to be closer to how they originated, while those with intelligence adopt more human-like shapes.

Unintelligent Mononoke are essentially animals and will relentlessly attack those who enter their domains. Intelligent Mononoke may wish to coexist with or at least live apart from humans, but some see humans as food or simply hold them in contempt, and some resent those who steal their sources of spirit energy. Though they are not as much a threat as Aramitama, Mononoke can have bodies and supernatural abilities that go beyond human knowledge, making them a danger to humanity.

Due to this, Aramitama covet their powerful bodies, and target Mononoke for Soul Pacts to gain that power. God Hunters also sometimes target Mononoke for the supernaturally powerful Materials they can yield. "Materials" are body parts and mechanical components that carry powerful spirit energy, which Awakened can use to make miraculous medicines and powerful artifacts. When it becomes necessary to battle a Mononoke, each God Hunter involved in the operation receives a share of Ley Gold gained from the Materials sold to the Awakened organizations.

The Ecology of Mononoke

Most Mononoke live in groups. The leaders of those groups control intersections of leylines, rare pieces of land with high concentrations of spirit energy (see pg. 19). They will create a Spirit Barrier on a leyline, birthing a pocket dimension, and then use a special supernatural power called "sanctification" to build a lair, their preferred natural environment, a shrine, a mansion, etc. inside of it. (The GM decides the details.) Sanctification makes the interior of a Spirit Barrier become an environment where they can live comfortably.

Many Mononoke fear the light of the sun. Sunlight can extinguish their very souls in some cases, and Mononoke that are not humanoid, mechanical, or mythical beasts will combust in a white flame that horribly burns their bodies when exposed to the light of the sun. Were that not enough, they need the energy inside the barrier to maintain both their flesh and souls.

Sudden exposure to strong sunlight or failure to collect enough spirit energy over a long period of time can destroy their capacity for reason, making them go berserk, or in extreme cases destroy them utterly, leaving only black pitch. For those reasons, they use Spirit Barriers to avoid the sunlight, spend their time hoarding spirit energy, and if they need to go outside they do so at night.

Mononoke have kept a certain amount of distance from humanity since ancient times, leading quiet lives. However, as mankind flourished, people invaded their domains, so that the line between the lands of man and Mononoke was blurred.

A lot has happened in modern times. There has been discord, and humanity has come to know their anger. On such occasions, mankind has reacted with terror, reverence, placation, or simple avoidance.

When people hold a place sacred and the Mononoke's power intertwines with that belief, it can unconsciously create a boundary between human and Mononoke territory. In folklore, these become taboo places: the forest of no return, the cursed lands, the lair of demons.

However, with the passing of the ages, we've arrived in these modern times when people have forgotten about the Mononoke, and are now again crossing the old borders. In Japan, during the postwar economic boom and the bubble economy of the 1980s, land development and such were regular occurrences, further disturbing the domains of the Mononoke.

Mononoke are powerful, but unlike Aramitama, they aren't invincible against human beings. With modern weapons or a large sacrifice of human life, even Innocents can potentially take them down. Intelligent Mononoke have some understanding of this, but they can't afford to lose their leylines, resulting in many clashes with humans.

Divine Names

Those who have Shards in their souls have true names fixed in the world, secret names, etc., collectively called Divine Names.

The GM can determine the Divine Names of NPCs that appear in their scenarios. Also, there's a maneuver called Identify (pg. 159) that makes it possible to learn someone's Divine Name from their Spirit Crest. It's thus possible to discern an Awakened's Divine Name in the Spirit Crest that appears on their body.

Aramitama often have Divine Names derived from demons, dark gods, or strange monsters.

God Hunters choose their own Divine Names. While some consciously decide on the name of their God Hunter identity, others who are particularly skilled may find others naming them as a nickname or alias of sorts, which may become a Divine Name if it resonates with the God Hunter in question.

Mononoke are often known by names like "youkai" or "ghost," categories that humans have assigned them to. However, they do each have their own Divine Name.

Relations Between Awakened

Awakened come in several different varieties, with hostile relations and an ability to profit from harming one another.

Aramitama constantly crave souls, so they forge Soul Pacts with Mononoke and Innocents, and constantly target the high-quality souls of God Hunters. Mononoke fight others for a variety of reasons, and God Hunters fight both Mononoke and Aramitama to collect Shards to increase their own power in pursuit of the Transcendent Promise.

The Aramitama seek to destroy the world, the Mononoke protect themselves and their own, and God Hunters seek to protect the world, and they're in a constant state of conflict.

The Scouring

It happened in the gray of morning on November Ist, sixteen years ago.

A sound resonated through the skies all across Japan, and every shrine, temple, archaeological site, and burial mound was engulfed in a massive conflagration, a disaster that destroyed them utterly. They called this mysterious event the "Japanese Synchronous Inferno," or more commonly, the Scouring.

Investigations at the time recorded accounts of a sound like beasts roaring just before the disaster and ripples witnessed in the skies. This explosive conflagration phenomenon seemed capable of tearing Japanese society apart.

And yet, the damage done was strangely limited, focused almost entirely on shrines and temples. Fortunately, this happened in the middle of the night, so very few visitors or tourists were harmed. However, everything within a certain radius of each shrine and temple was totally immolated, obliterating many homes so thoroughly that it wasn't even possible to recover the bodies.

Today, people have rebuilt the burned shrines and temples and constructed new houses to replace those lost, so that there's scarcely any sign of the disaster. The Scouring is nonetheless a singularly ghastly event in the history of Japan and for that matter the world, and it left a deep impression on the memories of mankind. The government launched a thorough investigation at the time, but found no useful clues. The investigation thus continues to this day.

There's an occasional mention in the papers or on TV, but people pay oddly little attention to it. However, the cause is unquestionably supernatural in nature. It may have been some kind of magical ritual or the birth of a powerful Awakened, and the various Awakened organizations each have any number of rumors about what it might be.

Moreover, the Scouring represented a turning point. In Japan—and only in Japan—there was a dramatic increase in the numbers of Aramitama and Mononoke being born.

Since Then

Things have changed rapidly in Japan since the Scouring. Where the Awakened were once rather rare, they've become much more common, and thus supernatural phenomena have also been observed with much greater frequency.

The Japanese Awakened have also been discovering bodies turned to a chalky, viscous liquid known among Awakened as "Pitch" due to its resemblance to coal tar, as well as scenes of slaughter that don't appear to be the work of anything human. The media initially went all-in covering these kinds of events, but they were so unnatural that the media has since quieted down, and doesn't report on them all that much anymore.

With so much strangeness going on, Awakened from overseas have taken the opportunity to visit Japan and fight the Aramitama. To that end, an "Exorcist Society" was formed to contain things within Japan, and the various organizations fought each other more fiercely than ever.

However, the Japanese organization known as the Office of Special Investigations, responding to misgivings about this state of affairs, intervened to negotiate with several of these organizations—notably the Alliance Thaumaturgium and the Knights Templar—to form a temporary truce, creating a fragile alliance. Currently, most of the Awakened organizations protecting humanity in Japan are working under the Office of Special Investigations, sharing information, or at least carrying out their own independent investigations.

It's also spread on the internet, but eyewitness reports on supernatural phenomena and rumors of unexplained urban legends are popping up all over the place, with the gossip sometimes becoming strangely prevalent.

About the Awakened

Let's give a straightforward explanation of what the Awakened actually are. If the players ask for an explanation of what the various types of Awakened are like, the GM can read the following:

Aramitama

Aramitama are dark gods born of evil will. They have appeared in history and legend as evil gods and terrible monsters.

God Hunters

God Hunters are legendary heroes and people with superhuman abilities. The heroes of legend achieved their great deeds through their ability to control spirit energy.

Mononoke

Mononoke are the ghosts, monsters, nature spirits, and pagan gods of myths and legends. People that couldn't control their Shards and became monsters, and creatures of chaos that could be called descendants of Aramitama, are also classified as Mononoke. They are forces of nature that have gained their own will through the power of a Shard.

People say things like, "I was attacked by a monster, but a superhero came and saved me!"

"People were caught in the middle of a fire, but a flying girl helped them get out."

"A high school boy shot lightning out of his hands and vanished."

"An alien came out of a flying saucer." ...And so on.

We can think of all of these as the work of "freelance" God Hunters.

Currently, no one has found an Avatar of Ruin or the Transcendent Promise, but all of the Awakened organizations are remaining vigilant, seeking out every scrap of relevant information they can find as they fight the Aramitama.

Knowledge of Awakened

To Innocents, the Awakened are nothing more than myths and legends like the Aramitama known as Shuten-Douji the Oni General, the God Hunter known as Minamoto Raikou who defeated Shuten-Douji, the Mononoke types such as Youkai and the Nue, and so forth.

Perhaps it is because they hide their own existence. Only a few highly-placed officials in governments and law enforcement agencies around the world know the truth, and even then their knowledge is scant. Thus, incidents involving the Awakened—supernatural incidents—are more often than not marked as "cause unknown" and left unsolved.

Furthermore, the various Awakened organizations make maintaining that secrecy a duty for their God Hunters. They don't want the world to know of Aramitama because that could let the dark gods find more victims, and thus form more Soul Pacts and collect more souls.

Some God Hunters are known as mediums or religious zealots. They act as specialists who undertake requests, allowing them to investigate such incidents. Posing as a medium lets them collect information more easily. This makes it easier to find and deal with Aramitama, but it does carry the risk of being discovered. For that reason, God Hunters or organizations will sometimes watch them closely.

The risk of discovering Mononoke or God Hunters is similar. It's easy to imagine the chaos in society if the existence of either was revealed to the world. That said, God Hunters are not concerned that Innocents will fear their power and begin witch hunts, nor worried about Innocent law or politics. As God Hunters primarily deal in Ley Gold, they have little to fear from economic losses as well.

Ultimately, it is first and foremost the need to keep Innocents from learning about Soul Pacts that motivates the Awakened to maintain their secrecy.

Furthermore, to those enmeshed in the supernatural, the ordinary world can be a source of comfort. That's why most God Hunters obey the law and lead quiet lives as much as they can. Even so, there are those who use their powers for personal gain, pursue forbidden magic, or otherwise cause problems.

Forbidden magic is that which the Awakened call "Anomalies," which distort the physical laws of the universe. Since Anomalies are nothing but evil techniques that strip people of their souls, the various Awakened organizations have forbidden them. Since these things risk both the revelation of secrets and run against the rules of the organizations, they've been exhaustively eliminated.

Collaborators

There are some Innocents who know of the Awakened and aid the God Hunters.

God Hunters call them "Collaborators."

Though they lack Shards, they're similar to God Hunters in that they secretly practice magic.

Most are descendants of God Hunters, and they know of the threat that the Aramitama represent and want to help deal with it.

Some have inherited abilities from the Facets of their ancestors, and a group of them together can potentially be enough to deal with a Mononoke.

However, without Shards, they can't handle spirit energy on a large scale, and thus can't hope to defeat an Aramitama.

They thus devote themselves to supporting the God Hunters and helping maintain their secrets.

Most Collaborators fervently wish to use the Transcendent Promise to eliminate the Aramitama once and for all.

Awakened and Society

Traces of Awakened

When an Awakened causes an incident, they leave traces at the scene.

These traces can take the following forms:

Supernatural Phenomena

Chance meetings with ghosts, strange physical damage, etc. are evidence of the the supernatural influence of spirit energy on the world, and unmistakable signs of either Awakened or leylines.

Pitch

When a person loses their soul or an Awakened is destroyed, they lose the ability to maintain their physical form, changing to something that looks like black coal tar.

The Awakened call this "pitch."

When an Awakened is slain, their soul is released, and if their soul can be returned before the body turns to pitch it may be possible to revive them.

However, the window for this varies from one individual to the next, so it's not always possible to save them.

The Mark of Offering

Aramitama sometimes use spirit energy to mark people and leylines they're pursuing.

This is called the Mark of Offering.

A Mark of Offering appears as an unreadable Spirit Crest, and lets an Aramitama know the victim's location until the Aramitama is slain.

Spirit Pulse

Those with a keen sixth sense can pick up the ripples of spirit energy within a radius of around 500 meters.

The Awakened call this unseen wave a "Spirit Pulse."

Disruptions to Electronic Recordings

Supernatural activity can affect even mundane recording equipment and other electronics under the following conditions.

- **Cell Phone/Wi-Fi:** These are usable, but they can only connect to other devices inside the Spirit Barrier. Devices outside the Barrier cannot connect to things inside the Barrier.
- **Recording Equipment:** Cameras, TVs, and audio recording devices can't show clear images of the supernatural. There's noise and errors in the images and sounds from Mononoke and Aramitama, and also of God Hunters when they're using spirit energy.

Also, cameras can't capture anything inside of a Spirit Barrier, but sound recordings are possible.

For Innocents these are all impossible phenomena, but Awakened understand what they mean.

Innocents with stronger spiritual senses also can pick up on these traces. Such spiritual senses and powers once ran strong in several bloodlines, but today they've mostly been lost. Those who still have those senses can more easily pick up on and become caught up in the supernatural.

Proof of the Awakened

Spirit Crests

An Awakened's body has a special mark on it. The Awakened call these "Spirit Crests." Spirit Crests appear to originate from the bearers' Shards, and are composed of several patterns, individual parts of which call to mind images of swords and shields, as well as some kind of writing. Awakened can typically discern someone's Divine Name from their Spirit Crest.

Spirit Crests aren't normally visible, but when an Awakened uses spirit energy, it gives off a prismatic radiance that passes through clothes and armor and such.

Acquiring souls or Shards as well as controlling leylines makes one's Spirit Crest become more complex or larger (though they do not gain additional Spirit Crests). Thus, the larger and more complex the Spirit Crest that appears on an Awakened's body, the more powerful they are.

Furthermore, when an Awakened defeats another Awakened, they take a portion of their Spirit Crest, which is another way to restore one's own Spirit Crest.

Spirit Barriers

If Awakened fight all-out, the resulting carnage could level a large city overnight. Spirit Barriers are useful to God Hunters who want to protect humanity, to Mononoke who find them a good way to stake out their territory, and to Aramitama who want to conceal themselves from other Aramitama.

To create a Spirit Barrier, an Awakened channels a massive amount of spirit energy into creating a slight distortion in the world, a crack in time containing a mirror-image copy of the immediate area.

Spirit Barriers have various names attached to them, like Mirrorland, Purgatory, Makyo (a Zen term for the "Devil's Cave"), and so forth. Time flows differently within a Spirit Barrier, making it possible to fight battles and such in the blink of an eye from the perspective of the outside world. It's also possible to link Spirit Barriers together, causing a sudden correction as time rushes in to correct the imbalance.

To put it in simple terms, a Spirit Barrier is a technique or power that acts like a camera that captures an image of a place, allowing one to do things there for a certain amount of time.

Awakened have most of their battles inside one another's Spirit Barriers. Since this involves drawing an opponent into an extradimensional space, once an Awakened uses it, they're no longer detectable from outside. That keeps prying eyes away from battles, and lets Awakened maintain normal lives in public.

The ability to create a Spirit Barrier is common among Awakened, they can extend to an area of up to 500 meters. There's no limit on how long it can last, and an Awakened can use this power repeatedly as well.

However, normal humans aren't accustomed to the influence of large amounts of spirit energy, and long-term use can cause temporary aging. The interior of a Spirit Barrier is a swirl of great quantities of spirit energy and time, and even God Hunters are sufficiently human to age decades from just an hour inside of one. Even if an Innocent doesn't age from being in a Spirit Barrier, they'll abruptly feel exhausted enough to fall unconscious, and their memories of what happened inside will be hazy.

People who temporarily age from being inside of a Spirit Barrier will go back to normal with the light of the sun and a day of rest, but if a person ages beyond their natural lifespan, they'll be in trouble. (The GM decides what specifically happens.)

All of that means that humans can't stay inside of a Spirit Barrier for more than 1 to 3 hours.

Inside a Spirit Barrier

The interval of distorted time in a Spirit Barrier is quite small, and most Innocents won't notice anything unusual. Unless a Mononoke has sanctified it, the scenery inside is a mirror image, but otherwise indistinguishable from the real thing.

There will not be any living things inside of a Spirit Barrier apart from Awakened and any others the Awakened have brought in, and the sky inside is simply a projection of the sky the creator imagines the sky should look like. An Aramitama's Spirit Barrier is disturbing enough to induce madness in those who look upon it. Mononoke have the ability to sanctify their Spirit Barriers, which allows them to change the internal scenery and structure.

Under visitors' feet there will be the boundary between the Spirit Barrier and the real world, which takes the form of a large, brightly glowing version of their Spirit Crest.

Within a Spirit Barrier, no amount of destruction to a cityscape will affect the outside world. Even if the creator of the Spirit Barrier is gone, it will persist for around half an hour before returning those inside it to the real world. Also, for whatever reason every Spirit Barrier has a huge, glowing fissure in its sky, filling it with a beautiful light. It's rumored that these light fissures suddenly started appearing after the Scouring.

Innocents can't perceive Spirit Barriers, and simply vanish for a moment; if they're tethered by a rope or a chain, that binding will be left empty. Once a Spirit Barrier is released, everything snaps back to how it was, though of course that means that any corpses and pitch are left out in the world.

Using a Spirit Barrier

A Spirit Barrier originates with the creator's Spirit Crest, but they can have a variety of forms. When you create one to draw someone into, it will be in a spherical shape centered around yourself.

It's also possible to create a small Spirit Barrier for everyday use, to store Ley Gold and other valuables. In order to retrieve weapons and such from one of these, the Awakened creates an elliptical aperture in front of them and either waves their hands or simply reaches in. This means that God Hunters virtually always have weapons and other useful items concealed on them.

When they keep items in a small-scale Spirit Barrier, since they can change space and time in the barrier at will, even pulling them into another Spirit Barrier will

not make it possible to take those items by force. Also, these have about enough space to hold one person.

This means that if an opponent has a large enough Spirit Barrier, an Awakened can use this to force their way in. Since it's difficult to alter the copy of a portion of normal spacetime that appears in a large-scale Spirit Barrier, it's only possible to force your way in while correcting the crack in time by way of linking your own Spirit Barrier to another. However, escaping requires either the controller's decision to collapse the Spirit Barrier or the controller becoming unable to fight.

When Awakened create multiple large-scale Spirit Barriers simultaneously, they will naturally link together, and the Awakened with the largest Shard will become the master of the resulting barrier. Specifically, the priority for barrier control based on Shard size is as noted below. If the one in control is defeated, the one with the next largest Shard takes control, and the landscape their predecessor's mind created will change (the GM can decide the details).

1. Aramitama
2. Mononoke
3. God Hunters

If an Awakened is defeated and no one is present who can take control of their Spirit Barrier, the fissure in the sky will expand, so that the whole landscape is destroyed with a sound like shattering glass. After that, the light consumes the barrier, and anyone inside—living or dead—will find themselves back in the real world.

Mysterious Objects

Kushimitama

Defeating an Awakened lets one acquire a Shard. By adding the world's memories and the raw power contained in a Shard to their Spirit Crest, a God Hunter can make their body and soul more powerful and attain more potent techniques, magic, supernatural powers, etc.

Also, since God Hunters have the smallest Shards of any awakened (1 XP regardless of their level), there's no real point in trying to take the Shards of other God Hunters. That is why God Hunters only try to take Shards from other types of Awakened.

Mononoke have several Shard fragments, equal to their level times the number of PCs.

Defeating an Aramitama provides 50 Shards times the number of PCs.

An Avatar of Ruin would be the same as other Aramitama.

When someone absorbs the power from a Shard, it leaves a mysterious crystal behind. These crystals are called "Kushimitama." Only the larger Shards from Aramitama become Kushimitama.

Kushimitama look like jewels that give off a prismatic radiance, and by applying some spirit energy an Awakened can transform them into a valuable golden metal called "Ley Gold."

Also, since Kushimitama are supernatural crystals, it's possible to consume them to control spirit energy to cure afflictions and even perform miracles that subvert the laws of nature on a small scale. Talk to the GM to determine the specifics. However, miracles performed with a Kushimitama can't raise the dead or heal damage from Spirit Burn.

It's not possible to simply keep Kushimitama on hand though, as they dissipate into spirit energy after a while. Unless they're going to use a Kushimitama to perform a miracle, God Hunters will normally change them into Ley Gold.

Ley Gold

Ley Gold is the currency of the Awakened world, which God Hunters can acquire by refining Kushimitama or selling off things like Materials from Mononoke.

When an Awakened applies spirit energy to a Kushimitama, it generates a large amount of Ley Gold. It doesn't take the form of coins, but rather cylindrical ingots weighing about 100 grams each.

The Awakened use Ley Gold as their main currency. Since Regalia and such are made from refining and processing Ley Gold, it's essential for buying and selling. Conversely, the paper money of the mundane world is of little value among Awakened, and you can't use it to buy things like Regalia.

For that reason, the prices in this book are in Ley Gold (with a G as the currency symbol) rather than yen or dollars, and Ley Gold is what Awakened use to buy, sell, and upgrade Regalia.

One of those 100g ingots has a value of 1G, and would be worth hundreds of thousands of yen.

Since God Hunters use Ley Gold as their main currency, they have no real worries when it comes to paying for their mundane lifestyles, as they have more than enough to cover any everyday expenses.

Leylines

These are places where spirit energy naturally concentrates. Haunted places, places of spiritual power, and so forth are all leylines.

There are leylines in a variety of places and in different sizes, but Japan has a particularly high concentration of them. They tend to be in places abundant with nature, locations deep in natural caves, shrines, temples, ancient ruins, and even in modern abandoned buildings or beneath flourishing cities.

In addition to being natural gathering places for spirit energy, there are more supernatural phenomena and more Awakened being born, which in turn means that there are more supernatural incidents.

When Mononoke control a leyline, they can become gods of the area—gods of nature or guardian deities—who rule over their families (Mononoke of the same type) as well as other Mononoke in the area. Mononoke who control a leyline command titles like Nushi or Nushi-sama.

There are also humans who control leylines. Most are God Hunters who are sorcerers or come from family lineages. A family will maintain control over a leyline site to gain the benefits of it. The most important benefit is that using the leyline's properties lets them ensure that future generations inherit their power, producing new generations with similar Shards in their souls.

God Hunters are normally quite rare, and few are born. For that reason, God Hunter clans will use the properties of leylines to guide the birth of new generations to ensure that their gifts are not lost. Also, since a leyline is a force of spirit energy and good fortune, controlling one lets a clan bring good fortune to its members, such that most are quite successful in society.

Controlling the spirit energy of the land itself is a type of magic known as "Feng Shui," and along with divination, it's one of the few forms of magic that humanity affords some form of public recognition.

Some clans took control of a leyline by slaying the local god that previously held it in order to gain the spirit energy that they leyline affords. On the other hand, there are clans that have inherited a leyline from a local god that they offered gifts or made a show of friendship to.

For all of those reasons, leylines are vitally important to the Awakened, and they can bring prosperity to an entire clan. However, when a leyline has no master, it can attract supernatural problems.

Godforged Regalia

Powerful weapons received from the gods in ancient times, mysterious artifacts, sacred relics, the weapons of mighty heroes, the secret treasures. All of these are Godforged Regalia.

Unlike Regalia, Godforged Regalia come from the gods, and thus go beyond anything current technology can create. Each Godforged Regalia holds tremendous power, so much so that any Innocent off the street could pick one up and effectively become a powerful Awakened on the spot, making them particularly dangerous. After all, imagine what a trained God Hunter could do with one!

These are things like the sacred swords and holy spears that mythic heroes received from the gods. They have such destructive power that a single swing can split the ground in an entire region.

There are also Godforged Regalia in the form of crystal skulls that can transform any area into a leyline, and golden flying machines that you can hold in your hand and use to fly. There is a veritable collection of holy chalices that accumulate spirit energy to grant some variety of supernatural power to the one who holds it. There are also Godforged Regalia that take the form of grimoires and other books containing lost arts, capable of causing all manner of supernatural phenomena.

There are cases where an Innocent can unknowingly lay hands on a Godforged Regalia, causing a supernatural incident. Evil Awakened can use Godforged Regalia to pursue their own desires. Those who would use Godforged Regalia for evil purposes and those who would seal them away are in a constant state of bitter conflict.

There are also Godforged Regalia that clans have passed down through the generations, the "Legacy Users" who make it their duty to protect such artifacts.

Spirit Energy and Science

Normal science is powerless in the conflicts between Awakened. However, science is the essence of human intellect, so it's not without value. Among the various Awakened organizations are those who, through investigating Godforged Regalia, have attempted to combine spirit energy and science.

Those efforts have borne some incredible fruit.

For example, they have managed to encode the chants and magic circles involved in sorcery into magic programs that can be stored on computers for quick casting. There aren't yet many of the "digital sorcerers" who use this fusion of science and spirit energy, but even the great sorcerers of ancient lineages have acknowledged their accomplishments.

Also, there are rumors that God Hunters and their Collaborators who control large companies have managed to analyze Godforged Regalia, form theories about how they function, and create enhanced armor and surveillance drones that use spirit energy instead of electricity, homing bullets, surgical techniques for grafting parts of Mononoke onto people, and perhaps even research into cyborgs with Spirit Crests.

The State of the World

Awakened Organizations

This section introduces the five Awakened Organizations (including Freelancers) included in this book, as well as other Awakened Organizations that may be allies or enemies to your characters! Some examples of organizations other than the five are:

- Arachne Group, which buys and sells Ley Gold.
- Arkham University, which researches and manages magical tomes.
- W.I.S.E.M.A.N., a militant organization plotting the end of the world.
- the Heilong, an Awakened assassin clan.
- The Coven of the Dark Gods, which worships Aramitama and the Avatar of Ruin.
- The Rozenskull, a society of evil sorcerers.
- Barrow Pharmaceuticals, who experiment with forbidden magical healing arts and medicines.
- Far East Heavy Industries, a multinational corporation that produces occult weapons.

These are the real corporate movers and shakers of the Awakened world, and are often caught in supernatural scandals. The GM can feel free to make up other corporations, traditions, clans, or cults to bring even more flavor and drama to the setting!

Exorcist Society

Leader: Hachibu Shuu

This is the most influential Awakened organization in Japan. It's also known as the Society, and has its headquarters in Kyoto. It has existed since the time of the gods, but it was formally organized during the Nara Period (710-794 C.E.). Since ancient times, followers of Shinto, Buddhism, and Onmyodo set aside their differences and joined together in this organization with the aim of secretly defeating and sealing away dangerous Awakened.

There are eight houses that govern the Society. House Mitsurugi has turned out supernatural warriors of exceptional skill. Along with the Tamaki, Kagamibe, Tsuchimikado, Ashiya, Hata, Kusakabe, and Takenouchi, they make up the "Hachibu Shuu" - the Eight Legions. The heads of each house serve on the Society's council.

However, of late the lesser branch families have begun rebelling against this system of government, such that there are persistent rumors of conflict within the houses.

Knights Templar

Leader: Gerhardt Sparda

The Church is the world's oldest religious organization, and the Knights Templar are its international exorcist group. Among Awakened they are also known as simply the "Templars." Their headquarters are in the Vatican. They seek to recover Shards and Godforged Regalia that they view as sacred relics, and root out Aramitama, which they call "demons," whenever they turn up.

The Church has endured a long time, and has a long history of suppressing and antagonizing other organizations as heretics. However, with the increase in Aramitama activity since the Scouring, they've achieved a fragile peace with the other organizations, and in Japan in particular dealing with supernatural incidents comes first.

Members of the Knights Templar are all inhumanly powerful warriors with supernatural powers, and the greatest among them receive the title of "Patron Saint."

Alliance Thaumaturgium

Leader: The Three Philosophers

The Alliance Thaumaturgium came about from heretic sorcerers aiding one another with research while needing to maintain secrecy from the world. It's also known as the Alliance, and has its headquarters in England and Milan. The Alliance has numerous sorcerers in its ranks, and its leaders are the Three Philosophers: Simon Magus, Apollonius, and Trismegistus.

They seek for modern sorcerers to support one another, pursue the Transcendent Promise, and totally eradicate the Aramitama.

The Alliance has been in vicious conflict with the Knights since ancient times, and that discord remains today. However, with the opportunity to obtain Shards from Aramitama, they've reluctantly joined forces.

Ministry of the Environment, Office of Special Investigations

Leader: Masato Urabe

The Office of Special Investigations in the Ministry of the Environment is the sole arm of the Japanese government dedicated to dealing with the supernatural. It's also known as the Office, and has its headquarters in Tokyo. To the public it's an obscure branch of the government

that deals with environmental investigations, but in reality it's a public safety organization that specializes in the supernatural. Their goal is to investigate, resolve, and conceal supernatural incidents, and to negotiate with and arbitrate conflicts between the other Awakened organizations.

The section chief of the Office is Masato Urabe, a man of exceptional intellect and calm judgment, who rose to the position after demonstrating his talents when controlling the aftermath of the Scouring 16 years ago. Although it is technically a division of the Ministry of the Environment, the Office has exceptional information-gathering capabilities and extralegal powers. However, it is drastically short on God Hunter personnel, and thus has very limited ability to directly fight against Awakened threats.

For that reason, the Office of Special Investigations mainly works with other Awakened organizations and Freelancers, providing them with information on supernatural incidents, concealing information from the Innocent world, providing legal assistance, and so forth to help resolve supernatural problems.

Freelancers

Leader: None

There are many God Hunters in the world who are Freelancers, owing allegiance to no particular organization. Among Awakened they are also known as simply the "Free." Freelancers have a variety of motives and goals. For example, some simply get caught up in conflicts. Others know of Aramitama, and have resolved to fight them.

Some used to be part of an organization. They're often those who got tired of the organization's internal disputes. Or they may have simply been chafing under the rules. Some have been excommunicated.

There are also those who came upon their knowledge of Shards and spirit energy by chance, those who were born as Innocents but awakened to the powers of a God Hunter, and those who are tagging along as a sidekick or disciple. Most who act as Freelancers lack an organization's protection, so many have a great deal of combat experience, and considerable skill regardless of their age.

NPC Introductions

These are important characters from the world of ***Kamigakari*** that can play supporting roles in your stories: NPCs. This section simply has external views of the NPCs, and the GM should feel free to add to or change this setting information. However, if you intend to change the setting, you should let the players know.

These NPCs don't currently have stats and such. The GM is welcome to create stats as they wish. Also, since these NPCs don't have Levels, when they're not interacting with PCs directly, the GM can decide on how their actions pan out and such.

Ayane Mitsurugi
"The Representative"

"...Thank you very much for making time."

Facade: Honors Student

Ancestry: Paragon

Age: 16

Gender: Female

The youngest daughter of House Mitsurugi is famed as a great scholar even among the Eight Houses that make up the Society, and she's like a princess at St. Martha Academy. Her immaculate beauty and reserved personality belie her inner strength.

Currently, she is filling in for the incapacitated head of the house as their representative in Hisashiro City. That means that she has the power to order the Society's God Hunters on search and destroy missions and call for backup from the Society's eight houses and branch families.

Her Shard gives her the "Divine Orator" Facet that lets her use mantras, but she's still inexperienced, so per the orders of the head of the house she's just one representative. She herself understands her lack of experience, and despite her position, she responds to requests herself, coming in person with sincere words and offering accurate information. Also, she secretly has a hobby of collecting cute accessories.

Teresa Cross
"Former St. Georgius"

"Sisters and brothers! Open fire with silver bullets!"

Facade: Clergy

Ancestry: Natural

Age: 25

Gender: Female

Teresa is a capable woman who serves as the head of the Knights Templar in Hisashiro. Her nickname comes from St. George (also known as St. Georgius), the legendary dragonslayer. Teresa has the "Legion" Facet that makes her an exceptional marksman, and she wields a Regalia in the form of an anti-materiel rifle called "Dragonslayer" with incredible skill, such that she's taken down several Aramitama.

However, since her battles have cost her an eye and a leg, she's pulled back from the front lines, and under the moniker of St. Georgius, she's letting other capable God Hunters do the fighting. No one has said much about Teresa's allies outside of how they handle their jobs, but she seems like a reliable God Hunter.

When there's a supernatural incident, she makes requests to individual Templars and other God Hunters in person. Though she's always cheerful and laughing, she seems to have a lot of anxieties, and her main pleasure in life is listening to her beloved J-pop music and drinking Japanese sake.

Charles Derleth
"Simon Magus"

"Hey, it's been a while. And there's something I need from you, I'm afraid."

Facade: Industrialist

Ancestry: Magus

Age: Unknown

Gender: Male

Derleth is a high-ranking wizard who holds the title of Simon Magus, one of the highest in the Allliance, and has the "Time Wizard" Facet, giving him power over time. He's a courteous and handsome young gentleman, and many women find his good looks and sophisticated manner to be captivating.

He's on an independent mission to track down dangerous Godforged Regalia and seal them away. He currently teaches at Arkham University, where his research is used for finding and sealing Godforged Regalia. While his work is extensively detailed, Derleth's contemporaries question the validity of his contributions to the canon.

Since he travels all over the globe, he's able to gain information about Aramitama. However, since he's on a mission, he can't always act on that information so easily. When that happens, he'll pass what information he's gleaned to other God Hunters, and ask them to resolve the situation. Also, he has something of an obsession with clocks, and will drop everything for an interesting enough antique timepiece.

Kukuri Kuroi
"The Messenger"

"I'm here to deliver a request from the OSI."

Facade: Agent

Ancestry: Unknown

Age: 16?

Gender: Female

Kuroi is an OSI agent who specializes in making requests of and negotiating with God Hunters. She always wears an immaculate suit and a little bit of makeup. Although she's attractive, she approaches business with a blank expression no matter how well she knows someone.

Not a lot is known about her, but she has the "Dark Hunter" Facet that lets her control shadows. And she showed up in Japan after WW2. Her appearance has been unchanged since then. Also, she alters the memories of Innocents who are caught up in the supernatural, suppresses secret information, protects important people, and does scouting as part of her duties.

As part of her duties in the OSI, she will warn against activities that risk revealing information about Shards or spirit energy.

Masato Urabe
"Section Chief"

"Could this be... The work of an Awakened?"

Facade: Politician

Ancestry: Natural

Age: 57

Gender: Male

Masato is a section chief of the Ministry of the Environment, Office of Special Investigations (or "OSI" for short). He comes from a long line of politicians and is an honest and strong-willed man, and so the people recognize him as the inheritor of the Urabe Family's impressive talents.

However, his life and dreams of a political career took a turn 16 years ago. The Scouring struck all over Japan. At the same time, his father had the misfortune to be staying at a hotel near enough to a shrine to get caught up in the disaster. Despite suddenly suffering the loss of his father and mentor, he continued serving as an assistant, and distinguished himself with his handling of the aftermath of the catastrophe. This was also when he first learned of the OSI and the Awakened.

Believing that the Scouring that took his father was in some way connected to the Awakened, he resolved to help his country deal with the supernatural. To that end, he serves as a government official and works with God Hunters to resolve supernatural incidents.

Tatsuo Mutsuki
"Dad"

"This is something supernatural. I've been waiting for you guys!"

Facade: Dilettante

Ancestry: Natural

Age: 71

Gender: Male

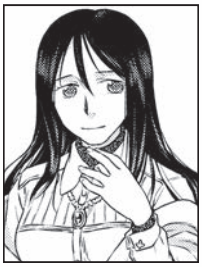
Tatsuo is the owner of the Mutsuki Motorcycle Shop near Hisashiro Station and the Mutsuki Cafe next door to that. He's a friendly guy who's always laughing, and has a potent "Dragon Carrier" power, which he once used to fight to protect Hisashiro as the legendary transforming hero Magic Warrior Diabolus.

However, he's gotten too old to be on the front lines, so instead he does what he can behind the scenes to help the younger God Hunters who're fighting the good fight, providing them with know-how, buying Regalia, collecting information to help resolve supernatural problems, and so on.

He's now in his 70s, but mentally he's as sharp as ever, and his extensive experience lets him gather accurate information on supernatual issues that he can then pass on to freelancer God Hunters when they need it. Also, he loves motorcycles, and when he does repairs he has a way of making custom improvements that weren't actually asked for. He has a pretty granddaughter named Satsuki who sometimes minds the shops for him.

Kiriko Saionji
"Sensei"

"Excellent. I have a job for you. How about it?"



Facade: Detective

Ancestry: Natural

Age: 25

Gender: Female

Kiriko is the head of the Saionji Detective Agency, which has branches in several major cities. She's polite and pretty, and her subordinates and acquaintances call her "Sensei."

She was a child of the incredibly wealthy Saionji family, and didn't have any dealings with the supernatural. However, when doing field work in folkloristics for college, she got caught up in an incident with an Aramitama and learned of the Awakened. Not only that, but her rescuer was a freelancer God Hunter who she came to greatly admire.

Since then, she became a disciple of that God Hunter, and launched her detective agency to secretly protect people from supernatural threats. Her business gives her cover to collect information that she can share with the God Hunters she knows and aid victims.

Ryoko Kamiya
"The Shining Jewel"

"I-I didn't need you to rescue me anyway!"

Facade: Honors Student

Ancestry: Magus

Age: 15

Gender: Female

Ryoko is the young head of the Kamiya family, and inherited the "Elder Mage" Facet. She didn't initially show any natural ability, but she trained hard to acquire what she needed. Currently, she is one of the mages of Hisashiro City, and runs and protects Hiryuu Manor, home to a leyline site that's been in the family for generations.

Perhaps because she awakened to her powers through her own hard work, she can be overconfident at times, hates cliquishness, and often has trouble judging how powerful opponents are. Even if her Facet helps her keep safe from danger, her bad luck tends to draw in other God Hunters, so she's mostly able to escape from danger. The drawn-in Hunters aren't so lucky. She has trouble apologizing for such things, but she will provide valuable information to show her thanks.

She knows that she has trouble being earnest, but she hasn't noticed that she already does it when she lets her guard down.

Reiji Maniwa
"The Dragon Fighter"

"Don't go starting trouble in this town! Come on! Dragon Demon, Transform!"

Facade: Delinquent Student

Ancestry: Natural

Age: 16

Gender: Male

Reiji is a high school student who has a Shard in his soul and a strong sense of justice that leads him to fight other Awakened. His Shard has the "Dragon Carrier" facet that lets him transform.

He has an unusually strong sense of justice, and his powers let him become one of the superheroes he so admired as a kid and help people. As the mysterious hero Dragon Rage (also known as the Dragon Fighter), he fights monsters and helps people.

Right now he's devoting himself to protecting the orphanage in Hisashiro where he grew up, which had the misfortune to be located on top of a leyline site. He owes allegiance to no Awakened organization, instead acting as a freelancer. He has many friends and rivals among the local God Hunters, and he's willing to offer information on local supernatural events to those who make a show of friendship.

Carol Armitage
"The Devil Hunter"

"I want you to help us prevent the birth of a god of darkness."

Facade: Professor

Ancestry: Natural

Age: 13

Gender: Female

Carol is a young genius who holds a Doctorate in Literature and worked as the chief librarian at Arkham University in the U.S. With her genius intellect, she completed a doctorate degree at the age of 13, and she followed in her great-grandfather's footsteps to teach philosophy and literature at Arkham.

However, she's actually investigating Aramitama and sealing away dangerous Godforged Regalia. She has the "Legacy User" Facet that lets her control ancient relics, but her greatest weapon is her intellect. She's exceptional at investigating supernatural events and gathering information.

She recently came to Japan because it's where the most Aramitama are appearing, and although she's also been doing guest lectures at universities and working on her books, she's currently investigating the cause of the increase in Aramitama activity. Also, when she obtains information related to the Awakened, she contacts capable God Hunters to ask them to deal with the situation.

There are also rumors that she's a huge Japanophile and came to Japan partly just to buy otaku merchandise.

Hannibal Barca
"Baal's Blessing"

"If all roads truly lead to Rome, I'll have to destroy this world."

Facade: War Hero

Ancestry: Departed Spirit

Age: Unknown

Gender: Male

What can compare to the splendor of Rome? He was a Carthaginian general whose cunning strategies struck fear into the hearts of his foes. His secret identity is that of the soul of a legendary hero, a "Departed Spirit" resurrected in the present day.

The knowledge of his own defeats makes him despise this world. He cannot forgive the Roman Empire, which destroyed the homeland he fought for, and blames the world that grew from Rome for the sins of their fathers. Now reborn in a different era, he forms an evil organization of Awakened warriors aimed at sowing terror and war in the world, called "W.I.S.E.M.A.N."

Right now Hannibal is working behind the scenes, as a mysterious resurrected man directing W.I.S.E.M.A.N. He's plotting his grand strategies, and gathering the fighting power needed to destroy the world.

Konohana-Sakuya
"The Blooming Blossom"

"I am one of the great gods of Hisashiro... So basically I'm a goddess!"

Facade: Avatar

Ancestry: Divine Spirit

Age: Unknown

Gender: Female

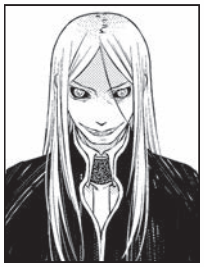
Konohana-Sakuya ("the Blooming Blossom") is the spirit of the Tree of Life, also known by names like Yggdrasil and Ootsubaki, and one of the local gods of Hisashiro. She is a Divine Spirit with potent spirit energy, and a Contractor with the power to control beasts she's formed pacts with. Even so, she's ill-suited to combat, or at least lacks the power to do battle against Awakened.

That makes her a target to Awakened and their organizations around the world. When that happens, she follows the flow of spirit energy to God Hunters who can help her, revealing herself as a goddess and offering blessings of good fortune and divine power in exchange for protection.

In Hisashiro, the Society once tried to protect her, but it became a source of strife, and since then she's been moving around the city. However, she's come to enjoy her life of moving around and seeing the humans who she so loves.

Sho Arakawa
"The Ghost Blade"

"Heh. If that's the best the Society can do, how do you deal with monsters?"



Facade: Medium

Ancestry: Aramitama

Age: 18

Gender: Male

The Arakawas are a branch family of House Mitsurugi, one of the Eight Houses of the Association, and Sho used to be a top class monster hunter. Several years ago, he was in a desperate fight, and he and an Aramitama struck one another at the same time.

Though he had always obeyed the Society's orders without question, he regretted sacrificing himself. In his last fleeting moments of consciousness, he made a Soul Pact with the Aramitama, and was reborn as a demon. He became an Aramitama, and his grudge against the Society became twice as strong. He's now attacking the Society's monster hunters and onmyoji, and taking their souls. To satisfy his grudge, he intends to destroy the heads of each of the Eight Houses.

He is a master of the old Aisu Iko school of swordfighting and an Elemental Adept with power over fire, covering his blind spots. So far he's managed to kill all of the God Hunters sent after him.

Mephisto Pheles
"The Devil Herself"

"Sir, all I want is to become human!"

Facade: Arch-Demon

Ancestry: Aramitama

Age: Unknown

Gender: Female

Mephisto is an archdemon who made a Soul Pact with the great Magus Johann Faust and got to experience different human lives. After experiencing so many pleasures and tragedies with Johann, pursuing beauty and creativity across vibrant human lives, despite being a powerful Aramitama she developed a sense of self and was drawn to humanity.

Though she was frustrated at being unable to take his soul, she had an idea. She would be reborn as a human being, and live as Johann did. To that end, she is seeking to break the shackles of the Aramitama, negotiating with a certain Divine Spirit to obtain a soul of her own.

She was given a challenge: to defeat 1,000 Aramitama without using her own powers. Naturally, her cunning nature led her to make use of capable God Hunters for this goal. She finds God Hunters that she likes, gives them information, and looks for ways to resolve problems.

Princess Kuroyagi "Ishnigarrab"

"You want power? Then pray. Then the black goat will reside within you."

Facade: Magical Criminal

Ancestry: Visitor

Age: Unknown

Gender: Female

Yagihime is a powerful being that a group of heretics summoned from another world, in other words a "Visitor." She chose the name Yagihime Kuroyama ("Goat Princess of the Black Mountain"), and traveled among her worshipers, granting them the power they desired and slowly turning them into Aramitama.

It's not clear why she's doing this, but according to rumor, she lost most of her power when she was summoned, and she's been birthing Aramitama to gather information from within those souls.

Also, since she comes from another world, her physical body is in effect a powerful Godforged Regalia. Several organizations are desperately pursuing her for the opportunity to study her. However, she's particularly elusive, and no one has been able to capture her. She also has a powerful Aramitama called "Oyamagi" that protects her.

Katsutake Shindo "The Dark Researcher"

"Heeheehee... Well? How do you like my new toy?"

Facade: Researcher

Ancestry: Cyborg

Age: 43

Gender: Male

Shindo is the head of research for W.I.S.E.M.A.N., a militant Awakened group that seeks to sow chaos in the world. He has no moral sense whatsoever, but as a genius-level researcher he's been able to hold jobs at places like Barrow Pharmaceuticals and Far East Heavy Industries.

As a researcher with a Shard, he's curious in the worst way, and to sate that curiosity he abandoned his career and became a wandering God Hunter. At the time, he was able to become a pupil of the originator of the cutting edge Digital Sorcery, and Shindo is now very knowledgeable about the field.

After that, he left his teacher behind and made contact with W.I.S.E.M.A.N. The Departed Spirit Hannibal took an interest in his knowledge and skill in magic, and went out of his way to welcome Shindo into the fold.

To satisfy his twisted curiosity, he's done things like creating dangerous combat machines based on technology derived from studying Godforged Regalia and transplanting special cells into Innocents to transform them into Mononoke.

The 47th "The Black Sun"

"My predecessor died fighting for that secret... Interesting."

Facade: Billionaire

Ancestry: Dragon King

Age: Unknown

Gender: Male

Heilong ("Black Dragon") is a legendary crime syndicate that operates in the shadows. The current leader of the Heilong is an impressive man known as "the 47th." The Heilong do not pick leaders by inheritance, but rather according to ability. When the time comes to select a new leader, they choose the 10 most powerful Heilong members, who then kill one another until only one remains.

The candidates are all powerful God Hunters, and their battles are always brutal. He won out in that hellish battle through his "God Hand" Facet that gives him incredible hand-to-hand combat abilities, and he runs the Heilong through that power and his natural charisma.

Although an Awakened organization, the Heilong ignore the Transcendent Promise in favor of perfecting their methods of killing. However, the 47th has learned that his predecessor sought the Transcendent Promise in secret and died fighting someone over it, so he's taken an interest in it.

Cordelia A. Blackeagle "The Arms Dealer"

"Heheheh... So! Let's go snag ourselves a Godforged Regalia!"

Facade: Industrialist

Ancestry: Nightstalker

Age: 15

Gender: Female

The Blackeagle Group is a world-leading business conglomerate. This young woman has the distinction of being the 4th president of the unified East Asia division of their arms manufacturing business. She sells Weapons and Regalia in East Asia, and is responsible for the procurement of Godforged Regalia.

She's exceptionally cheerful and friendly, but that pleasant personality causes all kinds of problems for her work. Her father—the CEO of BEG—worries about her because of this. Even so, she's extremely skilled as an arms dealer, and easily outpaces her siblings in terms of sales.

Her position makes her a target of hitmen and dangerous Awakened, but so far the private Ajax platoon that protects her has kept her out of danger. Ajax is a private 7-person military unit, consisting of God Hunter special forces troops recruited from former Delta Force and SBS soldiers. She's taken a liking to the young Japanese man who recently joined the unit, keeping him close to her and calling him her "ninja."

Edward A. Blackeagle
"The King of Transport"

"Christ. What've my girls gotten up to this time?"

Facade: Industrialist

Ancestry: Nightstalker

Age: 58

Gender: Male

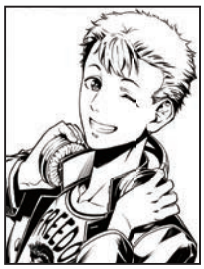
Edward is known as the "King of Transport" for his role as the CEO of the Blackeagle Group in charge of its transportation business. The Blackeagles are an upper-class family of magi who moved from England to the U.S., and he is the 7th head of the family. He inherited the Blackeagle Company from his father and grandfather, and he has done very well as a successor, further developing the company into today's Blackeagle Group.

He currently leaves the day-to-day affairs of the company to a highly-skilled staff, and is working on expanding his influence among the Awakened. To that end he's been using the arts of alchemy passed down through the family and the super-technology of the Regalia he's obtained through various means to produce powerful new weapons and Regalia. His children are selling the modern arms they produce to Innocents and the Regalia to God Hunters.

He has total control over their supplies of weapons, and his aim is to set up an unshakable position behind the scenes. His children are passionate, but they've caused enough problems that he's at his wits' end. He's definitely looking forward to when they mature enough to handle things better.

Jotaro Takenouchi
"The Information Broker"

"Hey. Let's get down to business. I've got some info, and it'll cost you 20G."



Facade: Normal Student

Ancestry: Hanyou

Age: 16

Gender: Male

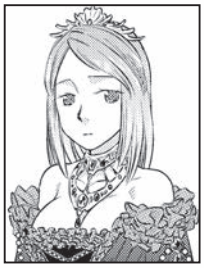
Jotaro is a son of House Takenouchi, a distinguished family in the Eight Houses, and attends Gonomiya Technical High School, appearing to the world like a well-adjusted high schooler. He comes from a family of monster hunters, but without a Shard he only has what ability he could acquire through his own efforts. Unfortunately, no amount of effort let him awaken to any supernatural powers.

Instead of wallowing in despair, he decided to dedicate himself to collecting Ley Gold, Regalia, and other things that can help the members of his clan that do have Shards. His main method of accruing Ley Gold is to provide information to God Hunters. By using his position as a Takenouchi to seek out information and lore from the Eight Houses, he's able to gather a variety of info. He then uses that info to gather more data, which he can then share with God Hunters in exchange for Ley Gold.

He's started to gain a reputation, and while it's earned him a scolding from the main family, he isn't paying it any mind. He's still trying to amass ever more wealth. Also, he's made a hobby of collecting rumors and data on the girls at the local high schools.

Gertrude Musgrave
"Apollonius"

"...I had a dream. A dream where you were fighting a dark god."



Facade: Magic Researcher

Ancestry: Visitor

Age: 14?

Gender: Female

Gertrude is one of the Three Philosophers who lead the Alliance, and a princess of the spirit world. During the Scouring, she was found inside a Spirit Barrier in London. Luckily for her, it was a secretive Magi who found her, and she herself wields a powerful, otherworldly form of Ancient Magic that marks her as being from the spirit world.

The Magi who witnessed her unknown form of magic took her to the Alliance and decided to protect her. Since then, she's gone through a lot with the Alliance, leading to her inheriting the title of "Apollonius."

Since she hasn't aged a day since they discovered her, they treat her as a "Visitor," and one of her unusual powers is that she has prophetic dreams that reveal the evil deeds of Aramitama and show her the God Hunters who are fated to fight those monsters. In order to inform those God Hunters of their fate, she goes to great pains to appear in their dreams.

Miyo Kusakabe
"The Peerless Onmyoji"

"I... I'll be trying to save the world."

Facade: Medium

Ancestry: Naturalk

Age: 34?

Gender: Female

Among the Eight Houses there are three that specialize in Onmyodo: Tsuchimikado, Ashiya, and Kusakabe. Miyo is in line to lead House Kusakabe, and they view her as the kind of genius that only comes once a century. She fervently wishes for the world to be at peace, and is a fierce warrior in the fight against Aramitama.

She has a terrifying level of power, and it's said that she wields a Godforged Regalia called the "Twelve Heavenly Generals." Her prowess in battle is comparable to the greatest swordsmen of House Mitsurugi, enough so that for a time she created a power imbalance among the Eight Houses.

However, 17 years ago she suddenly disappeared without telling anyone. No one knows where she went, but there's a rumor among some God Hunters that she reached the Transcendent Promise and disappeared once her wish was granted. Also, because of her, other promising family members have to deal with the expectation that they might be able to rise to become the strongest in the Society.

Soshi Mitsurugi
"The Representative"

"...If you think like that, I'm sure you'll find the Transcendent Promise."

Facade: Celebrity

Ancestry: Paragon

Age: 32

Gender: Male

Soshi is the current head of House Mitsurugi, and with his genius-level intellect he's considered the strongest Arch Slayer in the Society. Today he's a rather gentle soul, but in his youth his Talents led him to hold humanity in contempt. However, the only one who really understood him was Miyo Kusakabe.

She also experienced the kind of adoration heaped on a genius, and they took to hunting monsters together. 17 years ago, Miyo suddenly vanished, and he left the Society to search for her. A year later, the Scouring happened. He was found with injuries severe enough to leave him paralyzed on one side of his body. He wouldn't speak of what happened that night, but he suddenly found himself the surviving heir.

Currently, due to his physical disability he has his nieces and nephews act on his behalf, but he does occasionally contact God Hunters directly to ask them to deal with supernatural incidents. When he does, he wears a satisfied smile.

Sample City: Hisashiro

A Setting for Stories

Before you start playing this game, you should determine the setting for your campaign. This will make it easier for the players to get a good idea where the PCs are and what they're doing, and make it easier for the GM to put together a scenario. The GM can pick whatever setting they like. You might want to use the place where you live, or get a map of a famous metropolis. However, if you don't have time for that, you can use the Hisashiro City setting included in this book.

This section explains Hisashiro City.

Introduction to Hisashiro City

Hisashiro is a suburban city that faces the Pacific Ocean, and has a population of about 200,000. It takes about 90 minutes to get from here to Tokyo via Japan Rail. The city boasts an excellent fishing harbor, but modernization has turned the harbor into a major port that brings cargo ships with goods from overseas. The city has a fairly robust transportation system, and most people get around by bus or train.

Also, when the Scouring happened 16 years ago, people witnessed a massive pillar of flame in the mountain district to the north. Hisashiro has numerous leylines of various sizes, so the various Awakened organizations are likely doing all manner of magical rituals here. That would explain why the several Awakened organizations have branches here, which are constantly monitoring the city from behind the scenes.

Mountain District A

This mountainous area gives a stunning view of the whole of Hisashiro City. This is the center of Mt. Myoken, which is abundant with nature.

Mt. Myoken

Mt. Myoken is a sacred mountain that overlooks Hisashiro City. The mountain itself is an object of worship for some sects of Buddhism, and has been a training ground for Yamabushi. According to local folklore, the mountain itself is some kind of creature that was sealed away.

The Exorcist Society

The Hisashiro chapter of the Society has its headquarters at the foot of the mountain. There is a massive Japanese-style mansion in the mountains, known as Mitsurugi Manor.

Myoken Temple

This is a Buddhist temple at the foot of Mt. Myoken. It's an important temple for a sect of Buddhism that belongs to the Association, and young monks come here to train.

Myoken Shrine

This is a Shinto shrine at the foot of Mt. Myoken. The enshrined deities are Susanoo no Mikoto and Kushi'inada-hime no Mikoto. According to legend, they built shrines to these kami toward the end of the Heian Period (794-1185 A.D.) as an offering in the hopes that they would not curse the land.

Mountain District B

This is the mountainous district that continues from Mt. Myoken. It's a region of thick forest, and most people stay away.

Hisashiro Reservoir

This reservoir is Hisashiro City's main source of water. There's a small hydroelectric dam here, and a hiking trail that goes around the reservoir. There are rumors of a mysterious giant fish here called "Hisashiro-nushi."

Hisashiro Hot Springs District

The Hisashiro Hotsprings has been a part of the city for many years. It has several rustic hotels and traditional Japanese ryokan. Recently a hidden hot spring became famous, resulting in a sudden influx of tourists.

Mountain District C

This area is midway between the mountains and the residential districts. Private homes start to be visible from here.

Shinrin Park

This is a park where people can enjoy the natural beauty of Mt. Myoken. There are all sorts of plants growing here, creating stunning views. In the spring the plum and cherry blossoms bloom, while in the fall it's blanketed in autumn leaves. There are rumors that the park is home to tanuki (raccoon dogs) that bewitch people.

Business District A

This is a small business district that lies to the north of Sengi Station. There are few buildings belonging to large companies, and the firms here are mostly small to medium sized.

Sengi Mall

This is a large shopping mall owned by the Saionji Group, a Japanese zaibatsu. It has a movie theater on the top floor, and a grocery area in the underground level, boasting foods and sweets from all over the world. On the weekend and holidays it becomes packed.

Business District B

This business district is older, but closer to Taihaku station there are more office buildings belonging to major corporations. The area around the train station also has a small shopping arcade and amusement quarter.

Itsutsunomiya Tech High School

This is Hisashiro City's only technical high school. It doesn't have a very good reputation around the city, but the school's sports clubs have brought home national championships. Also, the school uses gakuran and sailor fuku. There are old private homes around here. There were a series of unexplained, possibly magical crimes here, and the culprit was never caught.

JR Taihaku Station

This Japan Rail station has been a part of the city for a long time. There are office buildings belonging to major corporations nearby, and a small amusement quarter in the backstreets.

Business District C

This is Hisashiro City's largest business district. There are also buildings belonging to major corporations here. It's a rather sterile backdrop, and largely devoid of human life at night.

Blackeagle Group Hisashiro Branch Office

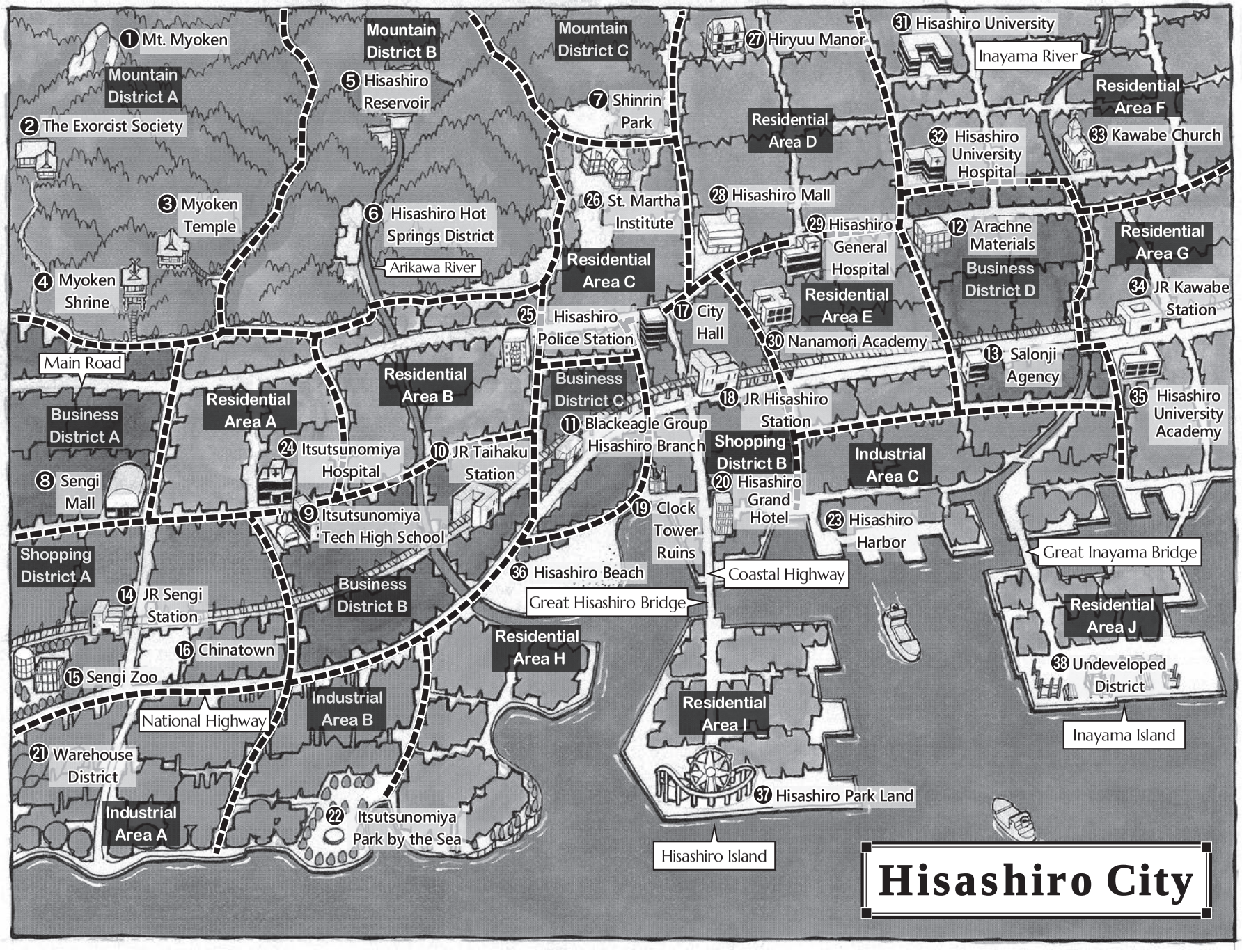
This is a branch office of the Blackeagle Group, a world-leading transportation company. The building has a glass facade that gives it a futuristic look.

Business District D

This is the second business district to be developed in Hisashiro City. There are also buildings belonging to major corporations here, but most are connected to Barrow Pharmaceuticals. There are an oddly large number of sighting of living creatures in this area, and there are rumors that these are escaped test subjects.

Arachne Materials

This is a branch office of Arachne Materials, an up-and-coming company that's been turning a lot of heads. Although the building looks really classy, people wonder about the sight of students heading inside.


1 Mt. Myoken
Mountain District A
2 The Exorcist Society
3 Myoken Temple
4 Myoken Shrine
Mountain District B
5 Hisashiro Reservoir
6 Hisashiro Hot Springs District
Arikawa River
Mountain District C
7 Shinrin Park
26 St. Martha Institute
Residential Area C
25 Hisashiro Police Station
Main Road
Residential Area A
Residential Area B
Business District A
8 Sengi Mall
24 Itsutsunomiya Hospital
10 JR Taihaku Station
9 Itsutsunomiya Tech High School
Business District C
11 Blackeagle Group Hisashiro Branch
17 City Hall
18 JR Hisashiro Station
19 Clock Tower Ruins
Shopping District B
20 Hisashiro Grand Hotel
Industrial Area C
23 Hisashiro Harbor
Shopping District A
14 JR Sengi Station
16 Chinatown
15 Sengi Zoo
Business District B
36 Hisashiro Beach
Great Hisashiro Bridge
Coastal Highway
Residential Area H
Industrial Area B
National Highway
21 Warehouse District
Industrial Area A
22 Itsutsunomiya Park by the Sea
Residential Area I
37 Hisashiro Park Land
Hisashiro Island
27 Hiryuu Manor
Residential Area D
28 Hisashiro Mall
29 Hisashiro General Hospital
Residential Area E
30 Nanamori Academy
31 Hisashiro University
Inayama River
Residential Area F
32 Hisashiro University Hospital
33 Kawabe Church
12 Arachne Materials
Business District D
Residential Area G
34 JR Kawabe Station
13 Salonji Agency
35 Hisashiro University Academy
Great Inayama Bridge
Residential Area J
38 Undeveloped District
Inayama Island
Hisashiro City

Saionji Detective Agency

Kiriko Saionji, a daughter of the Saionji Group, works at this detective agency. Although the agency handles mundane jobs like collecting evidence of infidelity and looking for missing persons, they're also known for taking on exorcisms.

Shopping District A

This is one of Hisashiro City's main shopping districts. There are lots of clothing stores and restaurants, so it's a popular spot for young people.

JR Sengi Station

This is a Japan Rail station in the middle of the shopping district. It's been remodeled, but so many people use it that the station generally feels dirty. The railroad crossing near here is famously haunted.

Sengi Zoo

This is the one zoo in Hisashiro City. The selection of animals is pretty standard fare, but since the zoo also sports a small amusement park inside, it's a popular spot for families on weekends and holidays.

Chinatown

This Chinatown was formed by Chinese immigrants during Japan's period of modernization. There are restaurants with delicious Chinese food, souvenir shops, food carts, and so on, making it a constant tourist attraction. There are also urban legends of a mystical mountain hermit here, and of shoppers vanishing without a trace.

Shopping District B

This is Hisashiro City's largest shopping district. On the north side there's a huge shopping arcade with shops that cater to young people.

City Hall

Hisashiro City's municipal offices recently underwent an extensive remodelling, and now sit in a tall building with an observation deck on the top floor. Underneath the building is an OSI office.

JR Hisashiro Station

This is a Japan Rail station in the middle of Hisashiro City. It's the largest station in Hisashiro City, and sports a shopping mall, movie theater, and hotel. The Mutsuki bike shop and cafe are near here too.

Ruins of Hisashiro Clock Tower

This is all that's left of the clock tower built during the modernization of Hisashiro City. Its design was based on Big Ben, but it burned down during the Scouring. Has an odd habit of attracting time-based anomalies involving cars.

Hisashiro Grand Hotel

This is Hisashiro City's most renowned luxury hotel. The bar on the top floor is famous for its sweeping view of the city, and the hotel draws customers from all over. There's also a rumor among occult weirdos that the hotel has a Zashiki-Warashi protecting it.

Coastal Industrial Area A

This is one of the industrial areas on the coast of Hisashiro City. It's full of warehouses that store goods that arrive on ships.

Warehouse District

This is a sterile, uninviting warehouse district. It's full of cargo that ready to ship out and goods on their way to nearby businesses. When the workers have the day off, it's virtually empty of human life. There are rumors of some kind of crime syndicate doing deals here.

Coastal Industrial Area B

This is one of the industrial areas on the coast of Hisashiro City. There are a Far East Heavy Industries factory and a petroleum industrial complex, but also a beachfront with a surprisingly beautiful view.

Itsutsunomiya Park by the Sea

This is a beachside park wedged in the middle of the petroleum complex. It's a beautiful park with an incredible view of the ocean, but no one comes here at night. There are all kinds of legends about this beach.

Coastal Industrial Area C

This is the largest of the industrial areas on the coast of Hisashiro City. It has the main container yard for the area, full of shipping containers with various kinds of goods inside. By the shore there are rows of enormous gantry cranes for moving the shipping containers.

Hisashiro Harbor

Hisashiro City has an enormous harbor. It has breakwaters for big ships to moor themselves there, and workers are constantly loading and unloading shipping containers from the container yard. There were sightings of people who look like transforming superheroes, but the fuss about that calmed down when people decided it was just some college kids making videos.

Residential Area A

This is one of Hisashiro City's residential districts. It's an older part of the city, with retro and modern buildings sitting side-by-side.

Itsutsunomiya Hospital

This is a small general hospital in the residential area. It's been around for a long time, so the building's exterior has a retro look. There are strange rumors of ghosts wandering the halls at night.

Residential Area B

The Arikawa River passes through the middle of this residential area. There are newer homes to the east of the river, but the whole area is essentially a suburb, home to residents who've moved out of the city proper.

Hisashiro Police Station

This is Hisashiro City's police station. There are other police stations in the city, but this one is notable because they report supernatural happenings to the OSI office at city hall.

Residential Area C

This residential area includes the affluent Kansei neighborhood.

St. Martha Institute

This school for girls is renowned even outside the city. It's a missionary school with lavish dormitories. The school's distinctive black and white uniforms are popular among the boys in town.

Residential Area D

This is Hisashiro City's most affluent neighborhood. Modernization led the foreign traders who came to Hisashiro to build elegant western-style homes here. The area thus has quite a few old western-style houses.

Hiryuu Manor

This is a large western-style residence in the hills. It belonged to an English trader, but he sold it to trading partners in the Kamiya family, who still own it to this day. The name (which means "flying dragon") comes from how instead of a weather vane it has a dragon boat. The Alliance uses the manor as their Hisashiro headquarters.

Hisashiro Mall

This is a huge shopping mall owned by the Saionji Group. It offers an impressive variety of foodstuffs, ranging from typical shops with everyday items to specialty stores that sell rare, high-quality ingredients.

Residential Area E

This is a more ordinary residential district. The Nanamori Shopping District sits between Hisashiro Station and Nanamori Academy, but lately the Hisashiro Mall has been taking a lot of business away.

Hisashiro General Hospital

This is a large general hospital in central Hisashiro City. A medical corporation called the Kamiya Group runs it. It's well-equipped, and even receives a lot of patients from outside the city.

Nanamori Academy

This public high school in central Hisashiro is the result of a recent consolidation of other schools. The new school buildings are beautiful, and while the campus is pretty typical overall, it does have nice dorms close by, so that it attracts new students from outside the city.

Residential Area F

This residential district is one of the older parts of the city. It has a lot of western-style homes and facilities built by foreign merchants, and the venerable Kawabe Church that dates back to the early 20th Century.

Hisashiro University

This national university's campus is not just here on the mainland, but includes facilities by Taihaku Station and on Hisashiro Island and Inayama Island. The university's Film Club has been shooting movies around the city, and the rumors swirling around them have made the club famous.

Hisashiro University Hospital

This is a hospital affiliated with the university. Since it boasts expansive grounds and a partnership with Barrow Pharmaceuticals, a few years ago the hospital was able to undergo a major restructuring to implement a clustering of medical services. The interior has a somewhat futuristic look, and the hospital offers cutting edge medical treatments.

Kawabe Church

This inconspicuous old church sits on the north side of the residential district. Located on the edge of the old town, from the outside it has a distinctly solemn feel. Also, Templars use the church as their Hisashiro headquarters.

Residential Area G

This is an ordinary residential district on the edge of the old town. Kawabe Station is in the center of this peaceful neighborhood.

JR Kawabe Station

This is a Japan Rail station in the middle of this area. There are a small grocery store and a convenience store nearby, but on the whole it's pretty unremarkable.

Hisashiro University Academy

This is the city's leading prep school. It's famous for high scores and being hard to get into. However, ouija boards became a fad among the students here for a while, and it's rumored that the boards were the cause of an outbreak of madness among them.

Residential Area H

This is a coastal residential district. A lot of the homes belong to fishermen, but there are also a lot of condos with nice views of the ocean.

Hisashiro Beach

To the south of the residential area is a natural beach. There's a swimming area, and in the summer it attracts a lot of people even from outside the city. There were stories of sharks coming to this part of the ocean and attacking people, but the locals have yet to catch or even see a single shark.

Residential Area I

This is a commuter town on Hisashiro Island. It's an artificial island built during modernization, and while it drew national attention for a while, a lack of proper maintenance has allowed it to deteriorate.

Hisashiro Park Land

This massive amusement park sits on the south side of Hisashiro Island. It looks quite old, but the recent addition of new attractions brings young people and families.

Residential Area J

This is a commuter town on reclaimed land on Inayama Island. There are single family homes of course, but also a lot of condos and apartment complexes.

Undeveloped District

The southern part of Inayama Island is still undeveloped. The recession made development impractical, so today it's full of abandoned buildings.

The Outskirts

These are the outskirts of Hisashiro and their attendant facilities. Some of them reach into the city proper, but they are included in this section.

Arikawa River

The Arikawa runs along the western side of Hisashiro City. At its source is the Hisashiro Reservoir. There are a lot of fish around the mouth of the river, so a lot of people come here for fishing.

Inayama River

The Inayama River runs along the eastern side of Hisashiro City. It's larger than the Arikawa, with a flood plain where people come to play sports and go on walks. According to local folklore, there are kappa living here.

Main Road

This is the main road that runs along the mountain. Outside of the trains, it's the primary route for transportation in Hisashiro City, and there's a nearly constant flow of cars and buses.

National Highway

This national highway runs along the coast. Most cars coming from outside the city take this route. There's an urban legend that late at night, some time after 2 a.m., a headless rider has been seen here.

Coastal Highway

This road connects the national highway to the reclaimed land. It was originally planned to join Hisashiro Island and the coastal industrial area, but thanks to the recession it only goes as far as Hisashiro Island.

Great Hisashiro Bridge

This large bridge connects Hisashiro Island to the city. A lot of cars cross the bridge during the day, but at night it's devoid of life.

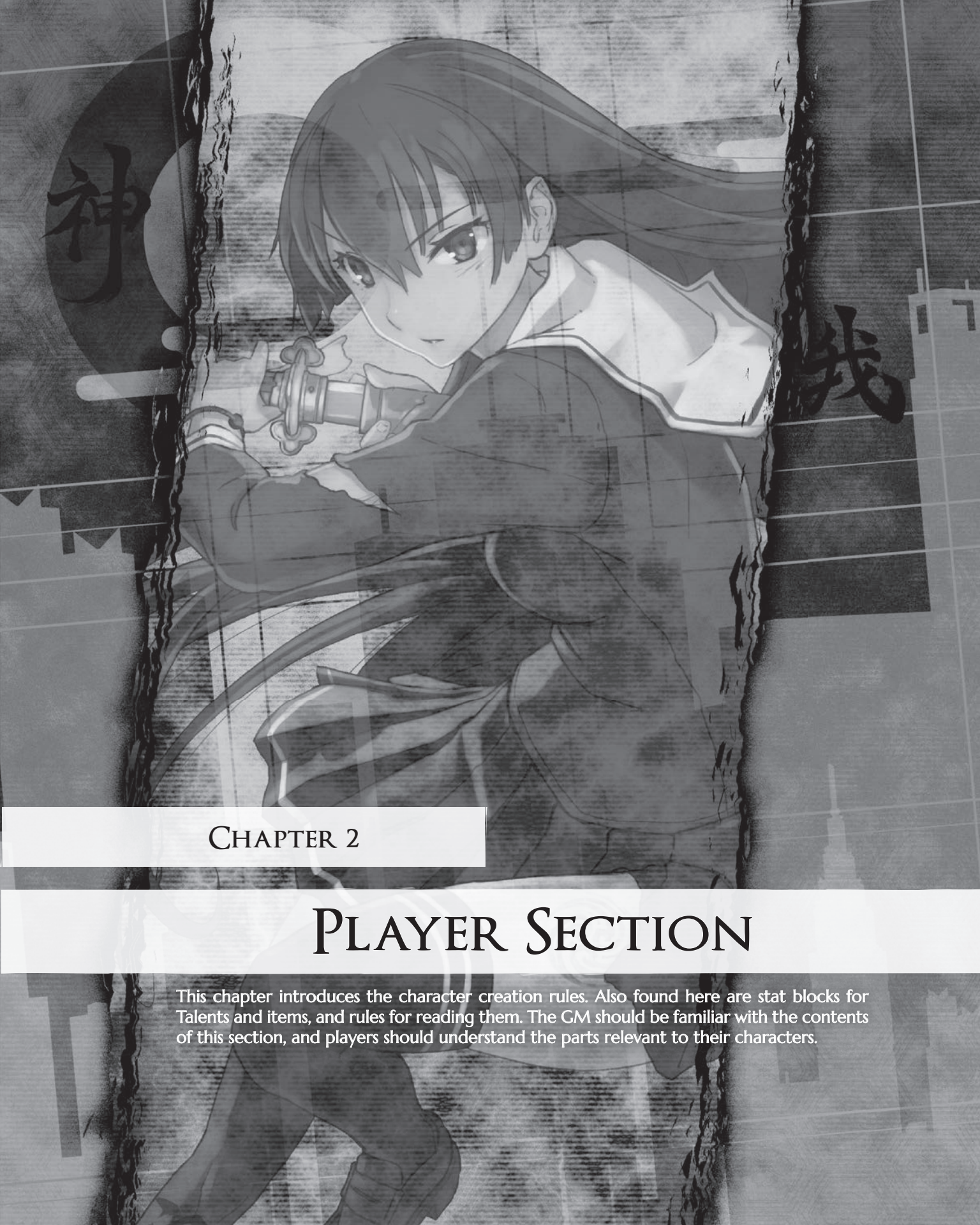
Great Inayama Bridge

This large bridge connects Inayama Island to the city. It too is empty of human life at night, though there's something strange out on the water at night.

Hisashiro City Random Location Table (D66)

This is a table that lets you randomly select locations around Hisashiro City.

Roll	Location	Description
11-12	Hisashiro Reservoir	You've come to the Hisashiro Reservoir. It's quiet, and there's no trace of other people, just the tranquility of nature enfolding you.
13-14	Shinrin Park	You've come to Shinrin Park. The trees and flowers are vibrant, showing the season.
15-16	Taihaku Station	You've come to the shopping district behind Taihaku Station. It's odd how the hubbub of the main street doesn't reach here.
21-22	Chinatown	You've come to Chinatown. There's a bustle of tourists here.
23-24	Ruins of the Hisashiro Clock Tower	The remains of the clock tower are one of the city's most distinctive sights, and here you are. It's as if the tower is a silent guardian, watching over the town...
25-26	Warehouse District	You've come to the warehouse district. There aren't a lot of people here. You can walk for blocks without seeing anyone.
31-32	Itsutsunomiya Park by the Sea	You've come to this seaside park. The park grounds are huge, full of trees and the sounds of crashing waves.
33-34	Hisashiro Harbor	You've come to Hisashiro Harbor's container yard. It's hard to see much besides the endless stacks of containers.
35-36	Nanamori Academy	You're around the back of Nanamori Academy. There's a small dead space between the backs of the schools and the shopping district.
41-42	Hisashiro University	You've come to Hisashiro University. There aren't a lot of people on campus, but now and then you see a young person in the distance who must be a student.
43-44	Hisashiro University Hospital	You've come to the hospital attached to the university. There are newly-built medical buildings interspersed with the occasional shop, but very few people.
45-46	Undeveloped District	You've come to an undeveloped area. There are abandoned buildings here and there, and the air seems oddly hazy.
51-52	Hisashiro Park Land	You've come to the amusement park. There are different attractions, and the people here seem to be enjoying themselves.
53-54	Hisashiro Coast	You've come to the coast. There's white sand under foot, and the blue sea stretching out before you.
55-56	Coastal Highway	You're near the coastal highway. Perhaps because it's a ways away from the city proper, you hardly see any people or cars.
61-62	The Great Hisashiro Bridge	You've come to the Great Hisashiro Bridge. It's a utilitarian metal bridge painted a basic red color, and just now it's still and quiet.
63-64	The Great Inayama Bridge	You've come to the Great Inayama Bridge. The bridge's promenade spreads out before you, but you can't see anyone here except in cars.
65-66	Leylines	You've come to a hidden leyline site. Maybe it's something to do with feng shui, but there's a lot of spirit energy here.



Chapter 2

Player Section

This chapter introduces the character creation rules. Also found here are stat blocks for Talents and items, and rules for reading them. The GM should be familiar with the contents of this section, and players should understand the parts relevant to their characters.

Character Sheets

This section explains how to read the character sheet, where a PC's characteristics, abilities, and equipment are all listed.

1. Level and Experience

This field shows the PC's level and experience, which represents how powerful they are.

2. Player & Character Name

These fields show the name of the PC, and the person who plays them.

3. Illustration

This is a space for drawing the PC.

4. Faction

This field shows the PC's Faction; the group they belong to and support.

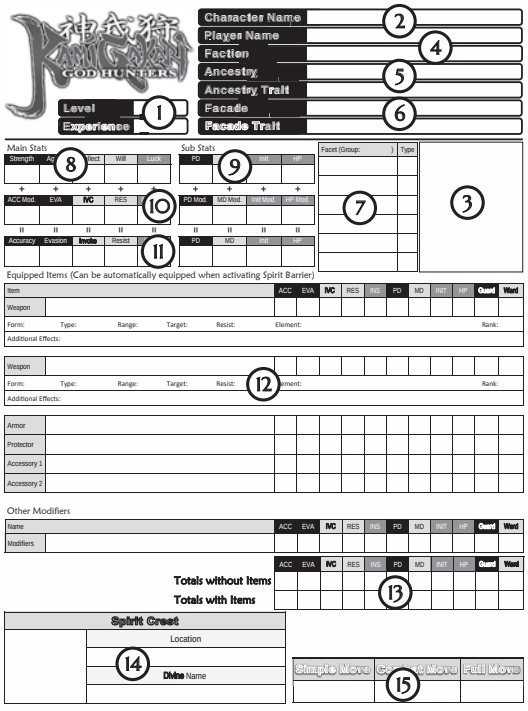
5. Ancestry & Ancestral Trait

This field shows the PC's Ancestry. The chosen stat set should be named in parentheses after the Ancestry name.

Their Ancestral Trait should be recorded here as well.

6. Facade & Facade Trait

This field shows the PC's Facade, which is what they do in modern society, as well as their Facade Trait.



7. Facets & Group

These fields show the PC's Facets, which represent how they fight, and which type of the Facet they specialize in. The group the main Facet belongs to should be recorded here as well.

8. Main Stats

The modifiers (pg. 151) to be used while out of combat. There are five main stats, listed below.

Strength

Represents the toughness of one's body.

Agility

Represents dexterity and reflexes.

Intellect

Represents memory and focus.

Will

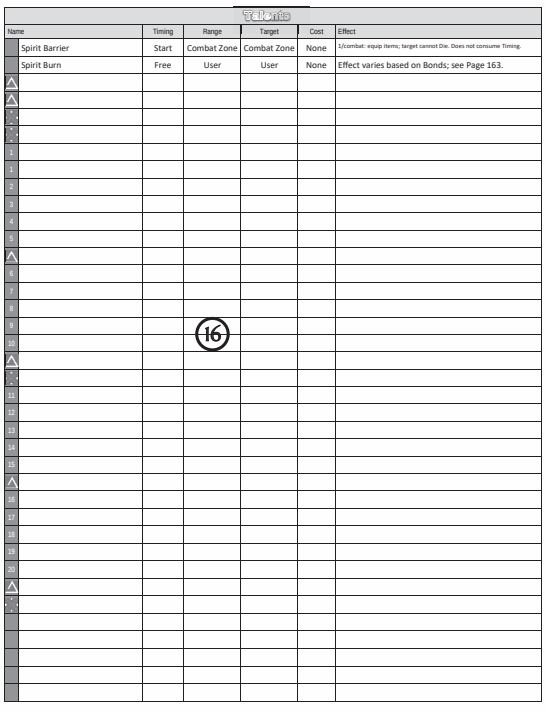
Represents strength of will and one's ability to persevere.

Luck

Represents the sharpness of one's sixth sense, and general good fortune

9. Sub Stats

Sub stats are values used for combat. They are calculated based on the PC's main stats. There are four sub stats, listed below.



PD

The number added when calculating physical damage.

MD

The number added when calculating magical damage.

Initiative

The number used to determine the turn order while in combat.

HP

The number that represents how much punishment a PC can take from attacks.

10. Combat Modifiers

Bonuses given to a PC's combat stats based on the PC's main Facet. These bonuses are added to the PC's main and sub stats, which become their final combat stats.

11. Combat Stats

PCs use these as their modifiers (pg. 151) while in combat. There are nine combat stats, listed below.

Accuracy

Used when attempting to hit with a physical attack.

Evasion

Used when trying to avoid a physical attack.

Invocation

Used when attempting to hit with a magical attack.

Resistance

Used when trying to avoid a magical attack.

Instinct

Used in special cases which call for an Instinct check.

PD

Same as the PD sub stat, plus its PD modifier.

MD

Same as the MD sub stat, plus its MD modifier

Initiative

Same as the Initiative sub stat, plus its Initiative modifier.

HP

Same as the HP sub stat.

12. Equipped Items

These fields show items the PC has equipped. Any item listed in these fields are hidden from sight until the PC enters a spirit barrier, rendering them visible.

13. Totals

These fields show the final value of each combat stat after adding together all modifiers, such as from items and combat stats.

14. Spirit Crest

These fields give a place to draw your Spirit Crest, as well as to list where it is on your body, and your Divine Name.

15. Move Speeds

These fields show the number of squares a PC can move (their Speed) when they take a move action.

16. Innate Powers & Talents

These fields show the names and effects of that innate powers and Talents that the PC has acquired. The following shows the different types of Talents, and explains what they are.

Ancestry Talent

A Talent that can be unlocked by the PC's Ancestral Trait. If a PC's Ancestral Trait specifies that they may take a certain type of Ancestry Talent, then those may be acquired the same way as other Talents.

General Talent

A Talent that the PC may acquire regardless of their Ancestry or Facets.

Facet Talent

A Talent belonging to one of the PC's acquired Facets.

Key Talent

A Talent that is automatically granted to a PC once they fulfill some kind of Condition, such as acquiring a Facet.

Lines marked with a triangle symbol on the character sheet denote a field for writing in an Ancestry Talent which is automatically granted once a PC reaches the level listed just above it. Lines marked with the dot-and-X denote a field for writing in automatically granted Talents, such as Talents granted, when first picking Facets. A number denotes a field for writing in a Talent gained at that specific level.

Expert Talent

Powerful Talents which can be an Ancestry Talent, Facet Talent, or even a General Talent. They cannot be acquired until the PC is level 3 or above.

Focus Talent

Very potent Talents which belong to the PC's main Facet. They cannot be acquired until the PC is level 3 or above, and the PC may only acquire focus Talents belonging to their main Facet.

High Talent

The most powerful Talents, which may only be acquired every fifth level.

Basic Talent

A Talent that is not an expert, focus, or key Talent, which can be an Ancestry Talent, Facet Talent, or even a General Talent.

17. Equipment, Money, & Materials

These fields provide a space to record the quantity and type of equipment (both Sacraments and Consumables) the character has, as well as the amount of Ley Gold they possess, and any Materials they have not yet utilized.

18. HP Tracking

This field shows the PC's maximum HP value and may be used to note any adjustments made to the current value.

19. Crest Tracking

This field shows the PC's maximum Crest value (this is always 22) and may be used to note any adjustments made to the current value.

20. Bonds

These fields show the name of each character the PC has formed a Bond with. During initial creation, each PC forms a Bond with one NPC of their choice from this book, or subsequent expansion material. (See pg. 146 for more details.)

21. Damage Rate

This convenient chart helps the PC calculate the damage from the outcome of their roll whenever they make a physical, magical, or special attack.

22. Physical Details

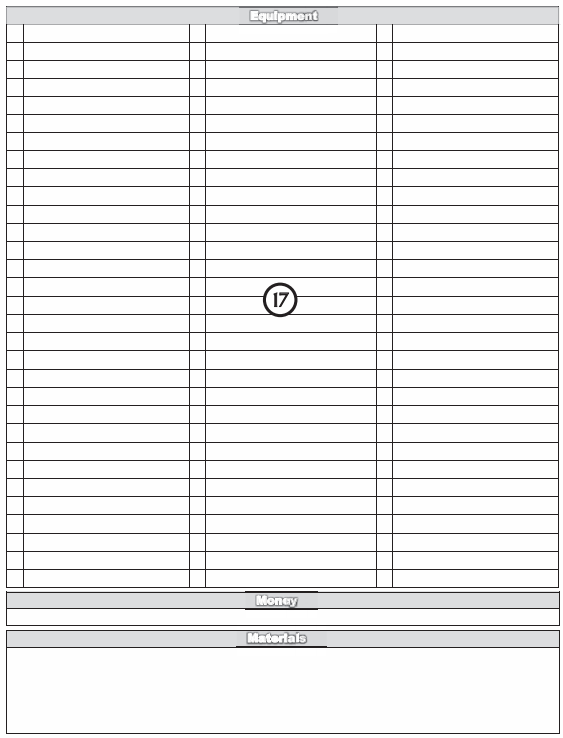
This section allows you to record the basic information about your character's physical form.

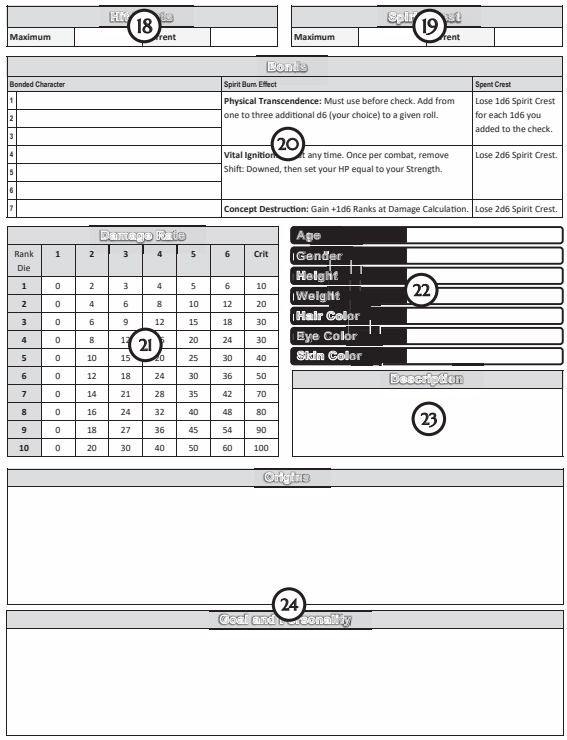
23. Description

This field provides a location for more detailed tracking of your character's appearance.

24. Origins, Goals, and Personality

These fields allow you to record background details about your character, their objectives, and their personality.





PC Creation

Creation Methods

There are two methods to creating a PC. A player may use either method to create their PC, so long as the GM permits it.

1. Use Sample PCs

Found later in this book, sample PCs have most of their stats filled out already. When using a sample PC, all the player has to decide is the PC's image, name, Facade, details, and Bond. This greatly reduces the amount of time spent on creating a PC.

2. Create Original PCs

The player decides for themself every individual aspect of the PC's construction—including their Ancestry, Facets, and Facade—creating their very own, original PC. When creating original PCs, it's best for each player to have their own copy of this book, as well as a copy of any expansion materials being used.

Using the Sample PCs Method

This section will explain how to create PCs using the sample PCs included within this book. This method bypasses the time and trouble it takes to analyze the enormous amount of data published in this book, allowing players who don't have their own copy of the book to easily create a PC.

It's best to use this method when the players or the GM are new to the game, or when there isn't enough time for more detailed PC creation.

1. Select Sample PC
2. Decide Name, Facade, Etc.
3. Finished

1. Select Sample PC

Select one of the eight sample PCs, found on pages 50 through 65. While playing the game, feel free to reference the suggestions written for each sample PC on how to use them effectively.

Once a sample PC has been selected, copy their information down on a fresh character sheet.

2. Decide Name, Facade, Etc.

Decide the PC's name, Facade, details, Bond, as well as other information (such as gender and age). Facades may be found on pg. 140, while Bond information may be found on pg. 146.

3. Finished

All done. Now it's time to play!

The Modern Wizard

"You were warned to stay away from our leyline. Guess I'll have to beat some sense into you."

Backstory

The heirs to a great and powerful wizard have lived on through the ages up through the modern era, and you're the latest in line. As a disciple of the sacraments, you control and oversee one of the leylines in the area. One of your primary tasks as a caretaker is to protect the land around your leyline and drive off anything that wants the leyline's power for itself.

Recently, your magical senses have alerted you to something on your lands. No doubt it's an evil creature that preys on human souls, most likely one of the dark gods or some other demon. As an overseer, you have a duty to investigate. And no matter what kind of supernatural creature it is, your spell bullets, flame magecraft, and the grand invocations handed down through the generations of your family will make confronting it child's play.

Time to go hunting.

Play Advice

You're a mage that excels whether attacking or healing. Your best trick is to use "Abbreviated Chant" together with your Regalia's customization whenever you're attacking with "Pulse Bullet" or healing with "Curative Spell." When you do, it allows you to target up to four people.

At the start of your turn, spend your Prep Timing to use "Abbreviated Chant," then, check to see if any of your allies are hurt. If they are, use your Attack Timing to cast "Curative Spell." If not, then attack enemies with "Pulse Bullet" instead.

While you're doing that, try to gather up spirit dice that end in 6s so that you can unleash your "Grand Invocation." If an enemy ever gets close to you, you can use "Umbral Displacement" to swap places with a distant ally. Lastly, since you can alter an Innocent's memories using "Suggestion," you've got something to use outside of combat too.

Character Name		**Ancestry**	Magus (Occultist)
Player Name		**Ancestry Trait**	Thaumaturgical Lineage
Faction		**Facade**	
Level	1	**Exp**	**Facade Trait**

Main Stats

Strength	Agility	Intellect	Will	Luck
1	1	6	5	3
+	+	+	+	+
ACC Mod.	EVA	IVC	RES	INS Mod.
0	1	1	2	1
=	=	=	=	=
Accuracy	**Evasion**	**Invoke**	**Resist**	**Insight**
1	2	7	7	4

Sub Stats

PD	MD	Init	HP
1	3	6	9
+	+	+	+
PD Mod.	MD Mod.	Init Mod.	HP Mod.
0	4	7	29
=	=	=	=
PD	MD	Init	HP
1	7	13	38

Facet (Group: Arcane)	Type
Elder Mage	A
Dark Hunter	B

Simple Move	1 sq.
Combat Move	6 sq.
Full Move	18 sq.

Money and Equipment
Mighty Set
400 G

Equipped Items (Can be automatically equipped when activating Spirit Barrier)

Item		ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Weapon	Ring of the Crimson Lotus (Jewel of the Magi)							+5/+6	-1/-			
Form: Magic	Type: Magic	Range: 6	Target: 1#	Resist: Cancel	Element: Fire						Rank: 2	
Additional Effects: While equipped, once per round, you may add one target to your magical attacks. Spiritual Tempering applied.												

Weapon												
Form:	Type:	Range:	Target:	Resist:	Element:						Rank:	
Additional Effects:												

Armor	Magic Inverness										+1	+1
Accessory 1	Power Wrist									+3		
Accessory 2												

	ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Totals	1	2	7	7	4	1	12/13	13	41	1	1

Spirit Crest

Location
Divine Name

Talents

	Name	Timing	Range	Target	Cost	Effect
	Spirit Barrier	Start	Combat Zone	Combat Zone	None	1/combat: equip items; target cannot Die. Does not consume Timing.
	Spirit Burn	Free	User	User	None	Effect varies based on Bonds; see Page 163.
△	Curative Spell	Attack	6 sq.	One	Steps	Target recovers HP equal to Rank 1 magical damage.
△	Suggestion	Attack	Other	Other	O	Unique effect. May only be used out of combat. May manipulate or erase memories of any Innocent in the scene.
✕	Grand Invocation	Attack	7 sq.	Area	E, 6, 6	Deal rank 4 magical damage to the target (halve on resist).
✕	Umbral Displacement	Start	5 sq.	One	Doubles	Swap position with targets, ignoring engagements.
1	Abbreviated Chant	Prep	User	User	6	+2 targets of Attack Timing Talents. If Talent is other than selective targeting, +2 damage instead.
1	Pulse Bullet	Attack	Combat Zone	One	Doubles	Deal rank 2 magical damage to the target (halve on resist).

(Please note; these simplified sheets are just meant to get you up and running quickly for a session. For long-term play, we recommend transcribing this character to the full character sheet included with the book)

The Blademaster of Slaughter

"This technique was perfected by my ancestors, dark god. All to slay you!"

Backstory

You are a supernatural swordswoman who comes from a long line of slayers. Your clan's mission, passed down through the generations, is to put down malevolent gods. Now, as a devoted member of your clan, it's your turn to carry on the tradition. To save the world, and to make your family proud, you've gone through agonizing training and now have power beyond mortal reckoning.

In recognition of your achievement, your clan's heirloom Regalia, the soulblade "God Killer," resonates to your touch. When you draw your sword, the air itself trembles, and there is no soul that can stand before you. On nights when evil runs rampant, you hunt in secret, felling demons and quelling gods, leaving no stains on your blade.

That is the reason you live. That is your duty, as a warrior of your clan.

Play Advice

You're a fighter who specializes in physical combat. Your most powerful techniques are "Slayer's Art" and "Blade Flash," so use them as often as possible. When it's your turn, use "Rending Gale" with your Prep Timing. If you don't have dice to follow up with "Slayer's Art," then default to "Keen Strike" while you gather up those 4s.

If you can use "Blade Flash" after a successful evasion, you can attack more often. Keep "Protector's Teachings" in mind as well, as this will let you protect allies, and if you succeed at the evasion check, you can keep using "Blade Flash" (assuming you have the dice).

Lastly, your "God Killer" Regalia can give you +1 rank once per combat. Use this at your first opportunity every time you fight to get the most out of your damage.

Character Name		**Ancestry**	Paragon (Warrior)
Player Name		**Ancestry Trait**	Genetic Memory
Faction		**Facade**	
Level	1	**Exp**	
		Facade Trait	

Main Stats

Strength	Agility	Intellect	Will	Luck
5	5	2	2	2
+	+	+	+	+
ACC Mod.	EVA	IVC	RES	INS Mod.
1	2	0	0	0
=	=	=	=	=
Accuracy	**Evasion**	**Invoke**	**Resist**	**Insight**
6	7	2	2	2

Sub Stats

PD	MD	Init	HP
3	1	10	10
+	+	+	+
PD Mod.	MD Mod.	Init Mod.	HP Mod.
4	0	7	35
=	=	=	=
PD	MD	Init	HP
7	1	17	45

Facet (Group: Martial)	Type
Archslayer	A
Archslayer	B

Simple Move	1 sq.
Combat Move	6 sq.
Full Move	18 sq.

Money and Equipment
Resolute Set
200 G

Equipped Items (Can be automatically equipped when activating Spirit Barrier)

Item		ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Weapon	God Killer (Two-Handed Sword)						+11		-5			
Form: Sword	Type: Physical	Range: Engaged	Target: 1#	Resist:	Element:						Rank:	
Additional Effects: While equipped, once per combat when making a physical attack, gain +1 physical rank. Blade of Abjuration applied.												

Weapon												
Form:	Type:	Range:	Target:	Resist:	Element:						Rank:	
Additional Effects:												

Armor	Plated Jacket								-1		+2	+1
Accessory 1	Magatama Bangle						+2					
Accessory 2												

	ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Totals	6	7	2	2	2	20	1	11	45	2	1

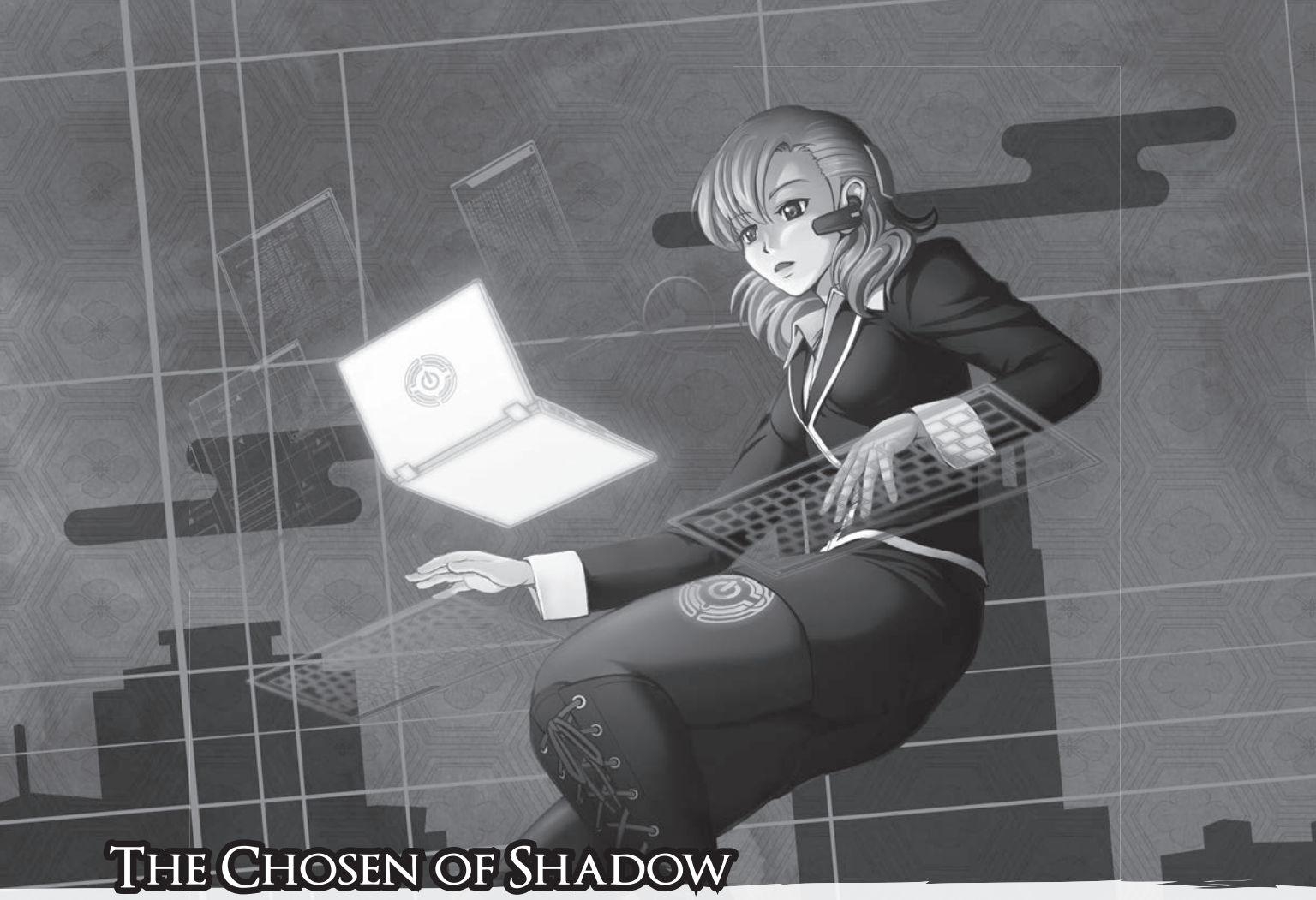
Spirit Crest

Location
Divine Name

Talents

	Name	Timing	Range	Target	Cost	Effect
	Spirit Barrier	Start	Combat Zone	Combat Zone	None	1/combat: equip items; target cannot Die. Does not consume Timing.
	Spirit Burn	Free	User	User	None	Effect varies based on Bonds; see Page 163.
△	Keen Strike	Attack	Item	One	O	When calculating sword damage, add any one of your main stats.
△	Primeval Memories	Free	User	User	E	Succeed on Intellect Check regardless of your roll. Change one spirit die to any value. May only be used 3 times per session.
⁘	Slayer's Art	Attack	Item	One	4, 4	Gain +2 ranks when calculating the attack's damage.
⁘	Blade Flash	Free	User	User	4, 4	After succeeding at Evasion, gain an Attack Timing to immediately use on the character who made the attack you just dodged (must be Engaged). Can only use once per round.
1	Rending Gale	Prep	User	User	E	Gain +1 rank when calculating the attack's damage.
1	Protector's Teachings	Defense	Engaged	One	E	Use before target makes Evasion check to make the Evasion check for the target. If you fail, you take the damage instead of the target. Does not spend Defense Timing.

(Please note; these simplified sheets are just meant to get you up and running quickly for a session. For long-term play, we recommend transcribing this character to the full character sheet included with the book)



The Chosen of Shadow

"I'll take care of it! The OSI is here to support you!"

Backstory

You have the power to control shadows... and the power of the evil eye. As someone who possesses not one, but two unique "powers," your family deemed you special at an early age, and treated you like it from birth. You ate special, luxurious meals your parents didn't get. You got special praise and treatment that your siblings didn't get. And you got a special, large room... all to yourself.

While all that was proof of their reverence for you, it was also proof of their fear. And, before long, in your heart of hearts, you began to think of yourself as a monster, one that the world didn't need. Yet someone saw past that, to the true earnestness within you, and ardently fought to recruit you for their cause. And now, you work for the Office of Special Investigations in the Ministry of the Environment, otherwise known as the OSI.

Now, you move all around Japan as an agent of the OSI. And that power that terrified your family is becoming a power that saves people.

Play Advice

You're a versatile magical type that focuses on support. You have multiple, powerful ways to help your allies: "Umbral Snap" lets your allies move around the battlefield quickly; "Usher Accel" increases their Initiative, letting them act faster; "Zohar Method" lets you take on the cost of Talents in their stead.

However, you can do more than just support. Your stats are made to work in a variety of situations, so you can feel free to make (extremely long range) magical attacks using "Eyes in the Dark," or even manipulate the memories of Innocents while out of combat using "Spellbinding." However, your big ticket Talent is "Zohar Method," so gather up those ones while using your varied Talents, and help your allies out by taking on their costs. You'll be the MVP for sure!

Character Name		Ancestry	Nightstalker (Adept)
Player Name		Ancestry Trait	Descendant of the Night
Faction		Facade	
Level	1	Exp	Facade Trait

Main Stats

Strength	Agility	Intellect	Will	Luck
2	4	5	1	4
+	+	+	+	+
ACC Mod.	EVA	IVC	RES	INS Mod.
1	1	1	0	0
=	=	=	=	=
Accuracy	**Evasion**	**Invoke**	**Resist**	**Insight**
3	5	6	1	4

Sub Stats

PD	MD	Init	HP
1	3	9	6
+	+	+	+
PD Mod.	MD Mod.	Init Mod.	HP Mod.
1	1	10	32
=	=	=	=
PD	MD	Init	HP
2	4	19	38

Facet (Group: Skilled)	Type
Dark Hunter	B
Digital Sorcerer	A

Simple Move	1 sq.
Combat Move	8 sq.
Full Move	22 sq.

Money and Equipment
Resolute Set
200 G

Equipped Items (Can be automatically equipped when activating Spirit Barrier)

Item		ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Weapon	Sacrament-Modded PC (Device)							+6	-2			
Form: Magic	Type: Magic	Range: 7 Sq.	Target: One	Resist: Cancel	Element: None						Rank: 2	
Additional Effects: While equipped, once per combat, the target of your magical attack halves their Ward. Automated Incantation applied.												

Weapon												
Form:	Type:	Range:	Target:	Resist:	Element:						Rank:	
Additional Effects:												

Armor	Anti-Spirit Jacket								-2		+1	+3
Accessory 1	High-Tech Shoes								+2			
Accessory 2	Charm										+1	+1

	ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Totals	3	5	6	1	4	2	10	17	38	2	4

Spirit Crest	
	Location
	Divine Name

Talents

	Name	Timing	Range	Target	Cost	Effect
	Spirit Barrier	Start	Combat Zone	Combat Zone	None	1/combat: equip items; target cannot Die. Does not consume Timing.
	Spirit Burn	Free	User	User	None	Effect varies based on Bonds; see Page 163.
△	Spellbinding	Attack	Other	Other	O	Unique effect. May only be used out of combat. May manipulate or erase memories of any Innocent in the scene.
△	Eyes in the Dark	Attack	10 sq.	One	Steps	Deal rank 2 magical damage of the psychic element to the target (halve on resist).
⁘	Umbral Displacement	Start	5 sq.	One	Doubles	Swap position with targets, ignoring engagements.
⁘	Zohar Method	Free	Combat Zone	One	1, 1	Target treats the entire cost of one Talent they're using as already paid. Can only use once per round.
1	Umbral Snap	Start	7 sq.	One	O, 2	Force target to move up to 7 sq., ignoring engagements. Does not spend Start Timing.
1	Usher Accel	Start	Combat Zone	One	Steps	Target gains bonus to Initiative equal to the MD of one of your equipped magical weapons.

(Please note; these simplified sheets are just meant to get you up and running quickly for a session. For long-term play, we recommend transcribing this character to the full character sheet included with the book)

The Rime Devil

"As long as I still breathe, even you, dark god, will know fear. Now! Crystal Gear ON!"

Backstory

You are a morphing hero who secretly fights evil. It all started on that day sixteen years ago, when Japan was rocked by a disaster known as the Scouring. You were just a baby then, unaware of the world around you. Yet when the disaster struck, you lost everything... and gained the power to kill gods.

Just who gave this power to you, and why? What good is it? Even today, you have no idea. But even so, one thing is clear to you: you want to protect people. And that's why you keep fighting. Astride your cherished bike, your heart made of steel, you shout the phrase that changes you into the Rime Devil and ride into battle.

Play Advice

You're a physical combatant specialized in defense. As soon as battle starts, use "Crystal Raiment" with your Start Timing. Along with your spiritual Belt, this will give you +7 Guard and +3 Ward. After you use "Crystal Raiment," you want to gather up all the 5s and 3s you can.

Protect your allies from physical attacks using "Guard" with the 5s, and from magical attacks using "Barrier" with the 3s. Keep in mind that whenever you use a "Use on Damage Reduction" Talent, your "Material Shield" Talent (gained from "Art Studies") gives you an additional +5 Guard.

If an ally is about to take a huge amount of physical damage, use "Element Garb" to halve the damage.

Character Name		**Ancestry**	Natural (Warrior)
Player Name		**Ancestry Trait**	Improvise, Adapt, Overcome
Faction		**Facade**	
Level	1	**Exp**	
		Facade Trait	

Main Stats

Strength	Agility	Intellect	Will	Luck
5	5	1	3	2
+	+	+	+	+
ACC Mod.	EVA	IVC	RES	INS Mod.
1	1	1	0	0
=	=	=	=	=
Accuracy	**Evasion**	**Invoke**	**Resist**	**Insight**
6	6	2	3	2

Sub Stats

PD	MD	Init	HP
3	1	10	11
+	+	+	+
PD Mod.	MD Mod.	Init Mod.	HP Mod.
2	2	5	41
=	=	=	=
PD	MD	Init	HP
5	3	15	52

Facet (Group: Martial)	Type
Dragon Carrier	B
Elemental Adept	B

Simple Move	1 sq.
Combat Move	7 sq.
Full Move	19 sq.

Money and Equipment
Brilliant Set
200 G

Equipped Items (Can be automatically equipped when activating Spirit Barrier)

Item		ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Weapon	Steel Heart Cycle (Combat Motorcycle)	-2					+8					
Form: Ranged	Type: Physical	Range: Charge 4 Sq.	Target: 1#	Resist:	Element: None						Rank:	
Additional Effects: While equipped, you may still make ranged and magical attacks after making a combat move. Enhanced Modifications applied.												

Weapon												
Form:	Type:	Range:	Target:	Resist:	Element:						Rank:	
Additional Effects:												

Armor	Body Armor								-3		+5	
Accessory 1	Spirit Belt										(+4)	
Accessory 2	High-Tech Shoes								+2			

	ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Totals	4	6	2	3	2	13	3	14	52	5	0

Spirit Crest

Location
Divine Name

Talents

	Name	Timing	Range	Target	Cost	Effect
	Spirit Barrier	Start	Combat Zone	Combat Zone	None	1/combat: equip items; target cannot Die. Does not consume Timing.
	Spirit Burn	Free	User	Free	None	Effect varies based on Bonds; see page 163.
△	Material Shield (via Art Studies)	Constant	User	User	None	When using Talents with "Use on Damage Reduction", gain +5 Guard.
△	Seasoned	Constant	User	User	None	+2 to the result of Identify, Sense, and Intuition Maneuvers.
✕	Crystal Raiment	Start	User	User	5	Gain +3 Guard and Ward for the combat. Does not spend Start Timing.
✕	Element Garb	Free	7 sq.	One	Steps	Target halves the physical damage they are about to take, and then halves again if the
1	Guard	Defense	Charge 4 sq.	One	5	Take all damage and effects your target would have had in their stead. If a magical
1	Barrier	Defense	7 sq.	One	3	Target reduces the damage they're about to take by 7.

(Please note; these simplified sheets are just meant to get you up and running quickly for a session. For long-term play, we recommend transcribing this character to the full character sheet included with the book)

The Silvershot Cleric

"The Lord forsakes you, dark god. On my honor as a Templar, taste Heaven's wrath!"

Backstory

You are an exorcist knight whose purpose is to hunt down the dark gods. And it's personal for you. Sixteen years ago, you and your family were attacked by twisted creatures. As you were only a child, your family protected you, and one by one they were killed. You alone were miraculously rescued, thanks to an exorcist who appeared before you.

That exorcist, who claimed to be a friend of your parents, adopted you and took you to your new home in the Vatican, the seat of the Church's power. There, you learned that your family was in fact a clan of slayers dedicated to hunting down dark gods, and that the Church was a world-wide organization that likewise hunted dark gods. You asked to apprentice under the Church on the spot. Becoming an elite agent in the Church's exorcist unit, the Knights Templar, was almost like your destiny.

Now, you have but one goal: the destruction of all dark gods. And that is your revenge.

Play Advice

You're a "magic knight" type, useful in a variety of situations. Your "Spirit Energy Tuning" Talent, which lets you adjust a single spirit energy die up or down by 1 every round, is extremely useful in letting you do what you want to do.

When it's your turn, use "Rending Gale" with your Prep Timing, and use "Slayer's Art" with your Attack Timing. Best to aim for the boss from a distance. In addition, due to the customizations on your two equipped Regalia, you always target two with physical attacks, and can gain an additional target twice per combat. This will let you mow down the mooks.

Keep an eye out for your allies. If they need it, use "High Cure" instead of attacking to let them recover HP. Don't forget that even if you're using "High Cure," you can still combine it with "Rending Gale" in order to boost its efficacy!

Character Name		**Ancestry**	Natural (Warrior)
Player Name		**Ancestry Trait**	Improvise, Adapt, Overcome
Faction		**Facade**	
Level	1	**Exp**	**Facade Trait**

Main Stats

Strength	Agility	Intellect	Will	Luck
5	5	1	3	2
+	+	+	+	+
ACC Mod.	EVA	IVC	RES	INS Mod.
1	2	0	0	0
=	=	=	=	=
Accuracy	**Evasion**	**Invoke**	**Resist**	**Insight**
6	7	1	3	2

Sub Stats

PD	MD	Init	HP
3	1	10	11
+	+	+	+
PD Mod.	MD Mod.	Init Mod.	HP Mod.
4	0	7	35
=	=	=	=
PD	MD	Init	HP
7	1	17	46

Facet (Group: Martial)	Type
Archslayer	A
Elder Mage	B

Simple Move	1 sq.
Combat Move	7 sq.
Full Move	19 sq.

Money and Equipment
Brilliant Set
200 G

Equipped Items (Can be automatically equipped when activating Spirit Barrier)

Item		ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Weapon	Silver Handgun (Light Firearm)						(2)		-1			
Form: Ranged	Type: Physical	Range: 6 Sq.	Target: 1#	Resist:	Element: None						Rank:	
Additional Effects: While equipped, once per combat, add one target to your physical attacks. Multi-Targeting applied.												
Weapon	Exorcist Handgun (Light Firearm)						(6)		-1			
Form: Ranged	Type: Physical	Range: 6 Sq.	Target: 1#	Resist:	Element: None						Rank:	
Additional Effects: While equipped, once per combat, add one target to your physical attacks. Enhanced Modifications applied.												
Armor	Jumpsuit		+1						-1		+1	
Accessory 1	Tactical Holster											

	ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Totals	6	8	1	3	2	15	1	14	46	1	0

Spirit Crest

	Location
	Divine Name

Talents

	Name	Timing	Range	Target	Cost	Effect
	Spirit Barrier	Start	Combat Zone	Combat Zone	None	1/combat: equip items; target cannot Die. Does not consume Timing.
	Spirit Burn	Free	User	User	None	Effect varies based on Bonds; see Page 163.
△	Spirit Tuning	Free	User	User	None	Adjust actual value of one spirit die by 1 (cannot go above 6 or below
△	Seasoned	Constant	User	User	None	+2 to the result of Assess, Identify, and Spot Maneuvers.
⁘	Slayer's Art	Attack	Item	One	4, 4	Gain +2 rank when calculating the physical attack's damage.
⁘	High Cure	Attack	Combat Zone	One	6	Target recovers HP equal to rank 3 magical damage.
1	Rending Gale	Prep	User	User	E	Gain +1 rank when calculating damage.
1	Ambidexterity	Constant	User	User	None	May equip a second weapon with a one-handed grip.

(Please note; these simplified sheets are just meant to get you up and running quickly for a session. For long-term play, we recommend transcribing this character to the full character sheet included with the book)

The Anti-Demon Ninja

"With shadow, we slay evil. With evil, we kill gods. Let's get to it!"

Backstory

Your clan was granted its power by a *tochigami*, a god of the land. It's said that your family's strength is what attracted the daimyos of the Sengoku era to hire your ancestors to assault enemy positions and pacify hostile gods. They were so good at this that the daimyos called them "anti-demon ninjas," for no demon could stand before them.

Today, your clan is famous in most circles worth being famous in, and their influence and authority runs deep. However, all of that power is used only for one thing: the mission, the one the clan has always done since it was first formed. The eradication of all evil.

Everything the clan does is for the happiness of the people. Everything they do is to protect the blood oath the founding ancestors made with the *tochigami*. To kill every Aramitama, the cancer consuming the world.

And so, you wield your clan's power over shadows. You use that power to hunt the dark gods. And as a shadow yourself, an anti-demon ninja, you continue to protect the people.

Play Advice

You're a versatile fighter who specializes in physical attacks. Right when combat starts, use both "Crystal Transform" and "Bestial Transformation" (in that order) so you get +2 rank for the rest of combat. Then, after your spirit energy pool recovers, each time your turn comes up, you'll want to use "Shadow Smash" with your Prep Timing, and then "Spark Zapper" with your Attack Timing.

Normally when you're engaged, you can't make combat moves. However, you have the move "Wall Walking," which allows the use of combat moves or even "Shadow Smash" even while engaged. Also, try to remember that the customization on your Regalia allows you to make weapon attacks or use "Spark Zapper" up to 2 squares away, and target two enemies as well.

Lastly, whenever you need to roll Evasion, use Shadow Clone for a nice bonus.

Character Name		Ancestry	Nightstalker (Warrior)
Player Name		Ancestry Trait	Descendant of the Night
Faction		Facade	
Level	1	Exp	Facade Trait

Main Stats

Strength	Agility	Intellect	Will	Luck
5	5	3	2	1
+	+	+	+	+
ACC Mod.	EVA	IVC	RES	INS Mod.
1	1	1	0	0
=	=	=	=	=
Accuracy	**Evasion**	**Invoke**	**Resist**	**Insight**
6	6	4	2	1

Sub Stats

PD	MD	Init	HP
3	2	10	10
+	+	+	+
PD Mod.	MD Mod.	Init Mod.	HP Mod.
1	1	10	32
=	=	=	=
PD	MD	Init	HP
4	3	20	42

Facet (Group: Skilled)	Type
Dark Hunter	A
Dragon Carrier	A

Simple Move	1 sq.
Combat Move	8 sq.
Full Move	22 sq.

Money and Equipment
Brilliant Set
200 G

Equipped Items (Can be automatically equipped when activating Spirit Barrier)

Item		ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Weapon	Etherlight Greatspear (Long Spear)	+1					+5		-4			
Form: Spear	Type: Physical	Range: Engaged	Target: 2#	Resist:	Element: None						Rank:	
Additional Effects: While equipped, increase range of your physical attacks by 1 Sq. Whirling Spear applied.												

Weapon												
Form:	Type:	Range:	Target:	Resist:	Element:						Rank:	

Armor	Active Suit								+1		+1	+1
Accessory 1	Under Armor											+3
Accessory 2	Kevlar Headwear											+1

Totals	ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
	7	6	4	2	1	9	3	17	42	1	5

Spirit Crest

	Location
	Divine Name

Talents

	Name	Timing	Range	Target	Cost	Effect
	Spirit Barrier	Start	Combat Zone	Combat Zone	None	1/combat: equip items; target cannot Die. Does not consume Timing.
	Spirit Burn	Free	User	User	None	Effect varies based on Bonds; see page 163.
△	Bestial Transformation	Start	User	User	Doubles	For the rest of combat, change your class to Beast, and gain +1 to either Physical or Magical Rank (your choice).
△	Wall Walking	Constant	User	User	None	When you Climb, you succeed at the check regardless of roll. Also, when making a combat move, you ignore engagements.
⁘	Shadow Smash	Prep	User	User	Steps	May make a combat move, then stagger one target you are engaged with.
⁘	Crystal Transform	Start	User	User	5	For the rest of combat, gain +1 Rank when calculating damage.
1	Shadow Clone	Defense	7 Sq.	One	2	Target gains +1 bonus to the result of their Evasion check.
1	Spark Zapper	Attack	Item	One	Doubles	Gain +1 rank when calculating physical attack's damage. Target halves their guard.

(Please note; these simplified sheets are just meant to get you up and running quickly for a session. For long-term play, we recommend transcribing this character to the full character sheet included with the book)

The Wind Master

"My family's blood runs pretty thick in me, see? So, sorry, but this might hurt!"

Backstory

Among all the supernatural bloodlines, the ones who are thought to be the strongest are those that control Origins. That's because almost invariably, those families have the power to control the first elements created by the gods, the Origin Elements. But even among those, your clan controls the most terrifying element of all: wind.

With a glare, wind clans create whirlwinds. With a thought, they twirl through the sky. If their blood runs particularly thick, their anger summons storms. Naturally... all of those things apply to you. The wind you wield is strong enough to be acknowledged even within other factions, and you yourself are notable for hunting down Aramitama that lurk near your family's leyline, in accordance with your duties as the next head of the clan.

Because of that, there are people who hold you in awe. Those people have a name for you: "Wind Master."

Play Advice

You're a versatile spell caster who has plenty of support options. Though you specialize in making wind element attacks, you have a few ways of enduring even in physical combat.

To start with, use "Soar" so you start flying. Next, you should rain down magical attacks using "Strike" with your Attack Timing. When the chance presents itself, use "Invite Opportunity" to let your allies redo their rolls (whether in or out of combat). When you're in combat, focus on gathering up 3s so you can unleash "Fatality," wiping out all the small fry in your way.

Finally, use your "Element Burst" on yourself or allies to give +1 rank, or "Element Garb" to halve any incoming physical damage.

Character Name		**Ancestry**	Hanyou (Occultist)
Player Name		**Ancestry Trait**	Blood of Fiends
Faction		**Facade**	
Level	1	**Facade Trait**	
Exp			

Main Stats

Strength	Agility	Intellect	Will	Luck
1	4	5	2	4
+	+	+	+	+
ACC Mod.	EVA	IVC	RES	INS Mod.
1	0	1	0	0
=	=	=	=	=
Accuracy	**Evasion**	**Invoke**	**Resist**	**Insight**
2	4	6	2	4

Sub Stats

PD	MD	Init	HP
1	3	9	6
+	+	+	+
PD Mod.	MD Mod.	Init Mod.	HP Mod.
2	2	8	35
=	=	=	=
PD	MD	Init	HP
3	5	17	41

Facet (Group: Skilled)	Type
Elemental Adept	A
Elemental Adept	B

Simple Move	1 sq.
Combat Move	8 sq.
Full Move	24 sq.

Money and Equipment
Mighty Set
200 G

Equipped Items (Can be automatically equipped when activating Spirit Barrier)

Item		ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Weapon	Messenger of the Winds (Magical Creature)							+6/+7	-/+1			
Form: Magic	Type: Magic	Range: 6 Sq.	Target: 1#	Resist:	Element: None						Rank: 2	
Additional Effects: While equipped, once per round you may increase the range of your magical attacks by 1 Sq. Spiritual Shine and Automated Incantation applied.												

Weapon												
Form:	Type:	Range:	Target:	Resist:	Element:						Rank:	

Armor	Magic Inverness										+1	+1
Accessory 1	Stylish Watch								+1			
Accessory 2												

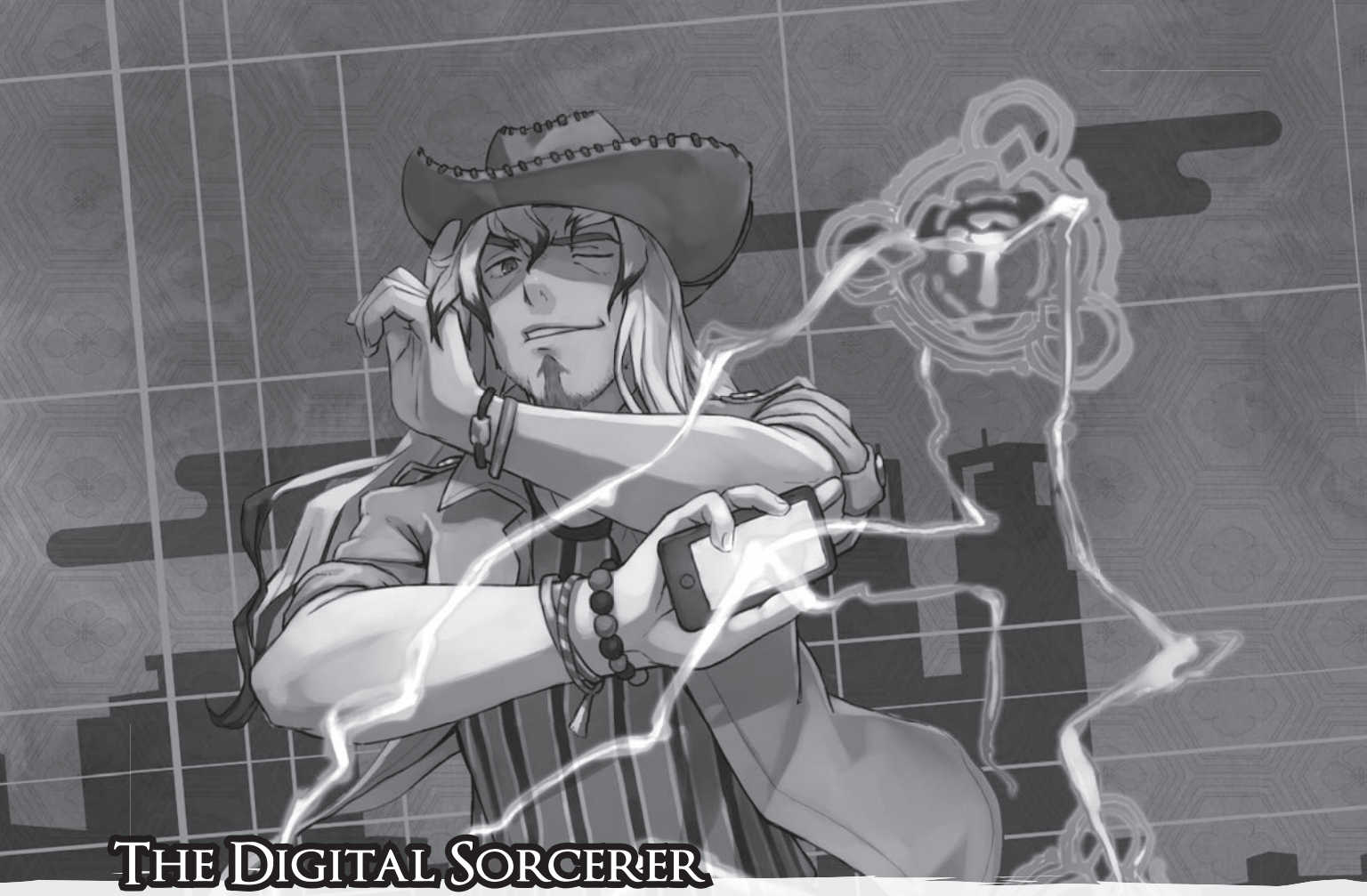
	ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Totals	2	4	6	2	4	3	12	19	41	1	1

Spirit Crest	
	Location
	Divine Name

Talents

Name	Timing	Range	Target	Cost	Effect
Spirit Barrier	Start	Combat Zone	Combat Zone	None	1/combat: equip items; target cannot Die. Does not consume Timing.
Spirit Burn	Free	User	User	None	Effect varies based on Bonds; see page 163.
Soar	Start	User	User	O, O	For the rest of the combat or scene, you are flying.
Invite Fortune	Free	User	User	E	You instantly gain 500 G. May be used once per session.
Element Burst	Free	Combat Zone	One	Doubles	Imbued with Wind element, and gain +1 Rank on damage calculation. Can only use once
Element Garb	Free	7 Sq.	One	Steps	Target halves the physical damage they're about to take. If damage is Wind, halve
1 Strike	Attack	7 Sq.	One	E	Make a wind attack on target, gaining +1 rank on physical attack, or deal rank 2 magical
1 Fatality	Attack	Combat Zone	Combat Zone	O, 3, 3	Make a wind attack on target, gaining +1 rank on physical attack, or deal rank 2 magical damage (halve on resist).

(Please note; these simplified sheets are just meant to get you up and running quickly for a session. For long-term play, we recommend transcribing this character to the full character sheet included with the book)



The Digital Sorcerer

"Seriously? I have to deal with this? Fine. I'll show you what digital magic's all about!"

Backstory

You're a digital sorcerer, and you've just wandered into this town. Well, that's not exactly true. Not too long ago, you got in over your head with a clan that oversaw one of the leylines around here. But, they cooled off since then. This is your turf now, on the condition that you lend them your help when they need it.

That's good, because you have a goal: reach the Transcendent Promise, which can overwrite the rules of the world and wipe all the Aramitama from the face of the earth. It's a lofty goal, but you make do by keeping your facade while conducting magical research and killing dark gods in your spare time to collect their Shards. This is vital, because you're convinced that the lost Promise will only be found within the world's memories, which dwell in Shards.

So tonight, you'll load up the spell programs into your smartphone and hunt Aramitama down with your cyber wizardry. Everything of yours is on the line, all to reach the greatest sacrament of all.

Play Advice

You're a caster who excels at attacking and supporting. Since you have both the ability to pay costs for your allies with "Zohar Method," and the easy-to-use "Yetzirah Method," your primary focus is not on your own turn, but rather on everyone else's turn. When it is your turn, however, you should aim for enemy groups and use "Combat Module" to take them all out.

Pay attention to Ward stats when you attack; the customization on your Regalia lets you halve Ward once per combat. Similarly, if there's an opponent who dishes out a lot of physical damage, your "Program Shell" Talent, used with a Start Timing, can increase an ally's Guard quite a bit.

Lastly, once per combat you can use "That Moment" to treat one portion of the cost of your Talents as already paid, letting you support at a moment's notice. Your allies will definitely be glad to have you with them!

Character Name		**Ancestry**	Natural (Occultist)
Player Name		**Ancestry Trait**	Improvise, Adapt, Overcome
Faction		**Facade**	
Level	1	**Exp**	**Facade Trait**	

Main Stats

Strength	Agility	Intellect	Will	Luck
2	1	5	5	3
+	+	+	+	+
ACC Mod.	EVA	IVC	RES	INS Mod.
0	1	2	1	0
=	=	=	=	=
Accuracy	**Evasion**	**Invoke**	**Resist**	**Insight**
2	2	7	6	3

Sub Stats

PD	MD	Init	HP
1	3	6	10
+	+	+	+
PD Mod.	MD Mod.	Init Mod.	HP Mod.
1	3	8	29
=	=	=	=
PD	MD	Init	HP
2	6	14	39

Facet (Group: Skilled)	Type
Digital Sorcerer	A
Digital Sorcerer	B

Simple Move	1 sq.
Combat Move	7 sq.
Full Move	20 sq.

Money and Equipment

Swift Set

200 G

Equipped Items (Can be automatically equipped when activating Spirit Barrier)

Item		ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Weapon	Etherlight Smartphone (Device)							+6	-2			
Form: Magic	Type: Magic	Range: 7 Sq.	Target: 1#	Resist:	Element: None						Rank: 2	
Additional Effects: While equipped, once per combat, the target of your magical attack halves their Ward. Automated Incantation applied.												

Weapon												
Form:	Type:	Range:	Target:	Resist:	Element:						Rank:	

Armor	Windbreaker								+1		+1	
Accessory 1	High-Tech Shoes								+2			
Accessory 2												

	ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Totals	2	2	7	6	3	2	12	15	39	1	0

Spirit Crest

	Location
	Divine Name

Talents

	Name	Timing	Range	Target	Cost	Effect
	Spirit Barrier	Start	Combat Zone	Combat Zone	None	1/combat: equip items; target cannot Die. Does not consume Timing.
	Spirit Burn	Free	User	User	None	Effect varies based on Bonds; see page 163.
△	Combat Module (via Art Studies)	Attack	Item	Area	Steps	Deal rank 2 magical damage with radiant element (cancel on resist).
△	That Moment	Free	User	User	None	Gain 1 Overflow. May be used once per combat.
⁘	Zohar Method	Free	Combat Zone	One	1, 1	Target treats the entire cost of one talent they're using as already paid. May only use once per round.
⁘	Yetzirah Method	Free	Combat Zone	One	Doubles	Target gains 1 Overflow. May only use once per round.
1	Program Shell	Start	User	User	1	Select a value from 1 to 10. Increase your Guard and reduce your Initiative by that amount. (May not lower Initiative below 1.) Does not spend your Start Timing.
1	Battle Interpreter	Free	User	User	1	Use after using a talent with the Magical Attack effect class. May immediately make a weapon attack. May be used only once per round.

(Please note; these simplified sheets are just meant to get you up and running quickly for a session. For long-term play, we recommend transcribing this character to the full character sheet included with the book)

Original PC Creation

By using Original PC Creation, players create their PCs by choosing everything for themselves, including things like their Ancestry and their Facets. Before starting, it's best to have a solid understanding of the rules and the world setting. It's also recommended that everyone possess their own copy of this book, to aid in analyzing the enormous amount of data within.

If the group is in a situation where there's no problem spending time making their characters, then try making your characters using this method. It's most fun when the group is together and can talk about their intentions!

Original PCs are made following the following steps:

1. Set Level
2. Choose Ancestry
3. Calculate Sub Stats
4. Choose Facets
5. Calculate Combat Stats
6. Pick Talents
7. Purchase Items
8. Choose Facade
9. Details & Miscellaneous
10. Finished

1. Set Level

When making original PCs, the first step is to note on the character sheet the level the PC will start at, which the GM will decide. If the group is making fresh characters that possess no experience points (called "initial creation"), then the PC's level is 1.

Initial Creation = Level 1

2. Choose Ancestry

Select one of the Ancestries listed from page 79 to 88 in this book, or one from expansion materials, for the PC. Once selected, find the following items and record them in their appropriate fields on the character sheet.

Ancestry Name

Write down the name of the Ancestry in the appropriate field on the character sheet.

Stat Type

Select either the Warrior, Adept, or Occultist stat tendency from the chosen Ancestry's stat type block, then circle that choice in the space just below where the Ancestry's name is listed.

Ancestral Trait

Copy the Ancestry's Ancestral Trait into the appropriate field on the character sheet.

Main Stats

Confirm the value of each main stat provided by the PC's chosen stat type, then add one point to any one of those stats. Record those numbers in their appropriate fields on the character sheet.

3. Calculate Sub Stats

Calculate the PC's sub stats using the main stats written down on their character sheet. Record the sub stats in their appropriate fields on the character sheet.

Sub Stat = Formula

PD = Strength ÷ 2 (round up)

MD = Intellect ÷ 2 (round up)

Initiative = Agility + 5

HP = Strength + Will + (Level x 3)

4. Choose Facets

Once finished with sub stats, select two Facets for the PC from among those listed on pages 90 to 113 in this book or in expansion materials. It is possible to select the same Facet twice, but only if they possess different types (see below). Once selected, find the following items and record them in their appropriate fields on the character sheet.

Facet Names

Select one of the two chosen Facets to represent the PC's specialty. Write the name of that Facet in the field that says "Main," then write the other below it.

Type

Confirm which type is desired for each Facet, then record them in their appropriate fields. If the chosen Facets both share the same name, then the same type cannot be chosen, and must be either Beta/Alpha or Alpha/Beta.

Group

Record the group the PC's main Facet belongs to in its appropriate field on the character sheet.

Combat Modifiers

Record the combat modifiers gained from the PC's main Facet in their appropriate fields on the character sheet. These combat modifiers are listed on the appropriate page for the Facet in this book.

5. Calculate Combat Stats

After recording all necessary items for the PC's Facets, calculate the PC's combat stats by adding their combat modifiers to their main and sub stats, then writing them down in their appropriate fields on the character sheet.

Combat Stat = Stat + Combat Modifier

Accuracy = Strength + Accuracy Modifier

Evasion = Agility + Evasion Modifier

Invocation = Intellect + Invocation Modifier

Resistance = Will + Resistance Modifier

Instinct = Luck + Instinct Modifier

PD = PD Sub Stat + PD Modifier

MD = MD Sub Stat + MD Modifier

Initiative = Initiative Sub Stat + Initiative Modifier

HP = HP Sub Stat + HP Modifier

6. Pick Talents

Next, the PC is automatically granted all Facet Talents from their chosen Facets that are marked with the word "key." In addition, pick two Ancestry Talents from the PC's chosen Ancestry. Finally, pick two additional basic Talents from any list for which the PC is eligible.

Expert Talents cannot be acquired until the PC is level 3 or higher. Focus Talents likewise cannot be acquired until the PC is level 3 or higher, and furthermore, the PC may only acquire focus Talents that belong to their main Facet.

Recording Talents

The PC's innate powers, "Spirit Burn" and "Spirit Barrier," are already recorded on the character sheet. After those, the symbols on the left hand side of the Talent fields denote certain meanings, listed below.

^ = A field for recording Ancestry Talents that are automatically granted at the level listed immediately above it.

* = A field for recording automatically granted Talents.

= A field for recording the Facet Talent, Ancestry Talent, or any other kind of Talent acquired at that specific level.

A PC may not acquire Talents from any Ancestry or Facet not listed on their sheet.

Talents at Initial Creation	Number Acquired
Ancestry Talents	2
Key Facet Talents	All (2)
Other Talents	Any 2 Basic

7. Purchase Items

The next step is to purchase items, which is to say, the PC's Regalia. The following types of items exist.

Weapons

Items used to inflict damage on enemies, such as swords, spears, guns, and grimoires, as well as the customizations that can be applied to them. Weapons are divided into three categories: melee weapons, ranged weapons, and magical weapons.

Protection

Items that mitigate damage enemies inflict. Protection items are divided into two categories: armor and shields.

Accessories

Ornamental items that grant various effects when worn.

Sacraments

Items that grant some kind of effect just by owning them.

Consumables

Disposable items that have a single effect once used, then are thrown away.

Making Purchases

To purchase an item, follow these steps below.

Gold

First, find out how much gold the PC has.

Gold = [(Level – 1) x 1,500] + 5,000G

Initial Creation = 5,000G

Buying

Deduct the cost of the desired item from the PC's gold. So long as this does not reduce the PC's gold below 0, they may purchase the item.

During character creation, PCs may only purchase weapons, protection, and accessories which have a listed cost. Sacraments and consumables may only be purchased during session play.

As a special bonus for initial creation, PCs may obtain, at no cost, one entry-level customization (pg. 75) for one weapon they own and apply it to that weapon.

Equipped Items

Record any weapons, protection, and accessories that will be equipped at the start of combat in the "Equipped Items" fields on the character sheet.

Inventory

Record any weapons, protection, or accessories desired to be kept in inventory in the "Inventory, Materials, Notes" field of the record sheet.

Hunter Sets

After purchasing weapons, protection, and accessories, select one of the five Hunter Sets, which provide a collection of sacraments and consumables, and place check marks by those items in the "Inventory, Materials, Notes" field of the record sheet. For more on Hunter Sets, see pg 116.

Gold During Play

Add 200 to the amount of gold the PC has remaining after purchasing items, then record that amount in the appropriate field on the character sheet. This 200 gold is only acquired as a bonus for initial creation. When purchasing items during the session, deduct the cost of items from this amount of gold.

Finish Numbers

Finally, after finishing with purchasing items, add the PC's equipped item modifiers to their combat stats, then record their combat stat totals and their Speed for move actions (pg. 170) in their appropriate fields on the record sheet.

8. Choose Facade

Next, decide on the PC's facade. The list of facades can be found starting on pg. 140.

The player should record the facade trait and name of the facade in their appropriate fields on the character sheet, then make sure to place check marks next to the items granted to the PC from the facade in the "Inventory, Materials, Notes" field on the record sheet.

There may be times when a pre-made scenario or even the GM's own original scenario may call for a PC to be a specific facade. When this happens, please stick to the facade asked for and record it as appropriate.

9. Details & Miscellaneous

Finally, use the Details tables starting on pg. 144 and fill in each field for the Details section of the character sheet.

Also, either by choosing one or rolling on the NPC table on pg. 146, form a Bond with an NPC and record their name in the first Bond field of the character sheet. Only the name needs to be recorded; the relationship may be left blank, if desired.

Lastly, fill in the PC's faction, their age, their gender, and other details in the Miscellaneous field on the character sheet, and of course, give them a name.

10. Finished

After all the steps above have been completed, PC creation is finished. The player is ready to face the scenario head on!

Talents

Weapon skills, thaumaturgy, martial arts, psionics, expressions of divinity, unique equipment, and signature moves. Whereas innate powers allow one to transcend the laws of physics, Talents are the special abilities every character makes normal use of.

In ***Kamigakari: God Hunters***, both Talents and innate power are represented mechanically. This section will explain how to read Talent and innate power blocks.

A character may only use a Talent that they have acquired. Even if the effect of a Talent states that its user may activate another Talent, that character may only use Talents they have acquired.

So long as the costs for a Talent can be paid for, a Talent activates its effects the moment its user declares their intent to use it unless counteracted by another talent that explicitly interrupts or counters.

1. Name

The name of the Talent.

Unless a Talent's effect says otherwise, Talents with the same name cannot stack their effects on the same target. For example, if two PCs use "Element Burst" on the same target, then that target is only affected by one instance of the effect—a single element, and +1 Rank, no more.

2. Timing

Both the Timing that must be spent to activate the Talent, as well as when it may be used. For more details, see the "Timing Details" section on pg. 168.

3. Range

The distance out to which the Talent can be activated. For more details, see the "Range Details" section on pg. 169.

4. Target

The area of effect or number of targets that a Talent may affect.

1. **Keen Strike**
2. **Timing:** Attack
3. **Range:** Item
4. **Target:** One
5. **Cost:** O
6. You strike with a piercing scream, drawing out the effectiveness of certain weapons to their fullest.
7. • **Physical Attack.** Make a physical attack using a sword or ranged weapon. When you calculate the attack's damage, add any one of your main stats.

5. Cost

The value and amount of spirit energy dice required to be spent before the Talent can be activated. If the cost cannot be paid for in advance, then the character may not use the Talent. The different types of cost follow.

None

This means that no spirit energy dice need be spent.

Number (1-6)

A number from 1-6 means that a spirit energy die of that exact value must be spent. If a Talent lists multiple numbers for its cost, the same amount of spirit energy dice must be spent. For example, if a Talent has a cost of "1, 1, 1" then this means the character must spend a total of three dice from their spirit energy pool, all with a value of 1.

E(ven) or O(dd)

A cost of "E" means spending one spirit energy die with a value of 2, 4, or 6, and a cost of "O" means spending one spirit energy die with a value of 1, 3, or 5. If a Talent lists multiple numbers for its cost, such as "E, E, O," then the character must spend two dice with a value of 2, 4, or 6, and one die with a value of 1, 3, or 5.

Doubles

This means spending two spirit energy dice with the same value, for example, "1, 1" "2, 2" "3, 3" "4, 4" "5, 5" or "6, 6."

Steps

This means spending two spirit energy dice with adjacent values, for example: "1, 2" "2, 3" "3, 4" "4, 5" or "5, 6."

6. Description

A deliberately simple description of what the use of the Talent looks like. If there is ever a conflict between the Talent's effect and its description, the effect always takes priority.

7. Effect

A detailed explanation of the Talent's effects. If there ever is a conflict between the rules and the effect of a Talent, the Talent's effect take priority.

Sometimes, it may become necessary to know the order of activation for Talents with the same Timing. When the Talents of PCs are in conflict, they may discuss and decide freely amongst themselves. When the Talents of a PC and an NPC, or a PC and an enemy conflict, then the active side takes priority.

The following may appear in the effect of Talents. This section explains in more detail what they mean.

- Talents with the phrase, "succeeds at the check regardless of their roll" can be used after making the check. Also, if both sides of an opposed check use a Talent like this, they decide their opposed check with their main stats, as normal.
- Unless otherwise specified, Talents that let the user make a weapon attack or other attack action on a target allow that target to make a reactive check as normal.
- When halving a value, first apply any bonuses, penalties, or other adjustments. Next, divide the leftover number by 2 (rounding up). The halve effect is applied last, even after any increases due to Talents.
- If a Talent has "(X on resist)" written in its effect, this means that upon succeeding at a Resistance check against the magical attack, "X" happens. If "X" is "halve," then the damage is halved, and if "X" is "cancel," then the damage and all other effects of the magical attack are canceled.
- When a Talent that mentions "spirit energy" within its effect is used on an NPC, the effect changes to: "The target gains X amount of Overflow," and when a Talent that mentions a "roll" within its effect is used on an NPC, the effect changes to: "The target gets +X (or –X) to the result of their check." Both of these effects are summarized below.

Talent Type	Overflow Gained	Bonus/ Penalty
Key Talent	1	+/- 1
Basic Talent	1	+/- 1
Expert Talent	2	+/- 2
Focus Talent	2	+/- 2
High Talent	3	+/- 3

- When some kind of limitation is written in the effect of a Talent, it may only be acquired and/or used under those Conditions. For example, a Talent that says it can only be acquired by the martial group can only be acquired and used by characters whose main Facet belongs to the martial group. Likewise, if the Talent says, "Must have X Talent acquired," then it means the listed Talent must be acquired before the restricted Talent can be acquired or used.
- When an effect says, "treat one part of the cost as already paid," if the Talent has a cost of "X," then no further spending of spirit energy is required. If the Talent has a cost of "E, 5" then the effect may be applied to either the E or the 5 portion of the cost, and if the remainder can be paid for, the Talent can be used. If the Talent has a cost of Doubles or Steps, then if either E or O can be paid for, the Talent can be used.
- Persistent effects last either until the designated round has ended, or until the using character is taken out or killed.

8. Effect Class

A Talent's effect class denotes situations in which the Talent may be used, which are listed below.

Melee Attack

By using this Talent, the character may make a melee attack, regardless of what weapon they have equipped. This effect class is effectively the same as the "Physical Attack" effect class.

Ranged Attack

By using this Talent, the character may make a ranged attack, regardless of what weapon they have equipped. This effect class is effectively the same as the "Physical Attack" effect class.

Physical Attack

By using this Talent, the character may make a physical attack (pg. 179), regardless of what weapon they have equipped. This effect class is effectively the same as the "Melee Attack" effect class if a melee weapon is equipped, and as the "Ranged Attack" effect class if a ranged weapon is equipped.

Magical Attack

By using this Talent, the character may make a magical attack (pg. 180), regardless of what weapon they have equipped. Unless otherwise specified, the attack is canceled on a successful Resistance check.

Use to Attack

By using this Talent, the character may make either a physical or magical attack, regardless of what weapon they have equipped. Refer to the effect of the Talent for more detail.

Use to React

The Talent may be used either before or after an Evasion, Resistance, or Instinct check. The user may decide when to use the Talent.

Use on X Check

The Talent may be used either before or after making the specified type of check to gain the Talent's effects. If no check type is specified (i.e., "Use on Check"), the effect applies to any check.

Use on Damage Calculation

The Talent may be used either before or after calculating damage, whether it's physical or magical.

Use on Damage Reduction

The Talent may be used either before or after reducing damage, whether it's physical or magical.

Use When Target Declares Talent

The Talent may be used immediately after the target declares they are using a Talent.

Use After Target Calculates Result

The Talent may be used immediately after the active side of an opposed check finishes calculating the result of their check. Refer to the effect of the Talent for more details.

Item

At the start of play, the character selects one item they own. The Talent has an effect on the item whether equipped or stored. If the GM permits it, the effect may be switched to a different item during play.

Passive Effect

The Talent always grants its effect to the character that acquires it.

Unique Effect

The Talent has a special effect that is not covered by the above. Refer to the effect of the Talent for more details.

Ancestry

A character's Ancestry can represent many things. What blood relations do they have, and do they come from an arcane lineage? How much time have they spent training, or how much life experience do they have? It can even explain what kinds of special abilities the character has as an Awakened. No matter the Ancestry, however, they, along with all Innocents, are collectively referred to as "humanity."

When a player creates their PC, they select one Ancestry. All Ancestries are classed as humanoid, and have a Size of 2. An explanation of how to read each Ancestry entry follows.

1. Ancestry Name

The name of the Ancestry.

2. Stat Types

The arrays of main stats offered by the Ancestry, separated by tendency. The player selects either the Warrior, Adept, or Occultist array, then after adding one point to any one of those values, adopts the main stats as their own.

An Innocent's main stats are generally all 0. To represent an Innocent with special training or excellent abilities, however, they may have main stats of 1 or 2, as the GM decides.

3. Ancestral Trait

The Ancestral Trait that the PC will acquire by selecting that Ancestry. Ancestral Traits generally allow a PC to acquire the Ancestry Talents of that Ancestry, and allow them to acquire certain restricted items.

4. Description

A description of what the Ancestry is.

EXAMPLE

① Paragon

Paragons are a type of Ancestry known as an Inheritor. A person of this Ancestry can be many things, such as the descendant of a mythical demigod who has slain divine beings, the reincarnation of a demon lord or guardian angel, or they may come from a family cursed to bear a terrible power through the generations. ④

Those of this Ancestry are endowed with outstanding constitutions, can unleash monstrous strength, and have reflexes that defy reason. Outwardly, they don't appear much different from normal humans. However, every so often one will appear with an incredible physique, or give off an almost godly aura.

③

Ancestral Trait

Genetic Memory: You may acquire Paragon Ancestry Talents. Also, you may equip items restricted to Paragons.

Stat Types	S	A	I	W	L
Warrior	5	4	2	2	2
Adept	4	4	2	1	4
Occultist	2	3	5	4	1

②

Facets

The player must pick two Facets during PC creation. There are six Facets offered in this book. An explanation of how to read each Facet entry follows.

1. Facet Name

The name of the Facet. Just below it describes the effect granted when that Facet is selected as the character's main Facet.

2. Group

The group the Facet belongs to, which the PC gains when the Facet is set to being their main Facet. There are three groups: martial, skilled, and arcane. Characters may only have one group.

3. Main Facet Combat Modifiers

The combat modifiers the PC gains when the Facet is set to their main Facet. When abbreviated, they are as follows: Accuracy (ACC), Evasion (EVA), Invocation (IVC), Resistance (RES), Instinct (IST), PD, MD, Initiative (INIT), and HP.

4. Description

A description of what the Facet is.

5. Alpha

A description of what the Type Alpha of the Facet's Talents specialize in, as well as any Conditions that need to be fulfilled in order to use them.

6. Beta

A description of what the Type Beta of the Facet's Talents specialize in, as well as any Conditions that need to be fulfilled in order to use them.

Items & Regalia

The Regalia that PCs can equip come in a variety of forms, but are collectively referred to as "items." The following section explains item stat blocks, and describes the rules of their use.

Item States

Items can be either equipped or in the inventory, as described below.

Equipped

When a PC wears or holds an item, thereby gaining its effects, that item is said to be equipped. Unless a PC has a weapon, protector, or accessory equipped, they cannot gain the effect of that item. Sacramental items and consumables are an exception to this rule, and cannot be equipped.

In Inventory

When a PC possesses an item, but doesn't have it equipped, that item is said to be in the PC's inventory, or stored.

If a PC has no items equipped, they can spend either a Prep or Attack Timing to equip either a weapon or shield in their inventory. Likewise, by spending either a Prep or Attack timing, a PC can use a consumable item, gaining its effects immediately.

Conversely, armor and accessories may only be equipped out of combat. Sacramental items can be used while out of combat simply by declaring their use.

Item Categories

Items are divided into five categories: weapons, protection, accessories, sacraments, and consumables.

Weapons

Weapons are items used to attack, such as swords, guns, or items that serve as focuses for magical attacks, like grimoires. A PC may only equip a single weapon, however the effect of certain Talents may increase this number. Of note, PCs can strengthen items and weapons in particular by using the "Arms System," mentioned below on pg. 75.

Weapons are further subdivided into three types: melee weapons, ranged weapons, and magical weapons. Their explanations are as follows.

Melee Weapons

Weapons used in hand-to-hand combat are known as melee weapons. Unless otherwise specified, melee weapons default to having a range of "Engaged" and a target of "One." There are several varieties of melee weapon, called forms, listed below.

- Sword – Bladed weapons designed for slashing and piercing attacks. In this game, both western swords and katana fall under the sword form.
- Spear – Polearm weapons designed for thrusting and sweeping attacks.
- Axe – Hafted weapons designed for cutting and chopping attacks.
- Hammer – Blunt weapons designed for bludgeoning, smashing, and demolition. In this game, bare knuckle and martial arts attacks fall under the hammer form.

Ranged Weapons

There are a wide variety of items that fall under ranged weapons: projectile weapons that fire arrows or bullets, throwing weapons, and even vehicles or mounts that turn their user into a living projectile. Note that ammo is not a consideration in this game.

A ranged weapon will specify its own range and target, but if nothing else is specified, a ranged weapon defaults to a range of "7 Sq." and a target of "One." Ranged weapons only have the ranged form.

Even if a PC has the "Ambidexterity" Talent, they cannot equip a firearm weapon at the same time as a non-firearm ranged weapon. Dual guns or a gun and sword are both permitted.

Magical Weapons

Weapons that are used in the invocation of magecraft, such as grimoires and magical staves, are known as magical weapons. A magical weapon will specify its own range and target, but if nothing else is specified, a magical weapon defaults to a range of "5 Sq." and a target of "One." Magical weapons only have the magical form.

Protectors

Items worn or held in order to reduce the impact of physical and magical damage are known as protectors. There are two types of protectors, listed below.

Armor

Armor is a type of protector that covers most or all of the body, and is made of cloth, leather, special fibers, or metal. A PC may only have one armor equipped.

Armor is incapable of stopping materialized spirit energy, unless it is Regalia armor. A PC without regalia equipped doubles the direct damage they take from Talents.

When not wearing armor, PCs are assumed to be wearing normal clothes. However, these clothes are not considered to be armor items.

Shield

Shields are wooden boards, metal plates, or other unique materials that have a handle attached, or they might be defensive gauntlets. The Guard and Ward gained from a shield stacks with those gained from armor. As long as a PC has one hand free, they may equip a single shield.

Accessories

Accessories are items that grant various effects to PCs just by being equipped. Unless otherwise specified, the effect of accessories stack. A PC may have up to two accessories equipped at a time. However, they cannot equip two accessories that use the same slot.

Sacraments

Sacramental items can be used repeatedly. When resting, any number of sacramental items of the appropriate function can be used, so long as the character owns them. When attempting to dispel an Anomaly, only one sacramental item of the appropriate function can be used.

Consumables

Consumables are items that produce various effects by being consumed and discarded. Some items are known as grouped items and have a quantity listed in their names (like "Holy Water x5"). Each time a grouped item is used, reduce the quantity by one until it reaches O, then remove it completely. Non-grouped items are removed after just one use.

Like Sacramental items, consumables with a rest function can be used at any time, so long as the character owns them. When attempting to dispel an Anomaly, only one consumable with the appropriate function can be used.

Ambidexterity

If a PC acquires the general Talent "Ambidexterity," they calculate the effect of the stats in the following ways, depending on what they have equipped.

Weapons Are the Same Category

When a PC has two of the same category of weapon equipped (for example, two melee weapons, two ranged weapons, or two magical weapons), then the ACC, IVC, PD, MD, and INIT stats for both weapons stack. Customizations that provide bonuses or penalties to these stats also stack (assuming they're on separate weapons), and customizations that provide other effects may be used separately.

Weapons Are Different Categories

A PC may equip weapons from different categories, such as a melee weapon with a ranged weapon, a ranged weapon with a magical weapon, or a magical weapon with a melee weapon. When they do, no weapon stat other than Initiative stacks. The effects of customizations also stack. Each time the PC makes an attack action, they must decide which weapon's stats they will use.

Item Stats

The following section will explain how to read item stat blocks and what each field means.

1. Name

The name of the item.

Assuming the GM is okay with it, it's fine and even encouraged to change the name and visual of any item. For example, just because they're called Magic Sneakers doesn't mean they can't be changed to be Tall Wooden Clogs instead. Make certain to record what the item was "formerly," so there's no confusion as to what the item is in the book.

2. Restriction

Restrictions on who can equip the item.

If the name of a Facet, Ancestry, group, or other condition is listed in this field, and a PC meets at least one of those, they may equip the item (in the case of Facet, it must be the PC's main Facet). In some cases, a Facet or the effect of a Talent may allow a PC to ignore certain restrictions.

3. Grip

This field stipulates how many hands are required to properly wield a weapon. This will be one of three, as follows.

One-Handed

When an item says it has "Grip: One-Handed," that means it is equipped to one hand.

Switchable

When an item says it has "Grip: Switchable" that means it may be equipped in either one or both hands. These weapons will have two numbers for their PD, MD, and INIT stats. Use the left number when equipped one-handed, and the right number when equipped two-handed.

Two-Handed

When an item says it has "Grip: Two-Handed," that means it is equipped to both hands.

4. ACC

The item's modifier towards Accuracy checks, gained while the item is equipped.

Item modifiers towards Accuracy, Evasion, Invocation, PD, MD, Guard, and Ward will only stack when the items are from different categories (weapons, protectors, and accessories). However, Initiative, and any effects of customizations, stack regardless of what items or weapons are equipped.

5. IVC

The item's modifier towards Invocation checks, gained while the item is equipped.

6. Evasion

The item's modifier towards Evasion checks, gained while the item is equipped.

7. PD

The item's modifier to PD, gained while the item is equipped.

8. MD

The item's modifier to MD, gained while the item is equipped.

9. INIT

The item's modifier to Initiative, gained while the item is equipped. All Initiative modifiers stack. If for any reason a PC's Initiative is reduced to 0 or less, that PC becomes immobilized (see pg. 180).

10. Guard

The item's modifier to Guard, gained while the item is equipped. All Guard modifiers stack.

11. Ward

The item's modifier to Ward, gained while the item is equipped. All Ward modifiers stack.

12. Slot

The slot that accessories are equipped to. A PC may equip up to two accessories, and their effects stack. However, they may not equip items to the same slot. If an accessory lists multiple slots, a PC may equip that accessory to any of the slots.

13. Usage

Sacraments and consumable items may only be used in certain circumstances, which their usage denotes. They are as follows.

Rest

The sacraments or consumable may be used when resting while backstage.

Anomalies

The sacraments or consumable may be used when attempting to dispel an Anomaly.

Other

The sacraments or consumable may be used in all kinds of situations. If an item has multiple usages, it may be used in any of those situations (the GM may decide the details).

14. Cost

The amount of gold needed to purchase the item.

Buying & Selling

Items can be bought or sold during session prep or after session end, or while backstage during a session.

When making a purchase, a PC subtracts the cost of the item from their held gold, and so long as they are not brought below 0 gold, they purchase the item and may equip or store it.

When selling an already purchased weapon, protector, accessory, or sacraments (whether equipped or stored), the PC receives half of the item's cost in gold. When selling a consumable, regardless of how many uses it may have remaining, a PC receives only 1 gold. In both cases, the item is of course lost.

Items with no listed cost can be purchased simply by declaring it. However, they have no value when being sold. Items that say they are "Unavailable" cannot be bought or sold unless the GM or some effect allows for it. There are no such items in this book, but look for them in future content.

15. Effect

This field reveals the item's form, range, target, and damage. In some cases, items may also have inherent effects (mechanically known as customizations) simply due to their nature, and those too are listed here.

There are customizations that can adjust stats (PD +3) for example, can imbue the weapon with elements, and activatable effects with limits on their use. These customizations will each stack respectively when multiple items with those customizations are equipped, regardless of category.

Furthermore, when equipped with multiple items that have customizations that allow them to be used as ranged or magical weapons, while this effect itself does not stack, they may be used separately. When items that say they can be "thrown as a ranged weapon" are used to make a ranged attack, after the attack resolves and for the rest of the combat, that weapon cannot be equipped. They return to their owner after the combat concludes, however.

Arms System

In ***Kamigakari: God Hunters***, weapons—Regalia—can evolve. This evolution is governed by the Arms System. By selecting from a list of available customizations then paying the appropriate Gold or Material cost, those customizations are added to the Regalia.

Customizations

Customizations are the effects innate to a Regalia, or the effects later added to them via the Arms System.

Some customizations can only be used a certain number of times per round, combat, or even session. These customizations are treated as being Free Timing, with a range and target of "User," and an effect class of "Unique Effect: Use at any time." Customizations that are not limited in the amount of times they can be used are considered as Constant Timing, with a range and target of "User," and an effect class of "Passive Effect."

Customizations that increase range have no effect on items or Talents that have a range of "Combat Zone." Likewise, customizations that increase the number of selective targets have no effect on items or Talents that target "Area" or "Combat Zone."

Limitations on Form

Each form has its own customizations. Customizations may only be applied to items with the listed form, meaning that sword customizations cannot be applied to anything other than sword form weapons.

Though none appear in this book, future supplements may include items that have multiple forms (such as sword/axe). For these weapons, customizations from both forms may be chosen and applied to the item. However, when an item has additional forms added through Talents or customization, customizations from the added forms can NOT be applied. Only the item's original form counts.

The following explains how to read customizations that can be applied through the Arms System.

1. **Blade of Abjuration (Entry)**
2. **Cost:** 1,500G / **Trade:** 2

   The blade of this weapon has been purified, making it especially effective against evil.
3. • Increase the weapon's PD by 3.

1. Name

The name of the customization. Unless otherwise stated, customizations with the same name cannot be applied to the same weapon, and their effects do not stack.

As a special bonus during initial creation, a PC may select one weapon they've purchased and obtain at no cost one "entry" customization.

2. Cost/Trade

The amount of gold or potency of materials needed to acquire the customization. A customization may be acquired as long as the PC has enough of either gold or materials to pay the indicated amount.

When paying with materials, so long as the total amount of potency can be reached, it counts as having enough to pay for it. For example, if a customization costs 3 potency, paying either three materials (each with a potency of 1), or one material with a potency of 3, is enough. A PC may also use one material with a potency of 4, or two materials with a potency of 2 each. However, if they do, the leftover potency (1 in this case) is lost.

3. Effect

The effects the customization provides. The effect of each customization applies to each Weapon individually. For example, if a PC possesses two one-handed swords, and has applied the effect of "Blade of Abjuration" to one of them, that customization does not apply to the second one-handed sword.

Utilizing the Arms System

To apply a customization to an item, perform the following steps in order.

1. Purchase Item
2. Review Arms System
3. Select Customization
4. Pay Cost or Trade
5. Apply Customization

1. Purchase Item

First, purchase an item that can make use of the Arms System. If such an item is already possessed, skip this step.

2. Review Arms System

Review the Arms System for the form of the purchased item (in other words, the form's list of customizations). Utilizing the Arms System can be done at any time during a session while out of combat. However, during initial creation, a PC is restricted only to "entry" customizations.

3. Select Customization

Select a desired customization to apply to the purchased item.

4. Pay Cost or Potency

Pay either gold equal to the indicated cost, or materials with at least as much potency indicated. Once done, acquire the customization.

5. Apply Customization

Apply the acquired customization to the purchased item. Once applied, a customization cannot be removed. Note that when selling items, the total sell value of the item includes any customizations, so when selling, a PC receives half the combined value.

Universal Customization

All items other than the unarmed Weapon profile come with the following customization already applied.

Material Integration

Cost: — / **Potency:** —

This item's spirit energy can be enhanced by letting it absorb materials. Material Integration can be triggered on the item by spending 1 gold.

Material Integration

The effect of a material can be made permanent by letting it combine with an item. Such is the effect of the Material Integration customization. Perform Material Integration using the following steps.

1. Get Materials
2. Select Item
3. Confirm Integration Limit
4. Spend Gold
5. Apply Effect

1. Get Materials

Get at least one material, either by defeating a Mononoke, or dispelling an Anomaly. If a material is already in your possession, skip this step.

2. Select Item

Select an already-purchased weapon, protector, or accessory in which to trigger Material Integration. This cannot be done to sacraments or consumables.

3. Confirm Integration Limit

Make certain the item isn't at its integration limit.

There's a certain number of times each type of item can undergo Material Integration, called its integration limit. This indicates how many materials the item can integrate with. For example, if an item has a limit of 2, then it can only integrate up two materials. The following explains what each item category's limit is.

Weapons

One-Handed = Integration Limit of 2

Switchable = Integration Limit of 2

Two-Handed = Integration Limit of 4

Protectors

All protectors = Integration Limit of 2

Accessories

All accessories = Integration Limit of 1

4. Spend Gold

There is a small but necessary cost for triggering Material Integration. This cost is always one (1) gold. Like with adding customizations to an item, after spending this gold, it adds to the total sale value of an item, and upon sale a PC will receive half the combined value.

Gold necessary for Material Integration = 1 G

5. Apply Effect

From now on, while the item is equipped, its effects are always applied, just like a customization. However, if the effect of a material is exactly the same, they do not stack. For example, a PD+1 material would not stack with another PD+1 material, but it would stack with a PD+2 material (for a total of +3), because the values are different.

Also, effects do not stack across different item categories. For example, if there's a PD+1 material on a Weapon, and a PD+1 material on a Protector, the character equipping both of those items will only benefit from one of them.

Materials consumed by Material Integration can never be retrieved, as they have been completely absorbed by the item.

Unarmed

If for whatever reason a character doesn't have a Weapon equipped, they are assumed to automatically spend a Free Timing to equip the unarmed Weapon profile, as listed below. As a reminder, the unarmed Weapon profile cannot benefit from the Arms System. Also, characters possess only one of this Weapon profile, whether "equipped" or "stored."

Unarmed

Restriction: None

Grip: Two-Handed

ACC: +1

PD: +0

INIT: +1

Cost: None

[**Form:** Hammer / **Range:** Engaged / **Target:** One] Bare-handed brawling that incorporates your own spirit energy. Whenever you are not equipped with a weapon, you are assumed to be equipped with this weapon.

Regalia Divine Names

The player or GM may want to decide on a "divine name" for the Regalia a character owns—or rather, their weapons. If nothing comes to mind for a good divine name, considering using the charts later on in this chapter. Perform the following steps to see what a Regalia might be called.

1. Utilize Divine Name Table 1
2. Utilize Divine Name Table 2
3. Combine the Names

1. Utilize Divine Name Table 1

Use Divine Name Table 1 to decide on one part of the name by either selecting one of the entries, or rolling dice. Find the table on pg. 147.

2. Utilize Divine Name Table 2

Based on the Weapon's form and grip, use one of the tables under Divine Name Table 2 by either selecting an entry, or rolling dice. Find the tables on pg. 147.

3. Combine the Names

Combine the name gathered from the two tables. The name created is now the divine name of the Regalia!

The Divine Name of a Regalia

Players are encouraged to come up with their own unique, cool divine name for their Regalia. If they like, the following might provide inspiration for a name.

Color + Natural Phenomenon

Try thinking up a color that fits the image of the PC, or just a cool color in general, then combine it with the name of a natural phenomenon. For example, "Crimson Hurricane" or "Azure Tide" or even "Black Gale" might make for a good name.

The Stuff of Legends

Giving the Regalia the name of a legendary or even actually existing item gives it a fantastical, exciting feel, which could be interesting. Even if it is not a Godforged Regalia, there's nothing wrong with calling a Weapon Excalibur, after the famous King Arthur's holy sword, or using the names of legendary katana from Japan, such as the Dojigiri or Kumokiri.

Completely Original

Lastly, it's fine to make up a totally original, meaningful name. For example, a gleaming sword could be called "Brightedge," or maybe a jet-black gun with a distinctive gunshot noise like that of a beast's howl could be named "Dark Roar." Whatever would be fun!

Ancestries & Facets

Paragon

Paragons are a type of ancestry known as an Inheritor. A person of this ancestry can be many things, such as the descendant of a mythical demigod who has slain divine beings, the reincarnation of a demon lord or guardian angel, or they may come from a family cursed to bear a terrible power through the generations.

Those of this ancestry are endowed with outstanding constitutions, can unleash monstrous strength, and have reflexes that defy reason. Outwardly, they don't appear much different from normal humans. However, every so often one will appear with an incredible physique, or give off an almost godly aura.

Ancestral Trait

Genetic Memory: You may acquire Paragon Ancestry Talents. Also, you may equip items restricted to Paragons.

Stat Types	S	A	I	W	L
Warrior	5	4	2	2	2
Adept	4	4	2	1	4
Occultist	2	3	5	4	1

Keen Strike

Timing: Attack

Range: Item

Target: One

Cost: O

You strike with a piercing scream, drawing out the effectiveness of certain weapons to their fullest.

- **Physical Attack.** Make a physical attack using a sword-form weapon or ranged-form weapon. When you calculate the attack's damage, add any one of your main stats.

Myriad Regalia

Timing: Free

Range: User

Target: User

Cost: None

You briefly materialize countless Regalia using your spirit, then mow your enemies down with them like a chaingun.

- **Unique Effect.** Use before active check. Change the range of your attack action to "6 Sq." and the target to "one." This Talent may only be used once per round and does not change the attack into Form: Ranged.

Primeval Memories

Timing: Free

Range: User

Target: User

Cost: E

By drawing upon the memories lying dormant within you, you can invoke wisdom beyond human comprehension.

- **Use on Intellect Check.** You succeed at the check regardless of your roll. You may also change one spirit die to any value. This Talent may only be used three times per session.

Advent

Timing: Free

Range: User

Target: User

Cost: None

You can use your spirit to cross space through any distance to appear at the side of your allies.

- **Use on Appearance Check.** You succeed at the check regardless of your roll. You may also change one spirit die to any value. This Talent may only be used three times per session.

Unrivaled Strength

Timing: Free

Range: User

Target: User

Cost: E

Due to your spirit, you can unleash tremendous strength when you need it.

- **Use on Strength Check.** You succeed at the check regardless of your roll. You may also change one spirit die to any value. This Talent may only be used three times per session.

Arcane Bearing

Timing: Free

Range: User

Target: User

Cost: O

You give off an almost godly aura, which can give you astounding confidence, or make social interactions much smoother.

- **Use on Will Check.** You succeed at the check regardless of your roll. You may also change one spirit die to any value. This Talent may only be used three times per session.

Otherworldly Sight

Timing: Constant

Range: User

Target: User

Cost: None

Through your spirit, you have come to develop an arcane gaze, allowing you to take your opponent's measure at a glance.

- **Passive Effect.** You gain a +2 bonus when you calculate damage. Additionally, when you try to Identify an enemy, you may Assess them with a Strength check instead. Ignore both Assess's restriction and the amount of time Assess takes when you do this.

Legendary Strike (Expert)

Timing: Free

Range: User

Target: User

Cost: E

You tap into the most rarified heights of your spiritual power so you can reproduce a divine art spoken of in legend, and unleash an overwhelming attack with it.

- **Use on Damage Calculation.** "Unrivaled Strength" required. When you use a melee Weapon to make a physical attack, add any one of your main stats when you calculate the damage of that attack. This Talent may only be used once per round.

Divine Attunement (Expert)

Timing: Free

Range: User

Target: User

Cost: O

You strike your sacraments, or increase your spirit's resonance to produce a unique tone, one which expands the power and scope of your abilities.

- **Unique Effect.** Use before making an active check. Change the target of your attack action to "Area." If the attack wasn't selective to begin with, increase your Rank by 1 when calculating the damage of the attack instead. This Talent may only be used once per round.

Demigod Anew (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

With your potential realized, you can convert thaumaturgical power into physical ability and apply it to hand-to-hand combat.

- **Passive Effect.** You gain a +5 bonus to magical damage. Additionally, when you would make an Accuracy check, you may make an Invocation check instead. Invocation bonuses do not apply to this check.

Growth

Timing: Constant

Range: User

Target: User

Cost: None

You have advanced along the path of your martial style, putting yourself on a higher level.

- **Passive Effect.** "Primeval Memories" required. You gain +1 Rank when you calculate the damage of Talents with the "Physical Attack" effect class.

Godsight (Expert)

Timing: Free

Range: User

Target: User

Cost: O

By drawing on the power of your gaze, you enhance the force of your ranged and magical weapons.

- **Use on Damage Calculation.** "Otherworldly Sight" required. When you make an attack action using either a ranged or magical weapon, add any one of your main stats when you calculate the damage of that attack. This Talent may only be used once per round.

Strange Incantation (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

With your potential realized, you have no need for words; you conduct magecraft by thought alone.

- **Passive Effect.** You gain a +5 bonus to physical damage. Additionally, when you would make an Invocation check, you may make an Accuracy check instead. Accuracy bonuses do not apply to this check.

Devoted Blood (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

Your ancestor swore an oath to battle evil. When you carry on that fight, her power becomes yours!

- **Passive Effect.** "Arcane Bearing" required. When a Paragon Ancestry Talent has Free Timing and is not limited to a number of uses "per session," you may use that Talent up to twice per round.

Nightstalker

Nightstalkers are a type of Ancestry known as an Inheritor. A person of this Ancestry can be many things, such as being from a clan of vampires, werewolves, or incubi, or being someone descended from creatures of darkness such as cryptids, the risen, or the unformed, or even are one of those things themselves.

Those of this Ancestry have high strength and intelligence, and pride themselves on their potent spirit and willpower. Outwardly, they tend to be on the slender side, with monochromatic coloring, having either pale or dark hair, eyes, and skin. Occasionally one will be born with sharp canine teeth, or have unusual eye color.

Ancestral Trait

Descendant of the Night: You may acquire Nightstalker Ancestry Talents. Also, you may equip items restricted to Nightstalkers.

Stat Types	S	A	I	W	L
Warrior	5	4	3	2	1
Adept	2	4	4	1	4
Occultist	1	2	5	6	1

Bestial Transformation

Timing: Start

Range: User

Target: User

Cost: Doubles

The Nightstalker blood within you stirs, shifting you into a half-human, half-bestial form, allowing you to unleash your power.

- **Unique Effect.** For the rest of the combat, You change your class to Beast, and gain either one of the following effects:

  1: +1 Physical Rank 2: +1 Magical Rank

Spellbinding

Timing: Attack

Range: Other

Target: Other

Cost: O

A special kind of spirit energy emanates from your eyes, and those within your sight may find their memories fickle and their awareness malleable.

- **Unique Effect.** May only be used while out of combat. You may manipulate or erase the memories and consciousness of any Innocent in the scene. The GM has final say.

Dark Might

Timing: Free

Range: User

Target: User

Cost: O

As one connected to the creatures of the night, you have spirit and strength beyond reasoning.

- **Use on Strength Check.** You succeed at the check regardless of your roll. You may also change one spirit die to any value. This Talent may only be used three times per session.

Bloodstained Lord

Timing: Start

Range: User

Target: User

Cost: Steps

By soaking yourself in your swirling spirit, you transform into a lord among Nightstalkers, one capable of freely controlling blood itself.

- **Unique Effect.** For the rest of the combat, you change your class to Undead and gain either one of the following effects:

  1: +3 Guard 2: +3 Ward

Eyes in the Dark

Timing: Attack

Range: 10 Sq.

Target: One

Cost: Steps

When you meet the gaze of another, they'll know the power of what stalks the night.

- **Magical Attack.** Deal Rank 2 magical damage of the psychic element to the target (halve on resist).

Bestial Sprint

Timing: Constant

Range: User

Target: User

Cost: None

When you run all out, you shift your body into the form of an animal such as a wolf or fox, letting you overcome anything in your way.

- **Passive Effect.** You gain +5 HP. You also ignore the penalties associated with making a full move or a withdraw.

Wall Walking

Timing: Constant

Range: User

Target: User

Cost: None

You draw on the power of Nightstalkers to ignore gravity, letting you move up walls and across ceilings.

- **Passive Effect.** Whenever you Climb, you succeed at the check regardless of your roll. Also, when making a combat move, you ignore engagements.

Drain Spirit (Expert)

Timing: Free

Range: Engaged

Target: One

Cost: E

Using a power unique to Nightstalkers, you drain the spirit from another and convert it into vital energy for yourself.

- **Use on Damage Reduction.** You recover HP equal to the amount of direct damage the target is about to take. This Talent may only be used once per combat.

Evil Eye (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

You tear your foe's soul apart in an instant with just the power of your gaze.

- **Passive Effect.** "Eyes in the Dark" required. Change the target of "Eyes in the Dark" to four. In addition, add the following effect to "Eyes in the Dark": "You may instantly kill any Mononoke swarms you deal damage to with this attack."

Shrug It Off (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

When your power as a Nightstalker stirs, you can ignore all but the most powerful blows.

- **Passive Effect.** While you are under the effect of "Bestial Transformation" or "Bloodstained Lord," you halve all physical damage inflicted on you by melee weapons. This also applies to physical attack talents made with a melee weapon equipped.

Dispersal

Timing: Constant

Range: User

Target: User

Cost: None

Through your dark power, you can transform your body into mist, swarms of insects, countless bats, or even a group of small animals.

- **Passive Effect.** Each time you succeed at a reactive check, you may move up to 2 squares in any direction, ignoring engagements. Additionally, you may change your form into any kind of animal whenever you want. Treat this as a Disguise with a result of 20.

Thundering Gallop (Expert)

Timing: Free

Range: User

Target: User

Cost: O

You unleash the full power of your Nightstalker blood, and like an angry god, you instantly tear across the battlefield with a speed not even you can control.

- **Unique Effect.** Use at any time. Until the End Timing of the current round, you get +2d6 Initiative. This Talent may be used once per round.

Superhuman Combat (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

When your Nightstalker blood awakens and your body changes, your attacks becomes truly devastating.

- **Passive Effect.** While you are under the effect of "Bestial Transformation" or "Bloodstained Lord," you gain a +5 bonus when you calculate damage.

Trueblood (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

You are a pureblood who has inherited the enormous power of the True Ancestor, the progenitor of all Nightstalkers. Truebloods like you enjoy a lifespan five times longer than normal.

- **Passive Effect.** You gain +15 HP.

Hanyou

Hanyou are a type of Ancestry known as an Inheritor. A person of this Ancestry comes from a clan of superhumans who descend from regional deities. Literally meaning "half-human, half-youkai," the term is used as an umbrella term in the Awakened community for humans that share blood with everything from tengu to fairies to minor gods.

"Divine-blooded" like Hanyou possess exceptional cleverness and good luck, the latter of which have the ability to subtly manipulate using their spirit. Outwardly, they have as many varieties to their looks as they have bloodlines, but their high athleticism and unnatural luck are common among all.

Ancestral Trait

Blood of Fiends: You may acquire Hanyou Ancestry Talents. Also, you may equip items restricted to Hanyou.

Stat Types	S	A	I	W	L
Warrior	4	4	1	1	5
Adept	3	4	1	1	6
Occultist	1	3	5	2	4

Soar

Timing: Start

Range: User

Target: User

Cost: O, O

You extend your abilities to their fullest, subtly manipulating the surrounding spirit to let you soar through the sky.

- **Unique Effect.** For the rest of the combat or scene, you are flying.

Bladewind

Timing: Attack

Range: 6 Sq.

Target: One

Cost: Steps

You extend your spirit into the air around you to swirl shredding winds around your weapons and projectiles.

- **Physical Attack.** You may have your attack count as a special attack on the target, and you gain +1 Rank when calculating the attack's damage. This Talent may be used once per round.

Invite Fortune

Timing: Free

Range: User

Target: User

Cost: E

You pluck at the strings of fortune, and some of the loose Ley Gold in the surrounding area just happens to end up in your hands.

- **Unique Effect.** Use at any time. You instantly get 500 G. This Talent may be used once per session.

Animal Communication

Timing: Free

Range: User

Target: User

Cost: O

When you can communicate your intentions to animals, you receive help in unexpected places.

- **Use on Main Stat Check.** You succeed at the check regardless of your roll. You may also change one spirit die to any value. This Talent may only be used once per session.

Dimensional Slip

Timing: Free

Range: User

Target: User

Cost: E

You twist space around you with your spirit, teleporting to a place nearby.

- **Unique Effect.** Use this Talent either before or after you spend your Prep Timing. You may place yourself in any square up to 3 squares away, ignoring engagements. This Talent may be used once per round.

Invite Opportunity

Timing: Free

Range: Combat Zone

Target: One

Cost: Steps

You weave the strands of fate just so, bringing a bit of luck to someone who's about to act.

- **Unique Effect.** Use before the target Influences their roll; this Talent cannot be used if the target rolled a critical or fumble. The target may reroll their check. Afterwards, they may Influence their new roll. This Talent may only be used once per round (or scene).

Luckbringer

Timing: Constant

Range: User

Target: User

Cost: None

Just by existing, you bring luck to everyone around you.

- **Passive Effect.** You gain +2 Ward. In addition, everyone other than you in a scene gains +1 to the result of their Luck checks.

Body Morph

Timing: Constant

Range: User

Target: User

Cost: None

Using your divine blood, you can disguise yourself as any animal. Or perhaps that's your true form.

- **Passive Effect.** You gain +2 to Initiative. Also, at any time you may change yourself into the form of an animal. Treat this as Disguise, with a result of 20.

Blessing in Disguise (Expert)

Timing: Free

Range: Combat Zone

Target: One

Cost: None

Whenever misfortune comes calling, your divine blood turns it into a blessing.

- **Unique Effect.** Use after the target rolls a fumble. Change the target's fumble into a critical. However, their result is set at 10. This Talent may only be used once per combat (or scene).

Twist Fate (Expert)

Timing: Free

Range: Combat Zone

Target: One

Cost: None

You push your spirit into the realms of causality, switching effect for cause.

- **Unique Effect.** Use before the target Influences their roll. The target is forced to reroll their check, even if they rolled a critical or fumble. Afterwards, they may Influence their new roll. This Talent may only be used once per combat (or scene).

Happy Accident (Expert)

Timing: Free

Range: Combat Zone

Target: One

Cost: O

You focus the great flow of fate on a single point, causing an accident—a good one.

- **Unique Effect.** Use after the target makes a roll. The target may adjust the actual value of one die in their roll by 2 (this cannot make it go above 6 or below 1, but it can trigger a critical or fumble). This Talent may be used once per combat (or scene).

Nudge Chances (Expert)

Timing: Free

Range: Combat Zone

Target: One

Cost: O

Almost without thinking, you shape your spirit to enlarge someone's chances for success.

- **Unique Effect.** Use before the target rolls. The target adds one die to their roll. This Talent may be used once per combat (or scene).

Blood of the Fortunes (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

The blood of one of the seven lucky gods runs thick in you, and so luck springs eternally around you.

- **Passive Effect.** You gain +2 to Initiative. In addition, you and anyone you grant your favor gain +2 to the result of Luck checks.

Storm's Rage (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

When you unleash your power, the surrounding spirit whips into a tempest, leveling whole stretches of land.

- **Passive Effect.** "Bladewind" required. You can use Bladewind by paying a cost of "O, O", and when you do, change both the range and target of the attack to "Combat Zone."

Magus

Once, the gods worked miracles using a force we today call "magic." Since ancient times, all over the world, there have been those who study and experiment with the recreation of the gods' sacraments. Those families, who are based entirely around their research, are known as Magus families. A Magus family can follow any tradition: witches, shrine maidens, shamans, sorcerers, onmyouji, Shinto priests. The one thing that binds them is the passage of their secret rituals and spells down through their generations.

A Magus is not an Inheritor. They have no common physical characteristics. However, they do adapt their own bodies in various ways to be ready to inherit their hereditary magecraft, and thus they have high affinity for casting spells.

Ancestral Trait

Thaumaturgical Lineage: You may acquire Magus Ancestry Talents. Also, you may equip items restricted to Magus.

Stat Types	S	A	I	W	L
Warrior	4	4	4	2	1
Adept	3	3	4	1	4
Occultist	1	1	6	4	3

Assault Spell

Timing: Attack

Range: 7 Sq.

Target: Two

Cost: Doubles

You employ a variety of offensive spells of your own creation to take down whoever comes at you.

- **Magical Attack.** Deal Rank 2 magical damage to the target (halve on resist).

Curative Spell

Timing: Attack

Range: 6 Sq.

Target: One

Cost: Steps

You employ spells with restorative properties, allowing you to heal the wounds of others in a snap.

- **Magical Attack.** The target recovers HP equal to Rank I magical damage.

Suggestion

Timing: Attack

Range: Other

Target: Other

Cost: O

Invoking your magecraft, your victim slips into a state of hypnosis, their consciousness and memories yours to shape.

- **Unique Effect.** May only be used while out of combat. You may manipulate or erase the memories and consciousness of any Innocent in the scene. The GM has final say.

Aerial Conveyance

Timing: Free

Range: User

Target: User

Cost: None

You keep an enchanted broom or creature capable of flight on hand, and by using it you can get around much faster.

- **Use on Appearance Check.** You succeed at the check regardless of your roll. You may also change one spirit die to any value. This Talent may only be used three times per session.

Augury

Timing: Free

Range: User

Target: User

Cost: O

By employing thaumaturgy or divination, you can reveal to yourself how to proceed.

- **Use on Intellect or Will Check.** You succeed at the check regardless of your roll. You may also change one spirit die to any value. This Talent may only be used two times per session.

Prestige

Timing: Constant

Range: User

Target: User

Cost: None

Your outstanding affinity for magecraft is the proof of the results of your family's cumulative thaumaturgical research.

- **Passive Effect.** You gain a +3 bonus to magical damage.

Familiar

Timing: Constant

Range: User

Target: User

Cost: None

You have in your service some type of spirit or small creature that assists you in your investigations and invocations.

- **Passive Effect.** You gain a +1 bonus to the result of Intellect, Will, Luck, and Invocation checks.

Alchemical Knowledge

Timing: Constant

Range: User

Target: User

Cost: None

You are skilled in alchemy and know how to create potions and homunculi. Furthermore, you possess facilities and equipment suitable for such work.

- **Passive Effect.** At any time while you are appearing in a non-combat scene, you may purchase (but not sell) consumable items.

Pyric Catalyst (Expert)

Timing: Free

Range: User

Target: User

Cost: None

Sacrificing large quantities of potions and powders, you vastly enhance the force of your spells.

- **Use on Damage Calculation.** When you use this Talent, destroy up to three consumable items in your inventory (treat grouped items as one item). For each destroyed item, you gain a bonus to your damage calculation according to its cost, as written below (use the lower value when between values). This Talent may be used once per round.

  Cost 50: +1 *Cost 100: +2*

  Cost 200: +3 *Cost 300: +4*

Annelidist (Expert)

Timing: Free

Range: Combat Zone

Target: One

Cost: E

You have mastered a forbidden form of magecraft. By using the various insects and organisms living in your body, you can achieve extraordinary things.

- **Unique Effect.** "Familiar" required. Use at any time. Once you acquire this Talent, change your class to Insectoid. Whenever you use this Talent, you gain one of the following effects. This Talent may only be used once per round.

  1: Increase or reduce the target's damage by 2d6.

  2: Increase the target's check result by 1.

Reinforce Self (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

You apply your thaumaturgical skills to enhancing your body, making you deadly in hand-to-hand combat.

- **Passive Effect.** You gain a +5 bonus when calculating damage. Additionally, when you would make an Accuracy check, you may make an Invocation check instead. Invocation bonuses do not apply to this check.

Elemental Chimera (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

You are skilled in handling spells or other techniques that are touched by the elements, giving you greater efficacy when you use them.

- **Passive Effect.** When you make attack actions that are imbued with an element, you gain +1 to the result of the active check for it, and +1 Rank when calculating its damage.

Feather Blade (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

Weaving a sophisticated enchantment into your weapon, you make it so it feels light as a feather to you.

- **Item.** "Prestige" required. Change the selected weapon's Initiative modifier to +2.

Cloud Armor (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

Weaving a sophisticated enchantment into your armor, you make it so it feels like wearing a cloud.

- **Item.** "Alchemical Knowledge" required. Change the selected armor's Initiative modifier to +2.

Natural

In this world, Naturals are the most common kind of human. But the Naturals chosen to be PCs are superhumans who have somehow obtained the power of a Shard. Naturals are highly adaptive, and their greatest strength is their ability to grow and learn quickly, gaining abundant experience and useful skills with little time spent. Some were destined for greatness, while others never wanted it. But in the end, they'll be Awakened.

Ancestral Trait

Improvise, Adapt, Overcome: You may acquire Natural Ancestry Talents. Also, you may equip items restricted to Naturals.

Stat Types	S	A	I	W	L
Warrior	4	5	1	3	2
Adept	4	3	3	1	4
Occultist	2	1	5	4	3

Spirit Tuning

Timing: Free

Range: User

Target: User

Cost: None

Through some special technique, you fine tune the spirit flowing within you, preparing you for what you're about to do next.

- **Unique Effect.** Use at any time. You may adjust the actual value of one of your spirit dice by 1 (this cannot make it go above 6 or below 1). This Talent may be used once per round.

Seasoned

Timing: Constant

Range: User

Target: User

Cost: None

You're extremely capable. When faced with a problem, you draw from your abundant experience to know exactly what to do.

- **Passive Effect.** When you take this Talent, select three different maneuvers. You gain a +2 bonus to the result of those maneuvers.

Competence

Timing: Constant

Range: User

Target: User

Cost: None

As a Natural in this supernatural world, you can do whatever you put your mind to.

- **Passive Effect.** When you acquire this Talent, select two different main stats. You gain +1 to the chosen main stats. This may change your combat stats.

That Moment

Timing: Free

Range: User

Target: User

Cost: None

A time will come when you have to dig deep for that last scrap of spirit. You've done it often enough.

- **Unique Effect.** Use at any time. You gain 1 Overflow. This Talent may be used once per combat.

All Trades

Timing: Constant

Range: User

Target: User

Cost: None

You're a Natural and a natural; you're ready for anything that might come up.

- **Passive Effect.** You gain +1 to the result of any main stat check.

Art Studies

Timing: Constant

Range: User

Target: User

Cost: None

You're a quick study, shown by how you've already mastered more arts than you should have by now.

- **Passive Effect.** You may acquire one basic Talent from one of your Facets.

Martial Mastery

Timing: Constant

Range: User

Target: User

Cost: None

You've gone through rigorous training to hone your hand-to-hand combat skills. Now, when you fight, your strength is unparalleled.

- **Passive Effect.** You gain a +1 bonus to the result of Accuracy checks, and +2 to physical damage.

Spell Mastery

Timing: Constant

Range: User

Target: User

Cost: None

You've gone through rigorous training to hone your magecraft skills. Now your thaumaturgical invocations are unparalleled.

- **Passive Effect.** You gain a +1 bonus to the result of Invocation checks, and +2 to magical damage.

Fail On Purpose (Expert)

Timing: Free

Range: User

Target: User

Cost: None

During battle, you don't miss anything. That's why you know when not to overcommit and thus save yourself from disaster.

- **Use on Check.** Change the result of your check to 1. By doing so, you can cancel the effects of rolling a fumble. This Talent may be used once per round.

Not Today (Expert)

Timing: Free

Range: User

Target: User

Cost: None

After countless battles, you know when and how to move your body to avoid a hit that would otherwise be fatal.

- **Use on Damage Calculation.** "Seasoned" required. Change the direct damage you're about to take to 10. This Talent may only be used once per combat.

Expertise (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

You've disciplined your body and mind to their utmost, making you even more capable.

- **Passive Effect.** When you acquire this Talent, select three different main stats. You gain +1 to the chosen main stats. This may change your combat stats.

Art Meditations (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

Your ability to pick things up quickly served you well when you learned this rather powerful art.

- **Passive Effect.** "All Trades" required. You may acquire one expert Talent from one of your Facets.

Weapon Master (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

After having been through battle after battle, you now can handle any weapon with ease.

- **Passive Effect.** "Martial Mastery" required. When you acquire this Talent, select one form of weapon. Give this Talent a name like "Weapon Master: X" (where X is the weapon form). You may ignore the restriction field of the weapon form you chose.

Spellbreaker (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

After your deep study of magic, you've developed an incredible resistance to thaumaturgy.

- **Passive Effect.** "Spell Mastery" required. You gain +7 to Ward.

General Talents

The Talents found here are general Talents which may be acquired regardless of a character's chosen Facets. When selecting which Talent to acquire, any character may select from these.

Ambidexterity

Timing: Constant

Range: User

Target: User

Cost: None

You know how to fight with a weapon in each hand.

- **Passive Effect.** You may equip a second weapon with a one-handed grip (neither of your weapons may be a switchable grip). When attacking, you must use the range of the weapon with the shortest range, and you may choose to use either weapon's target. See pg. 73 for more details.

Weapon Proficiency

Timing: Constant

Range: User

Target: User

Cost: None

You've trained yourself on how to use certain specialized weapons.

- **Passive Effect.** Select one group of Facets other than the one from your main Facet (martial, skilled, or caster). You may equip weapons restricted to the chosen group.

Pain Tolerance

Timing: Constant

Range: User

Target: User

Cost: None

Whether it's a gift or something you got from training, you've developed a tolerance towards pain.

- **Passive Effect.** You gain +5 HP. This Talent may be acquired multiple times, and each time it is acquired, its effects stack (up to a maximum of +25). If you acquire this Talent multiple times, be sure to note how many times (by recording the name as "Pain Tolerance x3" or similar).

Condition Immunity

Timing: Constant

Range: User

Target: User

Cost: None

You foster a change in the spirit that swirls through your body, making you immune to a particular condition.

- **Passive Effect.** When you acquire this Talent, select one of the following conditions: staggered, blinded, or poisoned. Give this Talent a name like "Condition Immunity: X" (where X is the condition). You are immune to the chosen condition.

Two-Handed Weapon Focus

Timing: Constant

Range: User

Target: User

Cost: None

Through hard practice with weapons made to be wielded in both hands, you've increased your precision and power.

- **Passive Effect.** When you are equipped with a weapon with a two-handed grip, you gain +1 to the result of your active checks, and +2 to damage calculation.

Armor Proficiency

Timing: Constant

Range: User

Target: User

Cost: None

You've trained yourself on how to use certain specialized armors or shields.

- **Passive Effect.** Select one group of Facets other than the one from your main Facet (martial, skilled, or caster). You may equip protection items restricted to the chosen group.

Combat Reflexes

Timing: Constant

Range: User

Target: User

Cost: None

Whether it's a gift or something you got from training, you're accustomed to battle and its dangers.

- **Passive Effect.** You gain +1 to the result of your reactive checks.

Archslayer

(Group: Martial)

With this as your main Facet, you are able to equip items restricted to Archslayer or the martial group.

ACC	EVA	IVC	RES	IST	PD	MD	INI	HP
1	2	0	0	0	4	0	7	35
Combat Modifiers (When Main)								

Once, the gods of antiquity wielded divine armaments: their holy swords and their sacred bows. Those who bear a Shard of one of these weapons within their souls come to be styled as "Archives of Slaughter," more commonly known as Archslayers.

An Archslayer's Shard is the vessel for the memories of every war the gods waged, and it is from there that Archslayers draw their power. The knowledge granted to them includes martial arts techniques powerful enough to bring ruin to all, including the gods themselves. With sword in hand, an Archslayer will overcome any obstacle, even the limits of the world itself, to find their quarry and slay it.

View an Archslayer as though a superhuman demon slayer, or perhaps a virtuoso of weaponry. For when they invoke their powers—their memories—they wield the arts of the gods themselves: mythical methods of murder, secret ultimate techniques, and shadowy arts.

Alpha

Archslayers of this type specialize in killing with a single stroke of their weapon. Most Talents that can be acquired here focus on improving accuracy and physical damage.

In order to use Archslayer Alpha Talents, you must have a weapon equipped.

Slayer's Art (Key)

Timing: Attack

Range: Item

Target: One

Cost: 4, 4

You unleash your signature killing move, slaughtering your quarry.

- **Physical Attack.** You gain +2 ranks when calculating the attack's damage.

Rending Gale

Timing: Prep

Range: User

Target: User

Cost: E

Using a secret technique of your own devising, you enhance the power of your arts, both martial and thaumaturgical.

- **Unique Effect.** You gain +1 rank when calculating damage.

Flashing Sky

Timing: Prep

Range: User

Target: User

Cost: 4

Using a secret technique of your own devising, you can freely alter the length of your reach and the breadth of your strike.

- **Unique Effect.** When you next use an Attack Timing Talent, you may gain either one of the following effects. If the Talent already has a range of "Charge X Sq." or a target of "Area," you instead get a +2 bonus when you calculate its damage.

  1: Change the range to "Charge 4 Sq."

  2: Change the target to "Area."

Slayer's Fangs

Timing: Attack

Range: Charge 7 Sq.

Target: One

Cost: Steps

You close the distance on your opponent with explosive speed, tearing apart the very space they occupy.

- **Physical Attack.** You gain +1 physical rank when calculating the attack's damage.

Slayer's Ruin

Timing: Attack

Range: Item

Target: One

Cost: 4, 4

You channel your spirit into your weapons, then slaughter your quarry with a technique faster than the eye can follow.

- **Physical Attack.** You gain a bonus equal to your Agility when calculating the attack's damage. If you make this attack while equipped with a sword, spear, or ranged form Weapon, your bonus is double your Agility instead.

Yang Form

Timing: Free

Range: User

Target: User

Cost: E

This shadowy art, unknown to any martial school's curriculum, exists among the multitudes of techniques within your memories.

- **Use on Accuracy Check.** You gain a +1 bonus to the result of the Accuracy check. This Talent may only be used once per round.

Yin Form

Timing: Free

Range: 7 Sq.

Target: One

Cost: None

You force a change in the flow of spirit, a receptive, or yin technique hidden deeply in the theory of all martial schools.

- **Unique Effect.** Use this at any time when you are in combat. You and your target may trade one spirit die. This Talent may only be used once per round.

Mysteries of Battle

Timing: Constant

Range: User

Target: User

Cost: None

Whether through experience or genius, you understand battle at its deepest levels, and incorporate that into your style.

- **Passive Effect.** You gain a +1O bonus to damage calculation (to a maximum of +2O) each time you use a Talent with one of the following effect classes: "Use on Accuracy Check" "Use on Invocation Check" "Use on Active Check." This Talent's effects only apply to the attack on which the specified Talents are used, and do not persist.

Staredown (Expert)

Timing: Start

Range: Combat Zone

Target: One

Cost: None

By concentrating spirit in your eyes you can read your opponent's intentions, allowing you to seize initiative.

- **Unique Effect.** You and your target swap Initiative values. This Talent may be used once per combat.

Nerve Pinch (Expert)

Timing: Free

Range: User

Target: User

Cost: None

The secrets of rendering a man instantly unconscious are taught only at the deepest levels of martial schools, but exist among the multitudes of techniques within your memories.

- **Unique Effect.** Use when you use a Prep Timing Talent. Treat the Talent's entire cost as already paid. This Talent may only be used once per round.

Execution (Expert)

Timing: Free

Range: User

Target: User

Cost: O

This executioner's methodology, forbidden by all martial schools, exists among the multitudes of techniques within your memories.

- **Use on Damage Calculation.** You may instantly kill any Mononoke swarms that the attack damages. This Talent may only be used once per round.

Innermost Death (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

You have found the true depths of power hiding in your killing arts.

- **Passive Effect.** You gain a +1O bonus to damage calculation (to a maximum of +2O) each time you use a non-Constant Timing Talent that allows you to instantly kill Mononoke swarms. This Talent's effects only apply to the attack on which the specified Talents are used, and do not persist.

Spiritual Obliteration (Focus)

Timing: Free

Range: User

Target: User

Cost: 4

When you strike, you concentrate all your spirit into the point of contact, shearing away the very concept of your quarry's existence.

- **Unique Effect.** Use when you calculate damage for "Slayer's Art." You gain a bonus to the damage calculation equal to the difference of the result of your active check and the result of the target's failed reactive check. This Talent may be used once per round.

Peerless Warrior (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

Through the use of an illicit technique of your own creation, you eliminate all wasted motions and the unnecessary expending of energy of certain techniques.

- **Passive Effect.** You gain +1 rank at damage calculation. In addition, you may treat Attack Timing Key Talents as though they had a cost of Doubles.

BETA

Archslayers of this type specialize in evasion and protection. Most Talents that can be acquired here focus on counterattacking and overwhelming your opponent.

In order to use Archslayer Beta Talents, you must have a weapon equipped.

Blade Flash (Key)

Timing: Free

Range: User

Target: User

Cost: 4, 4

You put your stunning athleticism on display to evade, then in the space of a breath, unleash a strike in the opening presented to you.

- **Unique Effect.** Use after you succeed at an Evasion check. You gain an Attack Timing to immediately use on the character who made the attack action you just dodged (you must be engaged with them). This Talent may only be used once per round. Talents and additional Effects can change the range/target of Blade Flash to affect additional targets.

Ancient Form

Timing: Free

Range: Engaged

Target: One

Cost: 4

This secret technique, normally an oral tradition never written down, exists among the multitudes of techniques within your memories.

- **Unique Effect.** Use once the target declares the use of a Talent with Free Timing. You nullify the effect of that Talent. This Talent may only be used once per round.

Protector's Teachings

Timing: Defense

Range: Engaged

Target: One

Cost: E

You step in, interceding when an attack was meant for another in order to stop it.

- **Unique Effect.** Use before the target makes an Evasion check. You may make the Evasion check for the target (allowing you to use Talents like "Blade Flash" if you succeed). If you fail at this check, you take the damage instead of the target. This Talent cannot be used against attack actions that target an area or the combat zone. Also, this Talent does not spend a Defense Timing. The Target may refuse this effect.

Slayer's Brilliance

Timing: Attack

Range: Item

Target: One

Cost: 4

You unleash an attack of certain death, one of your own making, which imbues your weapon or bullets with the powers of light, gravity, or illusion.

- **Physical Attack.** You gain +1 rank when calculating the damage of the attack, and may endow the attack with either the force, radiant, or psychic element.

Lingering Glow

Timing: Defense

Range: User

Target: User

Cost: O

Your extraordinary foresight lets you predict not just the path of swords, but the trajectory of spells and bullets too.

- **Use to React.** Change the modifier for your reactive check to 5.

Heavenly Dance

Timing: Defense

Range: User

Target: User

Cost: O

As you gracefully somersault, cartwheel, and backflip, you avoid attacks from enemies.

- **Use on Evasion Check.** You gain a +1 bonus to the result of the Evasion check.

Epigone Form

Timing: Free

Range: User

Target: User

Cost: None

A copycat skill not taught by any martial school, which draws spirit from your foe.

- **Unique Effect.** Use before making a reactive check. If you succeed at the reactive check, you gain 1 Overflow. This Talent may only be used once per round.

Zero Form

Timing: Free

Range: Combat Zone

Target: One

Cost: 4

This skill, which exists at the root of all martial Facets, exists among the multitudes of techniques within your memories.

- **Use when target declares Talent.** The target may move up to 7 squares (they do not ignore engagements unless another effect would allow them to). This Talent may only be used once per round.

Violent Flash (Expert)

Timing: Free

Range: User

Target: User

Cost: 4

When your quarry tries to strike you, you move so fast that you're already countering even as you evade them.

- **Unique Effect.** Use after you succeed at a reactive check. Immediately make a weapon attack on the character who made the attack you just dodged (you must be engaged with them). This Talent may only be used once per round.

Slayer's Spiral (Expert)

Timing: Free

Range: Engaged

Target: One

Cost: 4

You punish any who dare enter your Weapon's reach, or those who carelessly try to escape it.

- **Unique Effect.** Use either when you engage your target, or when your target engages you, or tries to breakaway or withdraw. Make a Weapon attack against the target. This Talent may only be used once per round.

Foresight's Zenith (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

Having reached the highest level of foresight, its advantages are always available to you.

- **Passive Effect.** You gain a +1 bonus to the result of reactive checks. Also, whenever you use "Lingering Glow," increase this bonus by 4 (for a total of +5).

Unassailable (Expert)

Timing: Defense

Range: User

Target: User

Cost: 4

With a speed matched only by gods, you intercept and strike down an incoming Weapon attack.

- **Unique Effect.** Use when you are targeted by a Weapon attack. Make an Accuracy check against the Weapon attack's result (treat your check as a reactive check). If you succeed, you (and only you) ignore the damage and other effects of the attack.

No Restraint (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

By combining them with a secret technique of your own creation, you can vastly enhance the reach and breadth of your lightning-fast strikes.

- **Passive Effect.** When you use "Blade Flash," you may first move up to 4 squares, ignoring engagements, and then when you make your attack, you may change the target of the attack to "Area."

Akashic Muscle Memory (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

You've mastered a legendary art that allows you to precisely control how you expend your spirit for certain arts.

- **Passive Effect.** Each time you use "Blade Flash" with any Defense Timing Talent, treat any one portion of the cost as already paid.

Dragon Carrier

(Group: Martial)

With this as your main Facet, you are able to equip items restricted to Dragon Carrier or the martial group.

ACC	EVA	IVC	RES	IST	PD	MD	INI	HP
1	1	1	0	0	2	2	5	41
Combat Modifiers (When Main)								

Once, the gods of antiquity clad themselves in armor and readied impenetrable shields. Those who bear a Shard of one of these protectors within their souls come to be styled as "Bearer of the Meridians Draconic" more commonly known as Dragon Carriers.

Rather than memories, a Dragon Carrier's Shard contains a distinct form of spirit known colloquially as "wyrmblood." Once this mixes with a person's own spirit, they are granted with an unusual power: the ability to crystalize their spirit.

With this spiritual crystal at their disposal, Dragon Carriers sheathe their bodies in armored forms and scaly exoskeletons, or can coat their weapons with it, enhancing their power. With their power on full display, Dragon Carriers are the very image of those that change themselves to defend others —transforming heroes and heroines.

Alpha

Dragon Carriers of this type specialize in offense. While they possess high physical abilities just by their natures, when they transform, they can enhance the power of their physical and magical attacks.

In order to use Dragon Carrier Alpha Talents, you must have an accessory equipped.

Crystal Transform (Key)

Timing: Start

Range: User

Target: User

Cost: 5

You crystallize your spirit around your body, transforming yourself into a form more optimized for combat that likewise represents your ideals.

- **Unique Effect.** For the rest of the combat, you gain +1 rank when calculating damage. This Talent does not spend your Start Timing.

Combat Roll

Timing: Prep / Free

Range: User

Target: User

Cost: E

You enhance your speed with your spirit, then move with a leap or evade with a roll.

- **Unique Effect.** You gain one of the following effects, depending on the Timing spent. This Talent may be used once per round.

  Prep: You may move up to 4 squares, ignoring engagements.

  Free: Ignore falling damage you're about to take, and ignore being staggered by the fall.

Spark Zapper

Timing: Attack

Range: Item

Target: One

Cost: Doubles

You coat your weapons or bullets in spiritual crystal so that when you strike, your attack breaches armor, sending up showers of sparks.

- **Physical Attack.** You gain +1 rank when calculating the attack's damage. Also, your target halves their Guard.

Shooting Alter

Timing: Attack

Range: Combat Zone

Target: One

Cost: Doubles

You briefly change the form of your weapon into a gun or bow, then lay down fire with spiritual bullets or arrows.

- **Ranged Attack.** For this attack, change the form of your equipped weapon to ranged. Also, you gain +1 rank when calculating the attack's damage.

Force Striker

Timing: Attack

Range: Charge 4 Sq.

Target: One

Cost: E, 5

Your spirit flares around you, giving you explosive charging speed to unleash an attack.

- **Physical Attack.** You gain +1 physical rank when calculating the attack's damage.

Force Buster

Timing: Attack

Range: Item

Target: One

Cost: 5, 5

By coating your weapons or bullets in spiritual crystal, you trigger an explosion on impact, shattering your opponent's defenses.

- **Physical Attack.** You gain +1 physical rank when calculating the attack's damage. Also, the target cannot apply any halving effects when they reduce your damage.

Spin Guard

Timing: Defense

Range: User

Target: User

Cost: 5

As you get hit, you spin in the air, not only lessening the force of the blow, but letting you land on your feet.

- **Use on Damage Reduction.** You gain +5 to Guard.

Toughened Body

Timing: Constant

Range: User

Target: User

Cost: None

You have Awakened to the unusual powers of a Dragon Carrier. Even beyond crystallization, your athleticism and robust constitution cannot be denied.

- **Passive Effect.** You gain a +2 bonus to the result of Strength and Agility checks, and +2 to Guard.

Crystal Smasher (Expert)

Timing: Attack

Range: Combat Zone

Target: Combat Zone

Cost: E, 5, 5

You gather highly-concentrated spirit into some part of you. However you do it, once that energy is released, the explosion will level the whole area.

- **Physical Attack.** You gain +2 rank while calculating the attack's damage.

Stormbreak (Expert)

Timing: Free

Range: User

Target: User

Cost: 5

You lift up into the air, spirit and crystals swirling around you. You charge forward and trigger the crystals to burst, creating explosive speed.

- **Unique Effect.** You may change an Attack Timing Talent with the "Physical Attack" effect class to have a range of "Charge IO Sq." and a target of "one." This Talent may only be used once per round.

Piercing Crystal (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

By keeping your weapons constantly coated in a specialized crystal, you never worry how heavily armored your enemies are.

- **Passive Effect.** Whenever you inflict damage on a target with a physical attack, they halve their Guard.

Final Force (Expert)

Timing: Free

Range: User

Target: User

Cost: None

As a seasoned Dragon Carrier, you've developed your own signature move.

- **Use on Damage Calculation.** Add 2x one of your main stats when calculating the attack's damage. This Talent may be used once per combat.

Crystal Enforcer (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

Your Awakening as a Dragon Carrier was unique. Massive amounts of spirit constantly flows from your body, making your crystals that much more impervious.

- **Passive Effect.** When you use "Crystal Transform" or any Attack Timing Talent with the "Physical Attack" effect class, you may treat one portion of the cost as already paid.

Second Form (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

Having refined your crystallization even more, you've reached a second stage of transformation, giving even more power to your physical attacks.

- **Passive Effect.** While under the effect of "Crystal Transform," add one of your main stats when calculating the damage of any Dragon Carrier Facet Talents with the "Physical Attack" effect class.

BETA

Dragon Carriers of this type specialize in defense. Most Talents that can be acquired here focus on giving you extreme resilience towards physical and magical attacks.

In order to use Dragon Carrier Beta Talents, you must have an accessory equipped.

Crystal Raiment (Key)

Timing: Start

Range: User

Target: User

Cost: 5

You crystallize your spirit around your body, arraying yourself in custom armor or a fashionable costume, and likewise making you a lot tougher.

- **Unique Effect.** For the rest of the combat, you gain +3 to Guard and Ward. This Talent does not spend your Start Timing.

Crystal Shoot

Timing: Attack

Range: 10 Sq.

Target: One

Cost: Steps

You've adapted your spiritual crystals into a magical attack only Dragon Carriers could make.

- **Magical Attack.** Deal rank 3 magical damage to the target (halve on resist).

Guard

Timing: Defense

Range: Charge 4 Sq.

Target: One

Cost: 5

You set off crystals under your feet, flinging yourself in front of an ally to shield them from harm.

- **Use on Damage Reduction.** You take all damage and effects that your target would have in their stead. If taking a magical attack, treat it as though the resist check had failed. This Talent cannot be used against attack actions that target an area or the combat zone.

Crystal Aegis

Timing: Defense

Range: User

Target: User

Cost: Doubles

You coat your weapon in crystals, then lash out at a magical attack to reduce its force.

- **Use on Damage Reduction.** You gain a bonus to your Ward equal to either the PD or MD of one of your equipped weapons.

Crystal Divider

Timing: Free

Range: User

Target: User

Cost: E

You erect a glimmering crystalline wall or pillar in front of an attack in order to intercept it.

- **Use on Damage Reduction.** Reduce the damage you're about to take by 2. This Talent may only be used once per round. Also, this Talent has no effect on Talents that cancel on resist.

Fortified Mind

Timing: Constant

Range: User

Target: User

Cost: None

You have Awakened as a mighty Dragon Carrier. Even beyond crystallization, not only is your memory is perfect, but nothing gets past you.

- **Passive Effect.** You gain a +2 bonus to the result of Intellect and Luck checks, and also +2 to Ward.

Material Shield

Timing: Constant

Range: User

Target: User

Cost: None

When using certain defensive techniques, you can erect a wall of light shaped like your Spirit Crest, giving you more protection.

- **Passive Effect.** Each time you use a Talent with the "Use on Damage Reduction" effect class, you gain +5 to Guard. This Talent's effects only apply to the moment in which the specified Talents are used, and neither persist nor stack.

Ethereal Shield

Timing: Constant

Range: User

Target: User

Cost: None

When using certain defensive techniques, you can erect a wall of light shaped like your Spirit Crest, giving you more resilience.

- **Passive Effect.** Each time you use a Talent with the "Use on Damage Reduction" effect class, you gain +5 to Ward. This Talent's effects only apply to the moment in which the specified Talents are used, and neither persist nor stack.

Storm Guard (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

Bursting your crystals gives you explosive speed, which is handy when you need to get somewhere faster to protect someone.

- **Passive Effect.** You may treat "Guard" as though it had a cost of "E". In addition, you may change the range of "Guard" to "Charge IO Sq.," and whenever you use it, you ignore engagements.

Crystal Stratum (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

When you use crystallization abilities, you layer your spirit, vastly cutting the impact of attacks.

- **Passive Effect.** Each time you use a Free Timing Talent with the "Use on Damage Reduction" effect class, halve the magical damage you would take.

Crystal Fortress (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

The wyrmblood flowing in you is especially powerful, which means the spirit flowing through your body is too, giving you the ability to shrug off any blow.

- **Passive Effect.** You gain +2 to Guard and Ward. In addition, you ignore the following sentence in the effect field of Talents: "This Talent has no effect on Talents that cancel on resist."

True Raiment (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

Through diligence or simple genius, when you transform, you take on the true form hidden deep within you.

- **Passive Effect.** While under the effect of "Crystal Raiment," you gain an additional +5 to Guard and Ward.

Crystal Bastion (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

You've Awakened as an exceptional Dragon Carrier. Some of your defensive tactics are unusually potent.

- **Passive Effect.** You gain +IO HP. In addition, while under the effect of "Crystal Raiment," reduce damage you take by 5.

Ultimate Form (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

You've realized a special crystallization technique, and now when you transform, nothing can harm you.

- **Passive Effect.** While under the effects of "Crystal Raiment," you may gain either one of the following effects.

  1: An additional +7 to Guard

  2: An additional +7 to Ward

Dark Hunter

(Group: Skilled)

With this as your main Facet, you are able to equip items restricted to Dark Hunter or the skilled group.

ACC	EVA	IVC	RES	IST	PD	MD	INI	HP
1	1	1	0	0	1	1	10	32

Combat Modifiers (When Main)

The gods of antiquity often favored using cloaks and masks in order to disguise their identities. Those who bear a Shard of one of these accessories within their souls come to be styled as "Predator of the Dark," more commonly known as Dark Hunters.

Dark Hunters are magicians of shadow, the memories in their Shards granting them mastery over darkness itself. To them, shadows are as real as the objects that cast them, and so by twisting and bending shadow, so too does space itself warp. With this power at their command, Dark Hunters are deadly warriors, capable of teleporting along paths of shadow and attacking from any angle.

Leaping from shadow to shadow, they appear as though ninjas, assassins, or even supernatural phantom thieves.

Alpha

Dark Hunters of this type specialize in offense. Beyond offensive Talents, they also may acquire Talents that support, and ones that pressure opponents with harrying strikes.

There are no requirements to use Dark Hunter Alpha Talents.

Shadow Smash (Key)

Timing: Prep

Range: User

Target: User

Cost: Steps

With a step and a well-placed shadow, you move and slam into your quarry, knocking them off-balance.

- **Unique Effect.** You may make a combat move (you do not ignore engagements unless another effect would allow you to), then may stagger one target you are engaged with.

Shadow Strike

Timing: Attack

Range: Item

Target: One

Cost: O

You set off a shadow just as you strike, sending your quarry flying with the impact.

- **Use to Attack.** Make an attack action on the target with one of the following effects depending on the type of attack. If you deal at least 1 point of damage, you may force the target to move 1 square in any direction (ignore engagements).

  Physical Attack: You gain +1 rank.

  Magical Attack: Deal rank 2 magical damage to the target (halve on resist).

Tools of the Hunt

Timing: Start

Range: User

Target: User

Cost: O

Your shadow produces the item you need from within your barrier, just when you need it.

- **Unique Effect.** You may use one consumable item in your inventory.

Shadow Clone

Timing: Defense

Range: 7 Sq.

Target: One

Cost: 2

You send out a shadow clone, aiding in evasion.

- **Use on Evasion Check.** The target gains a +1 bonus to the result of their Evasion check.

Reflection

Timing: Free

Range: User

Target: User

Cost: 2, 2

You send out a shadow clone, and the two of you unleash an attack at the same time.

- **Unique Effect.** Use just after you've calculated damage. Use one Attack Timing Talent, treating its entire cost as already paid. This Talent may only be used once per round.

Move in Shadow

Timing: Constant

Range: User

Target: User

Cost: None

As you sprint, you create pathways of shadow. By running through them, you can freely change your direction.

- **Passive Effect.** You gain a +2 bonus to Initiative. In addition, whenever you might make a combat move with a Prep Timing, you do not spend your Prep Timing.

Fatal Darkness (Expert)

Timing: Attack

Range: Item

Target: One

Cost: 2, 2

You leave shadows behind in the wound you make, preventing it from closing.

- **Use to Attack.** Make an attack action on the target with an appropriate effect as below. If the target fails their reactive check, they reduce all recovery they receive by 30 (to a minimum of 0) until the end of the round .

  Physical Attack: You gain +1 rank.

  Magical Attack: Deal rank 2 magical damage to the target (halve on resist).

Guttering Shadow (Expert)

Timing: Free

Range: Combat Zone

Target: One

Cost: 2

You drench your weapons with keenly edged shadows, then the moment you hit, they burst apart, penetrating armor.

- **Use on Damage Reduction.** The target halves their Guard. If you are equipped with a sword, spear, or ranged form weapon, then the target's Guard is halved again. This Talent may only be used once per round.

Cross Shroud

Timing: Free

Range: User

Target: User

Cost: 0

You deliberately arrange your own body to block your quarry's vision so that they can't see your ally coming.

- **Unique Effect.** Use once you're not ready. Select one ready target in the combat zone. They take their turn now, regardless of their Initiative.

One with Shadow

Timing: Constant

Range: User

Target: User

Cost: None

When you sprint, shadows cling to you, presenting no openings for your enemies. By moving along shadowpaths, you can get where you're going easily.

- **Passive Effect.** You may now make full moves by spending a Prep Timing, and ignore the penalties associated with full moves and withdraws. Also, when you Climb, you succeed at the check regardless of your roll (treat the result as 20).

No Respite (Expert)

Timing: Free

Range: Engaged

Target: One

Cost: 2

Shifting into an off-balanced opponent's blind spot, you follow through with another attack.

- **Unique Effect.** Use this Talent just after your target is afflicted with a negative Condition, or just after they remove one. Make a weapon attack against the target. This Talent may only be used once per round.

Blackest Umbra (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

You've learned how to draw spirit from shadow itself, making the consumption of some of your techniques more efficient.

- **Passive Effect.** You are now able to use any Prep Timing Talent as though it had a cost of "E." If the Talent already costs "E," then treat the cost as already paid.

Silhouette (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

You've created a puppet out of shadows that has your exact figure. It can move unhindered, relentlessly keeping the pressure on your enemy.

- **Passive Effect.** Each time you spend a Prep Timing, you may make a weapon attack on one target within your weapon's range. This effect does not trigger unless your Prep Timing is actually consumed.

Consuming Abyss (Focus)

Timing: Free

Range: User

Target: User

Cost: 2, 2

You've perfected a certain-death move, and when you unleash it, it will bring ruin to your enemy.

- **Unique Effect.** Use this Talent when calculating damage for Dark Hunter Talents with Attack Timing. Add your Initiative to the damage calculation. This Talent may only be used once per session.

BETA

Dark Hunters of this type specialize in support. Other than that, most Talents that can be acquired here focus on granting extra movement, and canceling the effects of enemy Talents.

There are no requirements to use Dark Hunter Beta Talents.

Umbral Displacement (Key)

Timing: Start

Range: 5 Sq.

Target: One

Cost: Doubles

Your shadows swallow you and another, forcibly swapping your positions.

- **Unique Effect.** Place yourself in the target's square, and the target in your square, ignoring engagements. For example, if you're in square A1 and your target in A4, place yourself in A4, and place your target in A1. This Talent does not allow a reactive check and cannot be refused.

Umbral Snap

Timing: Start

Range: 7 Sq.

Target: One

Cost: O, 2

You connect shadows to bridge space, snapping yourself or others across long distances instantly.

- **Unique Effect.** You force the target to move up to 7 squares, ignoring engagements. This Talent does not spend your Start Timing, but may only be used once per round. This effect cannot be refused.

Umbral Spirit

Timing: Attack

Range: 17 Sq.

Target: One

Cost: Doubles

You join your shadow with another's, allowing you to influence their spirit.

- **Magical Attack.** The target may adjust the value of one spirit die by 1 (this cannot make it go above 6 or below 1).

Shadow Wind

Timing: Start

Range: 7 Sq.

Target: One

Cost: Doubles

You draw the shadows close to your target, reinforcing their movements and giving them incredible alacrity.

- **Unique Effect.** The target gains +1d6 to their Initiative. This Talent does not spend your Start Timing. When used outside of combat, the target succeeds at their Acrobatics check regardless of their roll (treat the result as 20).

Darting Shadows

Timing: Start

Range: 7 Sq.

Target: One

Cost: O, 2

You twist shadows faster than the eye can follow, moving someone before they can react.

- **Unique Effect.** The target gains a +3 bonus to Initiative. Also, you may force them to move up to 3 squares, ignoring engagements. This effect cannot be refused.

Umbral Healing

Timing: Constant

Range: User

Target: User

Cost: None

You know how to heal others by coating their wounds with your own shadow when it's charged with your unique spirit.

- **Passive Effect.** Each time you use an Attack Timing Talent that doesn't deal damage (such as "Umbral Spirit"), add the following effect: "The target recovers HP equal to rank 1 magical damage." This cannot be used in conjunction with other talents that have recovery effects, such as High Cure.

Cicada's Shell

Timing: Free

Range: User

Target: User

Cost: 2

They think they've killed you, but you're already dashing away cloaked in shadows, getting a better position.

- **Use on Damage Reduction.** You may move up to 5 squares, ignoring engagements. This Talent may be used once per round.

Shattered Shadow (Expert)

Timing: Free

Range: Combat Zone

Target: One

Cost: E

Knowing what's coming, you step in, destroying the shadow of an enemy's technique to put a stop to it.

- **Use when target declares Talent.** You may cancel the effect of one Start or Prep Timing Talent the target is using. This Talent may only be used once per round.

Umbral Escape (Expert)

Timing: Free

Range: User

Target: User

Cost: O

The moment an enemy tries something, you repel it with a snap or a shadow, then dash away, unseen.

- **Unique Effect.** Use just after you take a negative Condition other than downed, taken out, or dead. You may remove one condition you are afflicted with, and then you may immediately use "Umbral Displacement" (however, you must pay the cost as normal). This Talent may only be used once per round.

Shadow Praxis (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

You've honed your skills in handling shadows, and now wield them with effortless grace.

- **Passive Effect.** You are now able to use Start Timing Talents with a cost of "X" or "X, X" as though they had a cost of "E." If they already have a cost of "E," treat the cost as already paid.

One Who Hunts Darkness

Timing: Constant

Range: User

Target: User

Cost: None

You've lived to grow into an excellent Dark Hunter. You can track down any evil.

- **Passive Effect.** You gain a +2 bonus to the result of Intellect and Luck checks, and +2 to Initiative.

Shadow Binding (Expert)

Timing: Free

Range: Combat Zone

Target: One

Cost: O, 2

You send up solid shadows in front of your opponent, which swallow their attack itself, stopping it.

- **Use when target declares Talent.** You may cancel the effect of one Attack Timing Talent the target is using. This Talent may only be used once per round.

Deepening Darkness (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

You apply a method from drawing spirit from shadow to certain techniques, allowing you to form stronger spirit. (This ability can not be used at the same time as Umbral Healing)

- **Passive Effect.** Each time you use an Attack Timing Talent that does not deal damage (for example. Umbral Spirit, but not Umbral Healing, which has Constant Timing), add the following effect: "The target gains I Overflow."

Umbral Crossing (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

By chaining forced displacement with absurd speed, moving shadow to shadow, you and continuously swap places with others.

- **Passive Effect.** Change the range of "Umbral Displacement" to "Combat Zone," and the target to "One." In addition, "Umbral Displacement" no longer spends your Start Timing, and may be used twice per round.

Elemental Adept

With this as your main Facet, you are able to equip items restricted to Elemental Adept or the skilled group.

(Group: Skilled)

ACC	EVA	IVC	RES	IST	PD	MD	INI	HP
1	0	1	0	0	2	2	8	35
Combat Modifiers (When Main)								

When the world was still new, the gods created the elements: flames and wind, the snow and rivers, light and earth. Those who bear a Shard of one of these primordial elements within their souls come to be styled as "Wielder of the Primal Origins," though are more commonly known as Elemental Adepts.

The Shards of these Elemental Adepts do not merely make their bearers into pyromancers or aeromancers. The Shards are of the primal elements themselves—the first fire, the first ice, the first lightning, the first wind. In other words, the origin of those elements, where each is born from.

Through the creation of the element they specialize in, Elemental Adepts can make their techniques deadlier, and establish powerful defenses. And, as their memories tell them how to convert their spirit directly into their element, their origin is endless. Whether they use their powers to conjure elemental creatures to do their work, or whether they combine their element with martial arts or thaumaturgy, whatever an Elemental Adept does, it will be imbued with the power of nature itself.

Alpha

Elemental Adept of this type can enhance any attack action through the use of elements. Beyond that, they can enhance or even hinder the actions of others.

There are no requirements to use Elemental Adept Alpha Talents.

Element Burst (Key)

Timing: Free

Range: Combat Zone

Target: One

Cost: Doubles

You gather your element to you, and as you attack, you let it burst out.

- **Use on Damage Calculation.** When you acquire this Talent, select one element (pg. 179). From now on, this element will be referred to as "origin A." The target is imbued with origin A while they calculate damage, and also gain +1 rank. This Talent may only be used once per round. The target can refuse this effect.

Concentrate

Timing: Prep

Range: User

Target: User

Cost: 3

You focus every bit of your element into a single point, simultaneously increasing its power and efficacy.

- **Unique Effect.** You gain a +1 bonus to the result of your active check, and +1 rank when calculating the attack's damage.

Strike

Timing: Attack

Range: 7 Sq.

Target: One

Cost: E

You gather your element up so that you can release a combined strike.

- **Use to Attack.** Make an attack action imbued with origin A on the target, and gain one of the following effects depending on the type of attack.

  Physical Attack: You gain +1 rank.

  Magical Attack: Deal rank 2 magical damage to the target (halve on resist).

Fatality

Timing: Attack

Range: Combat Zone

Target: Combat Zone

Cost: O, 3, 3

You let go of your element, and send it raging unchecked through the area.

- **Use to Attack.** Make an attack action imbued with origin A on the target, and gain one of the following effects depending on the type of attack.

  Physical Attack: You gain +1 physical rank.

  Magical Attack: Deal rank 2 magical damage to the target (halve on resist).

Interrupt

Timing: Free

Range: User

Target: User

Cost: 3, 3

You flood your body with the vigor of your element, instantly acting again, whether attack or support.

- **Unique Effect.** Use just after you've calculated damage. You may immediately use an Attack Timing Talent that has a cost of "X" or "X, X," treating its entire cost as already paid. This Talent may only be used once per round.

Boost Action

Timing: Free

Range: 7 Sq.

Target: One

Cost: 3

You pour the energy of your origin element into someone, giving them the same vigor, and motivating them to move.

- **Unique Effect.** Use this Talent once a character within range is not ready. Select a ready character within the combat zone. They take their turn now, regardless of their Initiative. This Talent may only be used once per round.

Expansion

Timing: Constant

Range: User

Target: User

Cost: None

As you grow more comfortable with your origin, you find only the strongest can withstand its power.

- **Passive Effect.** Add the following effect to "Element Burst": "The target may instantly kill any Mononoke swarm they deal damage to with their attack."

Overlap

Timing: Constant

Range: User

Target: User

Cost: None

As you build up more of the same element, your destructive power increases.

- **Passive Effect.** You gain +1 rank whenever you calculate damage while imbued with origin A.

Element Blast (Expert)

Timing: Free

Range: Combat Zone

Target: One

Cost: 3

You set off your element right in an enemy's face, disrupting their techniques.

- **Use When Target Declares Talent.** You may cancel the effect of one Defense or End Timing Talent the target is using. If your origin A is either flame or radiant, you become able to choose Free Timing Talents as well. This Talent may only be used once per round.

Element Support (Expert)

Timing: Free

Range: Combat Zone

Target: One

Cost: 3

You focus the energy within your element on someone, supporting their actions.

- **Use on Check.** The target gains a +2 bonus to the result of the check. If your origin A is either shock or psychic, increase the bonus by an additional 1 (total 3). This Talent may only be used once per round.

Element Viper (Expert)

Timing: Free

Range: Combat Zone

Target: One

Cost: 3

You lash out with your element like a serpent, extending its range.

- **Unique Effect.** Use at any time. The target increases the range of their attack action by 2 Sq. If the range is something other than "X Sq." or "Charge X Sq.," then increase the damage by 2 instead. If your origin A is frost or blight, the range increases by 3 Sq. instead, and the damage increases by 5 instead. This Talent may only be used once per round.

Element Break (Expert)

Timing: Free

Range: Combat Zone

Target: One

Cost: 3

You fuel your element, causing it to swell and expand, giving it a wider reach.

- **Unique Effect.** Use at any time. The target increases the number of targets of their attack action by 2. If the target is something other than selective, then increase the damage by 2 instead. If your origin A is wind or force, the targets increase by 3 instead, and the damage increases by 5 instead. This Talent may only be used once per round.

Element Master (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

You have mastered your element to its utmost.

- **Passive Effect.** You are now able to use "Element Burst" twice per round. In addition, whenever you calculate damage while imbued with origin A, add any one of your main stats. However, this does not apply to when you make weapon attacks.

Origin Power (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

You break some of your origin element and convert it into spirit energy, giving control over the element's energy flow.

- **Passive Effect.** You are now able to use "Element Burst," as well as any Free Timing Talents with a cost of "X" as though they had a cost of "O."

BETA

Elemental Adepts of this type enhance defenses through their element. Most of the Talents that can be acquired here focus on providing positive conditions and other support to allies.

There are no requirements to use Elemental Adept Beta Talents.

Element Garb (Key)

Timing: Free

Range: 7 Sq.

Target: One

Cost: Steps

You draw on your element, creating a powerful defensive wall.

- **Use on Damage Reduction.** When you acquire this Talent, select one element (pg. 179). From now on, this element will be referred to as "origin B." The target halves the physical damage they're about to take. If the damage is imbued with origin B, halve it again. This Talent may only be used once per round.

Vanish

Timing: Prep

Range: 7 Sq.

Target: One

Cost: Steps

With a subtle weaving of your element, you can temporarily layer camouflage over you or an ally.

- **Unique Effect.** The target gains +1 to the result of all checks. If your origin B is either radiant or psychic, the target becomes hidden, even if not adjacent to any obstacle.

Flight

Timing: Prep

Range: 7 Sq.

Target: One

Cost: 3

With a subtle twist of your element, you or your ally momentarily take flight, moving a short distance.

- **Unique Effect.** The target may move up to 3 squares, ignoring Engagements. If your origin B is either wind or force, the target is flying until the end of the round.

Ether Power

Timing: Attack

Range: 7 Sq.

Target: One

Cost: 3, 3

You unleash a blast of focused elemental energy.

- **Use to Attack.** Make an attack action imbued with origin B on the target, and gain one of the following effects depending on the type of attack.

  Physical Attack: You gain +2 physical rank.

  Magical Attack: Deal rank 3 magical damage to the target (halve on resist).

Geyser

Timing: Attack

Range: 7 Sq.

Target: One (1 Sq.)

Cost: Doubles

With careful motions, you create a pillar raging with the energy of your element.

- **Magical Attack.** You create an obstacle equivalent to a "House" (pg. 191) on any unoccupied square in range. If your origin B is either shock or blight, you may create two obstacles instead. This Talent may only be used once per round. If combined with Elder Mage's "Instant Ritual" Talent, up to six obstacles can be created.

Barrier

Timing: Defense

Range: 7 Sq.

Target: One

Cost: 3

The moment you or an ally is struck with an attack, you throw up a defensive elemental wall, reducing the impact.

- **Use on Damage Reduction.** The target reduces the damage they're about to take by 3. If your origin B is either flame or frost, reduce the damage by an additional 4 (total of 7).

Element Rondo

Timing: Free

Range: 7 Sq.

Target: One

Cost: Doubles

You cast your element in a wide swath, protecting your allies nearby.

- **Use on Damage Calculation.** The target changes the target of their attack action to "One," leaving you to take the damage. If necessary, handle the damage as if a Resistance check had failed. This Talent may only be used once per round.

Element Charge (Expert)

Timing: Free

Range: Combat Zone

Target: One

Cost: E

When someone is hit with elemental damage, you convert it into energy, charging them with powerful spirit.

- **Use on Damage Reduction.** The target gains 1 Overflow. If the damage the target is taking is imbued with your origin B, they gain 1 additional Overflow (total 2). This Talent may only be used once per round.

Element Counter (Expert)

Timing: Free

Range: User

Target: User

Cost: 3, 3

You let your element out around you, so that the moment you take a hit, you're ready to strike back.

- **Unique Effect.** Use just after you reduce damage. You may make a weapon attack on one target within your equipped weapon's range. Or, you may use an Attack Timing Talent, treating the entire cost as paid. This Talent may only be used once per round.

Embody Element (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

Through long experience, your techniques are more efficient, and you've learned to block even magecraft with it.

- **Passive Effect.** You may now apply "Element Garb" to magical damage as well. In addition, you may treat any Talent with a range of "7 Sq." and a target of "One" as though it cost "E."

Chain Element

Timing: Constant

Range: User

Target: User

Cost: None

By combining your element with another, your offensive power soars.

- **Passive Effect.** You gain +1 rank when calculating damage imbued with an element other than your origin B.

Remove Status (Expert)

Timing: Free

Range: 7 Sq.

Target: One

Cost: O, 3

By circulating your element through someone's entire body, you can purge them of negative conditions.

- **Unique Effect.** Use at any time. The target may remove two negatives they are afflicted with, other than downed, taken out, or dead. This Talent may only be used once per round.

Whisper (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

Your origin's consciousness has awoken, and it gives rise to elementals only Awakened can see, which give you support.

- **Passive Effect.** You gain +2 to the result of Intellect and Luck checks, and +10 to HP.

Master Adept (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

You've reached a level of origin mastery few have, allowing you to use your techniques more often.

- **Passive Effect.** You are now able to use "Element Garb" as well as any Free Timing Talents with a cost of "X" up to twice per round. This does not affect Talents limited to "per combat" or "per session."

Elder Mage

(Group: Caster)

With this as your main Facet, you are able to equip items restricted to Elder Mage or the caster group.

ACC	EVA	IVC	RES	IST	PD	MD	INI	HP
0	1	1	2	1	0	4	7	29
Combat Modifiers (When Main)								

Long ago, the gods wrote their secrets into grimoires, and handed down prophecy in scrolls and on stone. Those who bear a Shard of one of these thaumaturgical catalysts come to be styled as "Disciple of the Classical School," though are more commonly known as Elder Mages.

From their Shards, Elder Mages gain powers to enhance mental strength and to form sympathetic reactions. Their memories also drive them to research and then invoke the lost arts of both Western and Eastern magic. These techniques, which allow the pure materialization of spirit, are believed to have been the secrets the gods once shared with the legendary heroes of the past.

Elder Mages can lay waste to foes using deadly offensive spells, or heal their allies' wounds with a snap of their fingers using powerful curative magic. As spellcasters, they resemble the most archetypal of wizards, slinging highly elegant spells using an orthodox system of magic, or bringing about effects that can only be described as miracles.

Alpha

Elder Mages of this type specialize in powerful magical attacks. Beyond that, they also focus on hindering and weakening enemies.

In order to use Elder Mage Alpha Talents, you must have a magical weapon equipped.

Grand Invocation (Key)

Timing: Attack

Range: 7 Sq.

Target: Area

Cost: E, 6, 6

You invoke a deadly spell, one that embodies the concept of destruction itself.

- **Magical Attack.** Deal rank 4 magical damage to the target (halve on resist).

Stride

Timing: Prep

Range: User

Target: User

Cost: E

You fortify your body with a gesture, allowing you to shift a short distance fast enough that no one can hope to stop you.

- **Unique Effect.** You may move up to 2 Sq., ignoring engagements. This talent does not spend your prep timing, but can only be used twice per round.

Abbreviated Chant

Timing: Prep

Range: User

Target: User

Cost: 6

The memories in your Shard tell you how to abbreviate, truncate, and abridge your invocations, widening the scope of your spells.

- **Unique Effect.** Increase the number of targets of your Attack Timing Talents by two. If the Talent is something other than selective targeting, increase the damage by 2 instead. This Talent does not spend your Prep Timing.

Pulse Bullet

Timing: Attack

Range: Combat Zone

Target: One

Cost: Doubles

You create a unique magic circle patterned off your Spirit Crest before you, then rapidly fire spirit bullets from it.

- **Magical Attack.** Deal rank 2 magical damage to the target (halve on resist).

Sympathetic Wounds

Timing: Attack

Range: 7 Sq.

Target: One

Cost: O, 6

You form a sympathetic link between your mind and your foe's—what you do, they do. Then you move in a way they can't without hurting themselves badly.

- **Magical Attack.** Deal rank 3 magical damage to the target (cancel on resist), and you may inflict one of the following on them: staggered, blinded, or poisoned.

Illusory Burst

Timing: Free

Range: 7 Sq.

Target: One

Cost: O

Predicting an enemy's actions, you invoke a distracting cantrip just as they start to move, sapping their strength.

- **Use when target declares Talent.** The target loses 5 HP. The target may not make a reactive check against this Talent. This Talent may only be used once per round.

Binding Gaze (Expert)

Timing: Start

Range: Combat Zone

Target: One

Cost: None

The moment you spot your target, a paralysis grips the core of their spirit.

- **Unique Effect.** The target reduces their Initiative by 10 (to a minimum of 1). This Talent may only be used once per combat.

Swiftcast (Expert)

Timing: Free

Range: Combat Zone

Target: One

Cost: 6, 6

You invoke one of your special attack spells to accompany an enemy's, ally's, or even your own actions.

- **Use when target declares Talent.** Make a weapon attack on the target. Or you may use one Attack Timing Talent from a caster group Facet, treating the entire cost as already paid. This Talent may only be used once per round.

Alter Mass

Timing: Attack / Free

Range: 7 Sq.

Target: One

Cost: 6

You alter someone's mass with a sophisticated spell.

- **Unique Effect.** The target gains one of the following effects, depending on the Timing you spent. This Talent may only be used once per round.

  Attack: Magical Attack. The target is flying until the End Timing of the current round (cancel on resist).

  Free: The target ignores the falling damage they're about to take, and ignores being staggered by the fall.

Arresting Bolt

Timing: Free

Range: Combat Zone

Target: One

Cost: 6

You shoot a bolt of concentrated spirit at a moving enemy, stopping them cold.

- **Unique Effect.** You may not target anyone within 4 squares of you. Use the moment the target tries to move. The target changes the Speed of their combat move, full move, or withdraw to 2 squares. This Talent may only be used once per round.

Dissipation (Expert)

Timing: Free

Range: Combat Zone

Target: One

Cost: 6

You resonate your spirit with another's, then crash into it, causing their spirit to vanish.

- **Unique Effect.** Use at any time. The target immediately exhausts one of their spirit dice of the user's choice, or loses one of their Overflow. This Talent may only be used once per round.

Visionary Magecraft (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

You've applied a secret sacrament to your grandest spell, vastly expanding the blast radius.

- **Passive Effect.** Change both the range and target of your "Grand Invocation" to "Combat Zone."

Black Magic Master (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

You are an expert skilled in the use of lethal spells and hexes.

- **Passive Effect.** Each time you use a Talent with the "Magical Attack" effect class, you treat one portion of the cost as already paid.

Rune Arcanum (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

A rune sacrament created by the gods has appeared on your body, dramatically enhancing the offensive power of your spells.

- **Passive Effect.** Whenever you use Talents from caster group Facets with the "Magical Attack" effect class, you may add any one of your main stats when calculating that attack's damage. However, this does not apply to when you make weapon attacks.

BETA

Elder Mages of this type specialize in magical healing. Talents that enhance or defend others can also be acquired in this type.

There are no requirements to use Elder Mage Beta Talents.

High Cure (Key)

Timing: Attack

Range: Combat Zone

Target: One

Cost: 6

You draw upon your advanced healing spells to instantly close someone's wounds.

- **Magical Attack.** The target recovers HP equal to rank 3 magical damage.

Keen Senses

Timing: Start

Range: 7 Sq.

Target: One

Cost: 6

You establish a field of amplified spirit under someone, which heightens their awareness.

- **Unique Effect.** The target gains +1d6 to Initiative. This Talent does not spend your Start Timing.

Power Infusion

Timing: Start

Range: 7 Sq.

Target: One

Cost: Doubles

You apply an enhancement spell to someone, augmenting their power.

- **Unique Effect.** For the rest of the combat, the target gains either one of the following effects.

  1: +1 physical rank.

  2: +1 magical rank.

Blessing of Vigor

Timing: Attack

Range: 17 Sq.

Target: One

Cost: Doubles

This enhancement spell amplifies power and speed, whether in combat or without.

- **Magical Attack.** For the rest of the combat (or scene), the target gains either one of the following effects.

  1: +2 damage.

  2: +2 to the result of Strength and Agility checks.

Revive

Timing: Attack

Range: Combat Zone

Target: One

Cost: Steps

You instill someone with renewed energy, allowing them to get back into the fight.

- **Magical Attack.** The target is no longer downed, and they set their HP to 1. The target may refuse this effect.

Cleanse

Timing: Attack

Range: Combat Zone

Target: One

Cost: E

You invoke a cleansing spell to wipe away maladies afflicting others.

- **Magical Attack.** The target may remove one of the following conditions: blinded, poisoned, pained, paralyzed.

Charm of Sagacity

Timing: Attack

Range: 17 Sq.

Target: One

Cost: Doubles

This enhancement spell amplifies awareness and intellect, whether in combat or without.

- **Magical Attack.** For the rest of the combat (or scene), the target gains either one of the following effects.

  1: +2 to Guard and Ward.

  2: +2 to the result of Intellect and Will checks.

Magic Screen (Expert)

Timing: Defense

Range: Combat Zone

Target: One

Cost: 6

With a gesture, you throw up a magical wall, reducing the force of incoming spells.

- **Use on Damage Reduction.** The target reduces the magical damage they're about to take by any one of your main stats.

Malediction (Expert)

Timing: Free

Range: Combat Zone

Target: One

Cost: 6

You use a curse to stop someone's healing and recuperation.

- **Unique Effect.** Use when the target declares a Talent or uses an item with a healing effect. You may cancel the healing effect of that item or Talent.

White Magic Master (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

You are an expert skilled in the use of enhancement and healing spells.

- **Passive Effect.** You are now able to use Attack Timing Talents that don't deal damage as though they had a cost of "O."

Spiritual Flow

Timing: Constant

Range: User

Target: User

Cost: None

Using certain techniques, you can manipulate the spirit of others.

- **Passive Effect.** When you use Attack Timing Talents that don't deal damage, add the following effect: "The target may adjust the value of one spirit die by 1 (this cannot make it go above 6 or below 1)."

Thaumaturgical Guidance (Expert)

Timing: Free

Range: Combat Zone

Target: One

Cost: None

Using a spell original to you, you can temporarily but directly control someone's spirit.

- **Unique Effect.** You may change three of the target's spirit dice to any value (the target may not refuse this effect). This Talent may only be used once per session.

Infectious Spells (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

Some of your spells spread like wildfire.

- **Passive Effect.** Change both the range and target of your Start Timing Talents with a cost of "X" to "Combat Zone." If they are already "Combat Zone," then this has no effect. Infectious Spells only spends the User's start. Infectious Spells only applies the basic version of a talent; upgrades applied through additional talents are only effective for the user. For example, you cannot apply Ultimate Form to all targets when using Infectious Spells with Crystal Raiment. Targets can choose to reject the effects, and obstacles will automatically do so. Shadow Praxis does not make Cost "X, X" talents eligible for Infectious Spells.

Brilliant Recovery (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

Even as you enhance your allies, you're also healing them.

- **Passive Effect.** After you use an Attack Timing Talent that doesn't deal damage, you may immediately use "High Cure" (but must pay the cost as normal). The effect of this Talent may only trigger once per round.

Digital Sorcerer

(Group: Caster)

When you have this Facet, you are able to equip items restricted to Digital Sorcerers, and if it is your Main Facet, can also equip items restricted to the caster group.

ACC	EVA	IVC	RES	IST	PD	MD	INI	HP
0	1	2	1	0	1	3	8	29
Combat Modifiers (When Main)								

At times, the gods of old would engage in leisure, playing musical instruments and sorting through their countless treasures. Those who bear a Shard of one of these symbols of wealth within their souls come to be styled as "Disciples of the Artifice School," though are more commonly known as Digital Sorcerers.

Digital Sorcerers draw upon their memories to compile magic circles and the incantations of spells into formulae. They then can store these formulae on physical media they've formatted for the occasion, and then, with a small gesture or activation phrase, invoke them, bypassing many of the needed steps in casting magic. These formulae are in the modern era known as "spell programs."

While a Digital Sorcerer's spell programs fall behind other casters in terms of power, they more than make up for it with their speed and efficiency of spirit usage. Nevertheless, they are often looked down upon as rogue wizards, supernatural hackers who combine magecraft with IT skills, elevating science to the realm of magic.

Alpha

Digital Sorcerers of this type specialize in optimizing the use of spirit. Beyond that, they can acquire magical attack Talents, as well as hindering Talents.

In order to use Digital Sorcerer Alpha Talents, you must have an item restricted to Digital Sorcerers equipped.

Zohar Method (Key)

Timing: Free

Range: Combat Zone

Target: One

Cost: 1, 1

You siphon some of your own spirit into a spell program. Now when someone uses their spirit, you have a spare source to tap.

- **Use when target declares Talent.** The target treats the entire cost of one Talent they're using as already paid. This Talent may only be used once per round.

Extend Code

Timing: Start

Range: 7 Sq.

Target: One

Cost: 1

You use a spell program to enhance someone's mental and physical capabilities, allowing them to maintain extensive focus.

- **Unique Effect.** The target may make ranged and magical attacks even after making a combat move.

Usher Accel

Timing: Start

Range: Combat Zone

Target: One

Cost: Steps

You execute a spell program to enhance someone's physical characteristics. The program's efficacy is limited only by the processing power of your smartphone or magical weapon.

- **Unique Effect.** The target gains a bonus to Initiative equal to the MD of one of your equipped magical weapons.

Override

Timing: Start

Range: User

Target: User

Cost: 1

You run a spell program to analyze someone's magical defenses, then override their ability to resist your power.

- **Unique Effect.** Select one target within the combat zone. Add the selected target's Ward stat when you calculate magical damage. However, this does not apply to weapon attacks. This Talent may only be used once per combat.

Assault Module

Timing: Attack

Range: Combat Zone

Target: One

Cost: E, O

You execute an offensive spell program, releasing a destructive bolt from a magical circle formed by arcing electricity.

- **Magical Attack.** Deal rank 2 magical damage imbued with the shock element (halve on resist).

Buster Algorithm

Timing: Free

Range: Combat Zone

Target: One

Cost: I

With a quick executable, you supply force and power to someone.

- **Use on Damage Calculation.** The target gains +I rank. This Talent may only be used once per round.

Core Dump (Expert)

Timing: Attack

Range: Other

Target: Other

Cost: Steps

You record the data of a technique within a spell program, analyze it, and have it ready for re-use instantly.

- **Use to Attack.** You may use one Attack Timing Talent that someone within the combat zone used during this combat, treating the entire cost as already paid. (This includes Boss Talents; ignore any restrictions, including use limitations). This Talent may only be used once per combat.

Support System (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

You've written support programs to ease the necessary spirit expenditure and focus required to activate spells.

- **Passive Effect.** You may now use Free Timing Talents with a cost of "X" as though they had a cost of "O." If they already have a cost of "O," treat the cost as already paid.

Combat Module

Timing: Attack

Range: Item

Target: Area

Cost: Steps

You execute an attack spell program, raining down countless glowing bolts from a magical circle formed out of light.

- **Magical Attack.** Deal rank 2 magical damage imbued with the radiant element (cancel on resist).

Battle Interpreter

Timing: Free

Range: User

Target: User

Cost: I

You activate a spell program that follows up your attacks with another one.

- **Unique Effect.** Use this Talent just after using a Talent with the "Magical Attack" effect class. You may immediately make a weapon attack. This Talent may only be used once per round.

Spell Compression (Expert)

Timing: Free

Range: User

Target: User

Cost: I

You run a spell program that, upon invocation of another spell, focuses it into a point-blank strike.

- **Unique Effect.** Use when you use an Attack Timing Talent with the "Magical Attack" effect class in order to change its range to "Engaged" and its target to "One," but also add any one of your main stats when calculating the attack's damage. This cannot be applied to weapon attacks. This Talent may only be used once per round.

Kill Code (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

You enhance your spell programs to include life-draining protocols, enhancing their power, assuming the target even survives.

- **Passive Effect.** Whenever you use a Talent with the "Use on Damage Calculation" effect class, add the following effect: "The target may instantly kill Mononoke swarms they deal damage to." If this effect already exists on the attack, instead gain a +IO bonus when calculating the attack's damage.

Custom Code (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

You modify the code of some of your spell programs, changing key effects.

- **Passive Effect.** You are now able to use Start Timing Talents with a cost of "X" or "X, X" as though they had a cost of "O." If they already have a cost of "O," then treat the cost as already paid.

Digital Mastery (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

Your spell programs are so advanced that they often violate the laws of reality in their manipulation of spirit.

- **Passive Effect.** You are now able to use "Zohar Method" as though it had a cost of "Steps." In addition, you may now use "Zohar Method" twice per round.

BETA

Digital Sorcerers of this type specialize in defensive spells and optimizing the use of spirit. Beyond that, they can also acquire Talents that hinder others.

In order to use Digital Sorcerer Beta Talents, you must have an item restricted to Digital Sorcerers equipped.

Yetzirah Method (Key)

Timing: Free

Range: Combat Zone

Target: One

Cost: Doubles

You use a spell program to supply someone with excessive spirit.

- **Unique Effect.** Use at any time. The target gains 1 Overflow. This Talent may only be used once per round.

Program Shell

Timing: Start

Range: User

Target: User

Cost: 1

You execute a complex spell program to erect a multi-layered physical wall in front of you.

- **Unique Effect.** Select a value from 1 to 10. Increase your Guard by that amount, and reduce your Initiative by the same amount (you may not choose a value that would lower your Initiative below 1). This Talent does not spend your Start Timing.

Accel Domain

Timing: Start

Range: Combat Zone

Target: Combat Zone

Cost: 1

You execute a spell program to establish a spirit-saturated zone, vastly enhancing not only movement speed, but invocation efficiency as well.

- **Unique Effect.** The target gains +1 square to the Speed of their combat moves, and also +1 to the result of their Invocation checks.

Cure Program

Timing: Attack

Range: 10 Sq.

Target: One

Cost: Doubles

You trigger a spell program that instantly heals someone's wounds.

- **Magical Attack.** The target recovers HP equal to rank 2 magical damage.

Clock System

Timing: Attack

Range: Combat Zone

Target: One

Cost: Doubles

You trigger a spell program to overclock someone's nervous system for a time.

- **Magical Attack.** Until the End Timing of the next round, the target gains +3 to damage calculation, and +3 squares to the Speed of combat and full moves.

Armor Paste

Timing: Defense

Range: Combat Zone

Target: One

Cost: 1

With a spell program, you synchronize your armor data to those of an enemy's or an ally's, then paste over theirs with yours.

- **Use on Damage Reduction.** Change the target's Guard value to be the same as yours.

Dual Libraries

Timing: Constant

Range: User

Target: User

Cost: None

You make unique modifications to your spell programs, allowing them to be used at different times.

- **Passive Effect.** You are now able to use Start Timing Talents as though they were Prep Timing (this does not make them count as Prep Timing Talents, however).

Crack Cast (Expert)

Timing: Start

Range: Combat Zone

Target: One

Cost: E, I

You analyze someone's weapon with a spell program, temporarily cracking its functions with spirit.

- **Unique Effect.** Until the End Timing of the current round, the target cannot make weapon attacks.

Diffuser System (Expert)

Timing: Free

Range: User

Target: User

Cost: E

You synchronize yourself with others, allowing you to spread your pain out across them.

- **Use on Damage Reduction.** Select up to five targets in the combat zone. You may freely spread the direct damage you're about to take out across the selected targets (however, you must take any other effect or condition). The targets cannot take more direct damage than they have HP remaining, and they may refuse this effect. This Talent may only be used once per round.

Original Domain (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

Your spell programs constantly seek out the data of bounded field-type effects to rewrite them and have them show their true power.

- **Passive Effect.** While you are under the effect of any Start Timing Talent, you (and only you) may add any one of your main stats when calculating an attack's damage. However, this does not apply to making weapon attacks.

Skill Device

Timing: Constant

Range: User

Target: User

Cost: None

You've stored certain knowledge and skills within a spell program, one that can guide you without you knowing it.

- **Passive Effect.** Select three different maneuvers. You gain +2 to the result of checks for those maneuvers, and also a +2 bonus to damage calculation.

Backups (Expert)

Timing: Defense

Range: Combat Zone

Target: One

Cost: I

You take your friends' data beforehand, allowing you to restore them to normal should they be afflicted with something.

- **Unique Effect.** Use at any time. The target may remove one negative condition they are afflicted with, other than downed, taken out, or dead.

Digital Domain (Expert)

Timing: Constant

Range: User

Target: User

Cost: None

You have established a virtual space of your own design. With it supplying you spirit, you can adjust its flow at any time.

- **Passive Effect.** You gain a +5 bonus to damage calculation. Also, each time you Influence, you may adjust the value of one spirit die (this cannot make it go above 6 or below 1).

Boosted Program (Focus)

Timing: Constant

Range: User

Target: User

Cost: None

You've enhanced your spell programs, making you capable of supplying a massive quantity of spirit instantly.

- **Passive Effect.** You are now able to use "Yetzirah Method" as though it had a cost of "O." Also, you may now use "Yetzirah Method" up to twice per round.

High Talents, Level 5

At each level that is a multiple of five (5, 10, 15, 20), a character may acquire a single High Talent. The following High Talents become available starting at level 5. Be aware that these Talents are not automatically granted; they must be selected when the opportunity arises.

Accuracy Boost

Timing: Constant

Range: User

Target: User

Cost: None

You've honed your body, mastering tasks that demand strength. You've even applied this to your physical attacks, making you drastically more accurate.

- **Passive Effect.** You add 1 die to your roll when making Strength or Accuracy checks. This Talent may be acquired multiple times; however, the effect will only stack up to two extra dice (for a total of 4, including the normal two dice).

Invocation Boost

Timing: Constant

Range: User

Target: User

Cost: None

You've honed your mind, mastering tasks that demand mental acuity. You've even applied this to your magical attacks, making your invocations drastically more efficient.

- **Passive Effect.** You add 1 die to your roll when making Intellect or Invocation checks. This Talent may be acquired multiple times; however, the effect will only stack up to two extra dice (for a total of 4, including the normal two dice).

Instinct Boost

Timing: Constant

Range: User

Target: User

Cost: None

You've honed your sixth sense, mastering tasks that demand luck. You've even applied this to your normal senses as well, making you drastically more aware.

- **Passive Effect.** You add 1 die to your roll when making Luck or Instinct checks. This Talent may be acquired multiple times; however, the effect will only stack up to two extra dice (for a total of 4, including the normal two dice).

Facet Acquisition

Timing: Constant

Range: User

Target: User

Cost: None

Your Shard grants you new knowledge and skills, adding to your Facets.

- **Passive Effect.** Select one Facet you don't already possess. You gain its key Talent, and from now on, when you advance your character, you may select from its Facet Talents.

Evasion Boost

Timing: Constant

Range: User

Target: User

Cost: None

You've honed your body, mastering tasks that demand dexterity. You've even applied this to your defenses, making you drastically harder to hit.

- **Passive Effect.** You add 1 die to your roll when making Agility or Evasion checks. This Talent may be acquired multiple times; however, the effect will only stack up to two extra dice (for a total of 4, including the normal two dice).

Resistance Boost

Timing: Constant

Range: User

Target: User

Cost: None

You've honed your mind, mastering tasks that demand willpower. You've even applied this to your defenses, such that spells tend to flow off you like water.

- **Passive Effect.** You add 1 die to your roll when making Will or Resistance checks. This Talent may be acquired multiple times; however, the effect will only stack up to two extra dice (for a total of 4, including the normal two dice).

Continuous Action

Timing: Constant

Range: User

Target: User

Cost: None

Having developed your combat tactics and reflexes, you can now act with greater economy of movement, allowing you to attack more often.

- **Passive Effect.** When you become the Actor and take your turn, you gain one additional Attack Timing. This Talent may be acquired multiple times; however, the effect will only stack up to 3 additional Attack Timings.

High Talents, Level 10

The following High Talents become available starting at level 10. When a character first reaches level 10, they are automatically granted a choice of a key Talent: "Quickening" "Esoteric Teachings" or "Facet Fluorescence." Then, and again at levels 15 and 20, they may acquire any non-Key High Talent, either listed here or in the previous section.

Quickening (Key)

Timing: Constant

Range: User

Target: User

Cost: None

Whether due to some latent potential or as the result of hard training, you've strengthened the source of your spirit, the channels of power within your body known as meridians.

- **Passive Effect.** If you select this Talent when you reach level 10, you cannot acquire either "Esoteric Teachings" or "Facet Fluorescence." Increase your maximum number of spirit dice by 1 (normally 4, so now you have 5).

Esoteric Teachings (Key)

Timing: Constant

Range: User

Target: User

Cost: None

You draw deep from the memories dwelling within your Shard, giving you knowledge of a Facet's secret arts.

- **Passive Effect.** If you select this Talent when you reach level 10, you cannot acquire either "Quickening" or "Facet Fluorescence." You may acquire one focus Talent from one of your Facets other than your Main style.

Facet Fluorescence (Key)

Timing: Constant

Range: User

Target: User

Cost: None

Due to your overflowing experience, the knowledge and skills of a new Facet have filled your mind, granting you access to its secrets and techniques.

- **Passive Effect.** If you select this Talent when you reach level 10, you cannot acquire either "Quickening" or "Esoteric Teachings." Acquire one Facet you don't already possess. You gain its key Talent, and from now on, when you advance your character, you may select from its Facet Talents.

Grand Master

Timing: Constant

Range: User

Target: User

Cost: None

You have polished your martial arts to an almost idealized form, proving you are a worthy Awakened.

- **Passive Effect.** You gain a +15 bonus to physical damage.

Supreme Caster

Timing: Constant

Range: User

Target: User

Cost: None

You possess extremely powerful spirit, proving you are a worthy Awakened.

- **Passive Effect.** You gain a +1 bonus to the result of Invocation checks, and +10 to magical damage.

Impenetrable Defense

Timing: Constant

Range: User

Target: User

Cost: None

You've trained yourself to have absurdly advanced defensive techniques, proving you are a worthy Awakened.

- **Passive Effect.** You gain a +15 bonus to Guard.

Anti-Magic Shell

Timing: Constant

Range: User

Target: User

Cost: None

You've trained yourself to have powerful magical resistance, proving you are a worthy Awakened.

- **Passive Effect.** You gain a +1 bonus to the result of Resistance checks, and +10 to Ward.

Hunter Sets

Hunter Sets are a collection of goods and Regalia that Awakened keep on hand for their investigations. When doing initial creation, PCs may select any one of the following sets and acquire all items listed for that set.

Brilliant Set

Sacraments

- Soulthread Sleeping Bag (Rest Recovery Amount +4)
- Psychic Camera (+1 to Intellect when dispelling)

Consumables

- Pomander (Auto success at appearance checks)
- Water of Life (Recover 20 HP)
- Sura (Removes blindness and poison)
- Amrita (Removes downed)
- Magic Candle x5 (+1 to Intellect when dispelling)
- Calorie Block x5 (Rest Recovery Amount +5)
- Holy Water x5 (+1 Rank when damaging Undead)

Mighty Set

Sacraments

- Soulthread Sleeping Bag (Rest Recovery Amount +4)
- Spiritual Gloves (+1 to Strength when dispelling)

Consumables

- Pomander (Auto success at appearance checks)
- Water of Life (Recover 20 HP)
- Amrita (Removes downed)
- Sura (Removes blindness and poison)
- Nail of the Golden Bough (+1 to Strength when dispelling)
- Calorie Block x5 (Rest Recovery Amount +5)
- Holy Water x5 (+1 Rank when damaging Undead)

Resolute Set

Sacraments

- Soulthread Sleeping Bag (Rest Recovery Amount +4)
- Talisman (+1 to Will when dispelling)

Consumables

- Pomander (Auto success at appearance checks)
- Water of Life (Recover 20 HP)
- Five-Stone Powder (Removes pain, paralysis, immobile)
- Amrita (Removes downed)
- Ethereal Scent x5 (+1 to Will when dispelling)
- Calorie Block x5 (Rest Recovery Amount +5)
- Holy Water x5 (+1 Rank when damaging Undead)

Swift Set

Sacraments

- Soulthread Sleeping Bag (Rest Recovery Amount +4)
- Sacred Feathers (+1 to Agility when dispelling)

Consumables

- Pomander (Auto success at appearance checks)
- Water of Life (Recover 20 HP)
- Five-Stone Powder (Removes pain, paralysis, immobile)
- Amrita (Removes downed)
- Shikigami x5 (+1 to Agility when dispelling)
- Calorie Block x5 (Rest Recovery Amount +5)
- Holy Water x5 (+1 Rank when damaging Undead)

Prosperous Set

Sacraments

- Soulthread Sleeping Bag (Rest Recovery Amount +4)
- Tiger's Eye (+1 to Luck when dispelling)

Consumables

- Pomander (Auto success at appearance checks)
- Water of Life (Recover 20 HP)
- Amrita x2 (Removes downed)
- Disposable Fetish (+1d6 to damage calculation)
- Calorie Block x5 (Rest Recovery Amount +5)
- Holy Water x5 (+1 Rank when damaging Undead)

Melee Weapons / Form: Sword

Swords are the most traditional Regalia used for close-in fighting. By permeating the blade with spirit, they can cut through anything, even concepts.

One-Handed Sword

Restriction: None

Grip: One-Handed

ACC: None

PD: +3

INIT: -2

Cost: 500G

[**Form:** Sword / **Range:** Engaged / **Target:** One]. A sword Regalia made to be wielded in one hand. This weapon may be thrown as a ranged weapon. When used that way, treat it as [**Form:** Ranged / **Range:** Strength Sq. / **Target:** One]

Hand and a Half Sword

Restriction: Martial/Skilled

Grip: Switchable

ACC: None

PD: +5/+6

INIT: -3/-2

Cost: 1,000G

[**Form:** Sword / **Range:** Engaged / **Target:** One]. A sword Regalia made to be wielded in one or two hands. While equipped, once per round, you may force the target of your physical attack to reduce their Evasion result by 1.

Two-Handed Sword

Restriction: Martial

Grip: Two-Handed

ACC: None

PD: +8

INIT: -5

Cost: 1,500G

[**Form:** Sword / **Range:** Engaged / **Target:** One]. While equipped, once per combat when making a physical attack, gain +1 physical rank.

Arms System

Customizations / Form: Sword

Blade of Abjuration (Entry)

Cost: 1,500G / **Trade:** 2

The blade of this weapon has been purified, making it especially effective against evil.

- Increase the weapon's PD by 3.

Arcanum Forging (Entry)

Cost: 1,500G / **Trade:** 2

Due to an arcanum forging technique, this weapon is now as easy to carry as a foam sword to its owner alone.

- Increase the weapon's INIT by 2.

Vajra Blade (Entry)

Cost: 1,500G / **Trade:** 2

A blessing has made the weapon's blade indestructible, capable of blocking hits as well as dealing them.

- While equipped, increase your Guard by 2.

Exorcist's Crossguard (Entry)

Cost: 1,500G / **Trade:** 2

A sanctified crossguard or tsuba that repels magecraft has been added to the weapon.

- While equipped, increase your Ward by 2.

Expert's Hilt

Cost: 2,000G / **Trade:** 3

A decoration or hilt wrap made of soulthread has been added to the weapon, and its power makes the weapon easier to use.

- Increase the weapon's ACC by 1.

Stone-Cutter

Cost: 2,000G / **Trade:** 3

Objects without a soul pose no obstacle to this weapon.

- While equipped, whenever you deal at least 1 point of physical damage to an obstacle with 20 or less HP, you may choose to destroy it.

Spirit Trigger

Cost: 3,OOOG / **Trade:** 5

A trigger has been added to the hilt of this weapon. Once pulled, the weapon emits a shockwave from its blade.

- While equipped, once per combat, you may force a target that failed their Evasion check against you to move up to 2 squares in any direction (ignoring engagements).

Massive Blade

Cost: 3,OOOG / **Trade:** 5

The blade has been machined to be much larger or longer than others of its kind.

- While equipped, add one target to your physical attacks.

Glowing Blade

Cost: 3,OOOG / **Trade:** 5

The blade of this weapon constantly glows. When spirit is channeled into it, that glow blooms into an oppressive aura.

- While equipped, once per combat, you may change the target of a physical attack to "Area."

Slash Wave

Cost: 3,OOOG / **Trade:** 5

By channeling spirit through the blade of this weapon, it can fire off a vicious high-speed slash wave.

- While equipped, once per combat, change the range of your physical attack to "Combat Zone."

Helmsplitter

Cost: 4,OOOG / **Trade:** 7

The blade of this weapon carves through armor like butter.

- While equipped, once per combat, the target of your physical attack halves their Guard.

Wicked Blade

Cost: 4,OOOG / **Trade:** 7

The blade of this weapon has been forged to maximize cutting power.

- Increase the weapon's PD by 3.

Reputation

Cost: 4,OOOG / **Trade:** 7

Others know the name of this blade just by sight.

- Increase the weapon's INIT by 2.

Deadly

Cost: 5,OOOG / **Trade:** 8

The wounds this weapon makes are so deadly that only the strong survive being cut by it.

- While equipped, once per combat, you may instantly kill any swarm Mononoke you deal at least 1 point of physical damage to.

Blade Echo

Cost: 5,OOOG / **Trade:** 8

Even the afterimage of this weapon's blade is deadly.

- While equipped, add one target to your physical attacks.

Spirit Resonance

Cost: 6,OOOG / **Trade:** 9

When spirit is channeled through the blade of this weapon, it vibrates, enhancing its power.

- Increase the weapon's PD by 3.

Sacred Sword, Demon Sword

Cost: 6,OOOG / **Trade:** 9

This weapon is famous enough to be recognized as a sacred or demonic sword.

- Increase the weapon's INIT by 2.

Pursuit Trigger

Cost: 8,OOOG / **Trade:** 12

May only be applied to one-handed grip weapons. By pulling the trigger on this weapon, it counters recoil, allowing you to follow up.

- While equipped, once per combat, you may make a weapon attack after calculating damage.

Ray of Annihilation

Cost: 10,OOOG / **Trade:** 16

A torrent of spirit bursts from the blade of this weapon, cutting down everything in its path.

- While equipped, once per session, change both the range and target of your physical attack to "Combat Zone."

Cleave Trigger

Cost: 10,OOOG / **Trade:** 16

Once the trigger on the hilt of this weapon is pulled, you focus all its spirit into the blade, splitting your foe in half.

- While equipped, once per combat while making a physical attack, gain +3 physical rank.

Melee Weapons / Form: Spear

Regalia of the spear form are some of the easiest to use. While favored for their range and their use in sweeping attacks, they fall behind in attack power.

Javelin

Restriction: None

Grip: One-Handed

ACC: +1

PD: +2

INIT: -4

Cost: 300G

[**Form:** Spear / **Range:** Engaged / **Target:** One]. A Regalia in the form of a javelin. This weapon may be thrown as a ranged weapon. When used that way, treat it as [**Form:** Ranged / **Range:** Strength x2 Sq. / **Target:** One]

Spear

Restriction: None

Grip: Switchable

ACC: +1

PD: +3/+4

INIT: -3/-2

Cost: 800G

[**Form:** Spear / **Range:** Engaged / **Target:** One]. A Regalia in the form of a spear. While equipped, add one target to your physical attacks.

Long Spear

Restriction: Martial/Skilled

Grip: Two-Handed

ACC: +1

PD: +5

INIT: -4

Cost: 1,200G

[**Form:** Spear / **Range:** Engaged / **Target:** One]. A Regalia in the form of a long spear. While equipped, increase the range of your physical attacks by 1 Sq. ("Engaged" becomes "2 Sq.", "Charge 2 Sq." becomes "Charge 3 Sq.")

Arms System:

Customizations / Form: Spear

Arcanum Spearhead (Entry)

Cost: 1,500G / **Trade:** 2

This weapon has been fitted with a spearhead forged out of a unique and deceptively strong metal.

- Increase the weapon's PD by 2.

Engraved Haft (Entry)

Cost: 1,500G / **Trade:** 2

Part of the haft of this weapon has been carved with an arcanum engraving.

- Increase the weapon's INIT by 3.

Upscaled (Entry)

Cost: 1,500G / **Trade:** 2

This weapon has been greatly expanded in size.

- While equipped, increase the range of your physical attacks by 1 Sq. ("Engaged" becomes "2 Sq.", "Charge 2 Sq." becomes "Charge 3 Sq.", etc.)

Whirling Spear (Entry)

Cost: 1,500G / **Trade:** 2

Due to a unique enchantment, this weapon is now nearly weightless to its owner alone.

- While equipped, add one target to your physical attacks.

Multi-Form

Cost: 2,000G / **Trade:** 3

By changing up the spearhead, this weapon can adopt additional weapon characteristics.

- Add one of the following forms to this weapon: sword, axe, or hammer.

Spirit Effusion

Cost: 2,000G / **Trade:** 3

Life-draining spirit fire blazes from this weapon's head.

- While equipped, whenever a target fails their Evasion check against you, they lose 2 HP.

Automatic Return

Cost: 3,OOOG / **Trade:** 5

May only be applied to one-handed grip weapons. When thrown, this spear automatically returns to your hand.

- After making a ranged attack with this weapon, you may immediately re-equip it.

Charge Trigger

Cost: 3,OOOG / **Trade:** 5

Once the trigger on this weapon is pulled, it lets you attack while moving.

- While equipped, once per round, change the range of your physical attacks to "Charge 4 Sq."

Flexible Haft

Cost: 3,OOOG / **Trade:** 5

This weapon changes into a whip-like form the moment you need it, allowing you to get around cover.

- While equipped, once per round when making a physical attack, you ignore your target's cover.

Specialized Destruction

Cost: 3,OOOG / **Trade:** 5

This weapon is constructed to be particularly effective against a certain type of enemy.

- Select one class (pg. 206). While equipped, whenever the target of your physical attack is of the chosen class, gain +1 physical rank.

Haft Decoration

Cost: 4,OOOG / **Trade:** 7

A magically-charged ornament has been added to the haft of this weapon.

- Increase the weapon's INIT by 3.

Metaphage

Cost: 4,OOOG / **Trade:** 7

"Spirit Effusion" required. The necrotic spirit grows stronger.

- Change the effect of "Spirit Effusion" to: "whenever a target fails their Evasion check against you, they lose 4 HP."

Famous Spear

Cost: 4,OOOG / **Trade:** 7

"Specialized Destruction" customization required.

Add one of the following to the effect of "Specialized Destruction."

- 1: Add another class.
- 2: When targeting the chosen class, gain an additional +1 physical rank.

Deadly

Cost: 5,OOOG / Trade: 8

The wounds this weapon makes are so deadly that only the strong survive being cut by it.

- While equipped, once per combat, you may instantly kill any swarm Mononoke you deal at least 1 point of physical damage to.

Phantom Spear

Cost: 5,OOOG / Trade: 8

Even the afterimage of this weapon's spearhead is deadly.

- While equipped, add one target to your physical attacks.

Death By 100 Cuts

Cost: 6,OOOG / Trade: 9

Even after striking, this weapon continues to stab.

- While equipped, once per combat, you may make a weapon attack after calculating damage.

Glowing Spear

Cost: 6,OOOG / Trade: 9

Divine light continually emanates from the head of this weapon.

- Increase the weapon's INIT by 3.

Sacred Spear, Demon Spear

Cost: 8,OOOG / Trade: 12

The power that fills this spear puts it on par with the sacred and demon spears of legend.

- Increase the weapon's INIT by 3.

Ray of Annihilation

Cost: 10,OOOG / Trade: 16

A torrent of spirit bursts from the head of this weapon, cutting down everything in its path.

- While equipped, once per session, change both the range and target of your physical attack to "Combat Zone."

Concentrated Spirit

Cost: 10,OOOG / Trade: 16

The spirit in this weapon is concentrated at its head, giving it constant, unparalleled destructive power.

- While equipped, when making physical attacks, gain +1 physical rank.

Melee Weapons / Form: Axe

Axe form Regalia boast the highest destructive power. While they're a little difficult to handle, the allure of damage more than makes up for it for some.

Hand Axe

Restriction: None

Grip: One-Handed

ACC: -1

PD: +6

INIT: -3

Cost: 600G

[**Form:** Axe / **Range:** Engaged / **Target:** One]. A hand axe Regalia. This weapon may be thrown as a ranged weapon. When used that way, treat it as [**Form:** Ranged / **Range:** Strength x2 Sq. / **Target:** One]

Single Axe

Restriction: None

Grip: Switchable

ACC: -1

PD: +7/+8

INIT: -4/-3

Cost: 1,200G

[**Form:** Axe / **Range:** Engaged / **Target:** One]. An axe-shaped Regalia with a single blade. While equipped, increase your Guard by 2.

Heavy Axe

Restriction: Martial

Grip: Two-Handed

ACC: -1

PD: +10

INIT: -7

Cost: 1,800G

[**Form:** Axe / **Range:** Engaged / **Target:** One]. An axe-shaped Regalia with two blades. While equipped, once per round, you may force a target that failed their Evasion check against you to move 1 square in any direction (ignoring engagements).

Arms System:

Customizations / Form: Axe

Automatic Return (Entry)

Cost: 1,500G / **Trade:** 2

May only be applied to one-handed grip weapons. When thrown, this axe automatically returns to your hand.

- After making a ranged attack with this weapon, you may immediately re-equip it.

Chopping Blade (Entry)

Cost: 1,500G / **Trade:** 2

This weapon's blade is designed to inflict maximum pain.

- Increase the weapon's PD by 4.

Runed Blade (Entry)

Cost: 1,500G / **Trade:** 2

This weapon is constructed to be particularly effective against a certain type of enemy.

- Select one class (pg. 206). While equipped, whenever the target of your physical attack is of the chosen class, gain +1 physical rank.

Extreme Heft (Entry)

Cost: 1,500G / **Trade:** 2

This weapon's weight is bizarre, striking with absurd weight yet feeling weightless to its wielder.

- While equipped, once per combat, you force a target that failed their Evasion check against you to move up to 2 squares in any direction (ignoring engagements).

Spiritual Axe

Cost: 2,000G / **Trade:** 3

This weapon's destructive power permeates even through armor.

- While equipped, whenever a target fails their Evasion check against you, they lose 2 HP.

Ceremonial Ornamentation

Cost: 2,000G / **Trade:** 3

The ornamentation on this weapon enhances its defense against magecraft.

- While equipped, increase your Ward by 2.

Keen Edge

Cost: 3,OOOG / **Trade:** 5

This is a weapon designed to kill, nothing more.

- Increase the weapon's PD by 4.

Power Saturation

Cost: 3,OOOG / **Trade:** 5

"Spiritual Axe" required. This weapon's power permeates through anything.

- Change the effect of "Spiritual Axe" to: "whenever a target fails their Evasion check against you, they lose 4 HP."

Executioner's Blade

Cost: 3,OOOG / **Trade:** 5

"Runed Blade" required.

Add one of the following to the effect of "Runed Blade."

- 1: Add another class.
- 2: When targeting the chosen class, gain an additional +1 physical rank.

Runes of Protection

Cost: 3,OOOG / **Trade:** 5

This weapon imparts higher physical defenses just by holding it.

- While equipped, increase your Guard by 2.

Vorpal Edge

Cost: 4,OOOG / **Trade:** 7

This weapon's power is enough that just a graze can inflict deadly wounds.

- Increase the weapon's PD by 4.

Soul Sunder

Cost: 4,OOOG / **Trade:** 7

"Power Saturation" required. This weapon's power penetrates down to its victim's very soul.

- Change the effect of "Power Saturation" to: "whenever a target fails their Evasion check against you, they lose 6 HP."

Deadly

Cost: 4,OOOG / **Trade:** 7

The wounds this weapon makes are so deadly that only the strong survive being cut by it.

- While equipped, once per combat, you may instantly kill any swarm Mononoke you deal at least 1 point of physical damage to.

Reaper Function

Cost: 5,OOOG / **Trade:** 8

This weapon expands, allowing for wide, sweeping strikes.

- While equipped, once per combat, change the target of your physical attack to "Area."

Grav-Blade

Cost: 5,OOOG / **Trade:** 8

"Extreme Heft" required. This weapon is so massive it generates its own gravity.

- When you inflict the effect of "Extreme Heft" on a target, they are also staggered.

Destroyer's Blade

Cost: 6,OOOG / **Trade:** 9

"Executioner's Blade" required.

Add one of the following to the effect of "Runed Blade."

- 1: Add another class.
- 2: When targeting the chosen class, gain an additional +1 physical rank.

Seal of the Throne

Cost: 6,OOOG / **Trade:** 9

Even greater spirit rests within this weapon, giving it extraordinary defense against magecraft.

- While equipped, increase your Ward by 2.

Spatial Fracture

Cost: 8,OOOG / **Trade:** 12

This weapon is powerful enough to be able to split space itself.

- Increase the weapon's PD by 4.

Gravity Crush

Cost: 10,OOOG / **Trade:** 16

"Grav-Blade" required. The gravity field this weapon gives off is immense.

- When you inflict the effect of "Extreme Heft" on a target, they also lose 2d6 HP.

Concentrated Spirit

Cost: 10,OOOG / **Trade:** 16

The spirit in this weapon is concentrated in its blade, giving it constant, unparalleled destructive power.

- While equipped, when making physical attacks, gain +1 physical rank.

Melee Weapons / Form: Hammer

Crushing Regalia incorporate a wide range of bludgeoning weapons, including staves, hammers, and even gloves and boots that reinforce unarmed attacks. Compared to other Regalia, they don't stand out in either power or usability, but they're great for defense, and uniquely can create as well as destroy obstacles.

Rod

Restriction: None

Grip: One-Handed

ACC: +1

PD: +1

INIT: -2

Cost: 400G

[**Form:** Hammer / **Range:** Engaged / **Target:** One]. A Regalia in the shape of a metal rod or bar. While equipped, increase the result of your Evasion checks by 1.

Hammer

Restriction: Martial/Skilled

Grip: Switchable

ACC: None

PD: +3/+4

INIT: -1/None

Cost: 700G

[**Form:** Hammer / **Range:** Engaged / **Target:** One]. A Regalia shaped like a hammer meant for combat. While equipped, once per combat, you may make a weapon attack after calculating damage.

Armguard

Restriction: Martial/Skilled

Grip: Two-Handed

ACC: None

PD: +5

INIT: -4

Cost: 1,300G

[**Form:** Hammer / **Range:** Engaged / **Target:** One]. Protective combat sacraments worn on the arms or legs. While equipped, you are considered to be unarmed. Targets that fail their Evasion checks against you lose 2 HP.

Arms System:

Customizations / Form: Hammer

Bramble of Thorns (Entry)

Cost: 1,500G / **Trade:** 2

This weapon has been fitted with ultra-hard spikes, making it inflict more damage.

- Increase the weapon's PD by 2.

Vajra Plating (Entry)

Cost: 1,500G / **Trade:** 2

This weapon's hardness and durability have been augmented.

- While equipped, increase your Guard by 3.

Smash Trigger (Entry)

Cost: 1,500G / **Trade:** 2

By pulling the trigger incorporated in this weapon as you strike, obstacles and even buildings will crumble.

- While equipped, whenever you deal at least 1 point of physical damage to an obstacle with 20 or less HP, you may choose to destroy it.

Raise Earth (Entry)

Cost: 1,500G / **Trade:** 2

You crater the ground around you, making obstacles.

- While equipped, you may spend a Prep Timing to place an obstacle of 20 HP or less in an unoccupied, adjacent square.

Custom Built

Cost: 2,000G / **Trade:** 3

This weapon has been adapted to suit you, and you alone perfectly, making it easier to handle.

- Increase the weapon's ACC by 1.

Jet Thruster

Cost: 2,000G / **Trade:** 3

A thruster has been fitted to the weapon, allowing it to propel itself with spirit.

- Increase the weapon's INIT by 2.

Drill

Cost: 3,000G / **Trade:** 5

A drill head has been added to the weapon, making it more deadly.

- Increase the weapon's PD by 2.

Reinforced Plating

Cost: 3,000G / **Trade:** 5

Additional plating has been added to the weapon, allowing it to be used defensively.

- While equipped, increase your Guard by 3.

Alloyed Frame

Cost: 3,000G / **Trade:** 5

This weapon has been alloyed with unique metals, making it lighter.

- Increase the weapon's INIT by 2.

Demolition Trigger

Cost: 3,000G / **Trade:** 5

"Smash Trigger" required.

- Change the effect of "Smash Trigger" to: "While equipped, whenever you deal at least 1 point of physical damage to an obstacle with 40 or less HP, you may choose to destroy it."

Spiritual Barrier

Cost: 4,000G / **Trade:** 7

This weapon can erect an invisible barrier around you using your own spirit.

- While equipped, increase your Guard by 3.

Legendary Grade

Cost: 4,000G / **Trade:** 7

This weapon is powerful enough to rival those found only in legend.

- Increase the weapon's INIT by 2.

Shape Stone

Cost: 4,000G / **Trade:** 7

"Raise Earth" required. You can create even stronger obstacles.

- Change the effect of "Raise Earth" to: "You may spend a Prep Timing to place an obstacle of 40 HP or less in an unoccupied, adjacent square."

Obliteration Trigger

Cost: 5,000G / **Trade:** 8

"Demolition Trigger" required.

- Change the effect of "Smash Trigger" to: "While equipped, whenever you deal at least 1 point of physical damage to an obstacle with 60 or less HP, you may choose to destroy it."

Forge Mountains

Cost: 5,000G / **Trade:** 8

"Shape Stone" required.

- Change the effect of "Raise Earth" to: "While equipped, you may spend a Prep Timing to place an obstacle of 60 HP or less in an unoccupied, adjacent square."

Rune of Destruction

Cost: 6,000G / **Trade:** 9

The weapon is engraved with a special rune that makes it more destructive.

- Increase the weapon's PD by 2.

Arcanum Enamel

Cost: 6,000G / **Trade:** 9

The weapon has been coated with special materials, and this arcanum technique gives it great defensive strength.

- While equipped, increase your Guard by 3.

Spirit Vent

Cost: 8,000G / **Trade:** 12

By venting spirit, your weapon keeps the pressure on the enemy.

- While equipped, once per combat, you may make a weapon attack after calculating damage.

Blast Trigger

Cost: 10,000G / **Trade:** 16

With a pull of the trigger on this weapon, spirit sparks, setting off a point-blank explosion as you strike.

- While equipped, once per combat when making a physical attack, gain +3 physical rank.

Absolute Harmony

Cost: 10,000G / **Trade:** 16

Through perfect harmonization of your spirit with your weapon, your strikes fully penetrate through any defense.

- While equipped, once per session, the target of your physical attack treats their Guard as 0.

Ranged Weapons / Form: Ranged

Ranged weapon Regalia are bows or guns that have been retrofitted to become Regalia, a process known as Regaliazation. When a ranged weapon is listed as "Firearm," this means the PC's PD combat stat is not added to damage, only the weapon's PD.

Light Firearm (Firearm)

Restriction: None

Grip: One-Handed

ACC: None

PD: (2)

INIT: -1

Cost: 500G

[**Range:** 6 Sq. / **Target:** One]. A pistol or hand cannon Regalia. While equipped, once per combat, add one target to your physical attacks.

Combat Motorcycle

Restriction: None

Grip: Two-Handed

ACC: -2

PD: +4

INIT: None

Cost: 1,000G

[**Range:** Charge 4 Sq. / **Target:** One]. A motorcycle Regalia. While equipped, you may still make ranged and magical attacks after making a combat move.

Standard Firearm (Firearm)

Restriction: Martial/Skilled

Grip: Switchable

ACC: None

PD: (3)/(4)

INIT: -3/-2

Cost: 1,300G

[**Range:** 7 Sq. / **Target:** One]. A submachine gun, automatic rifle, or other long gun Regalia. While equipped, once per round, you may add one target to your physical attacks.

Bow

Restriction: Skilled

Grip: Two-Handed

ACC: +1

PD: +4

INIT: -5

Cost: 1,500G

[**Range:** 10 Sq. / **Target:** One]. A bow-type Regalia. While equipped, you may spend a Prep Timing to gain +1 to the result of your Accuracy checks for the rest of the round.

Propelled Weapon

Restriction: Skilled

Grip: Two-Handed

ACC: -1

PD: +4

INIT: None

Cost: 2,000G

[**Range:** 4 Sq. / **Target:** One]. Whips or other thrown weapon Regalia. While equipped, you may treat your physical attacks as though they were special attacks (pg. 174).

Heavy Firearm (Firearm)

Restriction: Skilled

Grip: Two-Handed

ACC: -1

PD: (6)

INIT: -5

Cost: 2,500G

[**Range:** 8 Sq. / **Target:** One]. A heavy machine gun or anti-material rifle Regalia. While equipped, once per round, you may add up to two targets to your physical attacks.

Animated Doll

Restriction: Skilled

Grip: Two-Handed

ACC: -2

PD: +7

INIT: -6

Cost: 3,000G

[**Range:** 8 Sq. / **Target:** Area]. A combat-ready puppet Regalia standing several meters tall. While equipped, once per round, gain +5 Guard.

Arms System:

Customizations / Form: Ranged

Enhanced Modifications (Entry)

Cost: 1,500G / **Trade:** 2

This weapon has some special modifications, making it more deadly.

- Increase the weapon's PD by 4.

Range Extension (Entry)

Cost: 1,500G / **Trade:** 2

- While equipped, increase the range of your physical attacks by 2 Sq. ("Engaged" becomes "3 Sq.", "Charge 2 Sq." becomes "Charge 4 Sq.")

Multi-Targeting (Entry)

Cost: 1,500G / **Trade:** 2

This weapon can acquire multiple targets all at once.

- While equipped, add one target to your physical attacks.

Rapid Acquisition (Entry)

Cost: 1,500G / **Trade:** 2

This weapon automatically acquires targets in response to hostile actions.

- While equipped, you may spend a Start Timing to increase your Initiative by 1d6 for the rest of the round.

SLS

Cost: 2,000G / **Trade:** 3

A "Smart Link System" has been installed on the weapon, making its sighting functions better.

- Increase the weapon's ACC by 1.

Custom Grip

Cost: 2,000G / **Trade:** 3

This weapon has a grip made of special materials.

- Increase the weapon's INIT by 3.

Long Range

Cost: 3,000G / **Trade:** 5

- While equipped, increase the range of your physical attacks by 2 Sq. ("Engaged" becomes "3 Sq.", "Charge 2 Sq." becomes "Charge 4 Sq.")

Rapid Fire Switch

Cost: 3,000G / **Trade:** 5

After a few special modifications, it's now easy to rapidly attack with this weapon.

- While equipped, once per round, you may change the target of your physical attack to "Area."

Beyond Distance

Cost: 4,000G / **Trade:** 7

Through the incorporation of spirit, this weapon can now make astoundingly long-range attacks.

- While equipped, once per combat, you may change the range of your physical attacks to "Combat Zone."

Mythical

Cost: 4,000G / **Trade:** 7

This weapon is a masterpiece that has made its mark on history.

- Increase the weapon's PD by 4.

Deadly

Cost: 6,000G / **Trade:**

The wounds this weapon makes are so deadly that only the strong survive being hit by it.

- While equipped, once per combat, you may instantly kill any swarm Mononoke you deal at least 1 point of physical damage to.

Mana Conversion

Cost: 6,000G / **Trade:** 9

This weapon has been modified to enhance the power of magecraft.

- Increase the weapon's IVC by 1, and its MD by 5.

Spell Apparatus

Cost: 6,000G / **Trade:** 9

This weapon can function as a magical weapon as well.

- While equipped, you are considered to be equipped with a magical weapon. When you use it this way, treat it as [Magical Attack / Range: 7 Sq. / Target: One / Resist: Cancel / Element: None / Rank: 2].

Recoil Compensation

Cost: 6,000G / **Trade:** 9

This weapon's accuracy has been vastly enhanced.

- If this weapon's ACC is a negative modifier, change it to "None." If it is already "None" or a positive modifier, increase the ACC by 1.

Neverending Fire

Cost: 10,000G / **Trade:** 16

This weapon can continually lay down fire, letting you keep the pressure on.

- While equipped, once per combat, you may make a weapon attack with a ranged weapon after calculating damage.

Extra Function

Cost: 10,000G / **Trade:** 16

Activating the special option on this weapon causes it to fire super-concentrated spirit, boring straight through enemies.

- While equipped, once per combat, you may gain +3 physical rank, when making a physical attack.

Magical Weapons / Form: Magic

Regalia designed to aid in the invocation of magic. They come in many shapes and sizes, such as spell books, religious iconography, gemstones, familiars, devices loaded with spell programs, and even musical instruments that carry spirit on the sounds they make.

Grimoire

Restriction: None

Grip: One-Handed

IVC: None

MD: +2

INIT: -1

Cost: 1,000G

[Magical Attack / **Range:** 5 Sq. / **Target:** Two / **Resist:** Cancel / **Element:** None / **Rank:** 1]. A manuscript inscribed with powerful sorcery. While equipped, once per round, you may force the target of your magical attack to reduce their Resistance check by 1.

Holy Symbol

Restriction: None

Grip: One-Handed

IVC: None

MD: +3

INIT: -2

Cost: 1,000G

[Magical Attack / **Range:** 6 Sq. / **Target:** One / **Resist:** Cancel / **Element:** None / **Rank:** 1]. A divine icon or religious symbol within which lies the power of the arcana. While equipped, increase recovery effects you generate by 5.

Jewel of the Magi

Restriction: None

Grip: Switchable

IVC: None

MD: +3/+4

INIT: -1/None

Cost: 1,500G

[Magical Attack / **Range:** 6 Sq. / **Target:** One / **Resist:** Cancel / **Element:** None / **Rank:** 2]. A magical gemstone that has accumulated enormous amounts of spirit. While equipped, once per round, you may add one target to your magical attacks.

Magical Creature

Restriction: None

Grip: Switchable

IVC: None

MD: +4/+5

INIT: -2/-1

Cost: 1,500G

[Magical Attack / **Range:** 6 Sq. / **Target:** One / **Resist:** Cancel / **Element:** None / **Rank:** 2]. A shikigami or other familiar given life through magecraft or some other secret technique. While equipped, once per round, you may increase the range of your magical attacks by 1 Sq. ("Engaged" becomes "2 Sq.", "Charge 2 Sq." becomes "Charge 3 Sq.")

Focus

Restriction: Elder Mage

Grip: Two-Handed

IVC: None

MD: +5

INIT: -3

Cost: 2,000G

[Magical Attack / **Range:** 5 Sq. / **Target:** Two / **Resist:** Cancel / **Element:** None / **Rank:** 2]. A staff, crystal ball, or icon used to conduct spell invocations. While equipped, once per combat when making a magical attack, gain +1 magical rank.

Device

Restriction: Digital Sorcerer

Grip: Two-Handed

IVC: None

MD: +6

INIT: -4

Cost: 2,000G

[Magical Attack / **Range:** 7 Sq. / **Target:** One / **Resist:** Cancel / **Element:** None / **Rank:** 2]. A hacked digital device loaded with spell programs. While equipped, once per combat, the target of your magical attack halves their Ward.

Sacred Instrument

Restriction: Caster

Grip: Two-Handed

IVC: -1

MD: +7

INIT: -5

Cost: 3,000G

[Magical Attack / **Range:** 8 Sq. / **Target:** Area / **Resist:** Cancel / **Element:** None / **Rank:** 2]. A musical instrument Regalia infused with powerful spirit. While equipped, once per round, gain +5 Ward. Also, you are considered to be equipped with an item restricted to Elder Mages and Digital Sorcerers.

Arms System:

Customizations / Form: Magic

Spiritual Tempering (Entry)

Cost: 1,500G / **Trade:** 2

The spirit of this weapon has been enhanced through enchantment.

- Increase the weapon's MD by 2.

Automated Incantation (Entry)

Cost: 1,500G / **Trade:** 2

When the weapon senses anything spiritual, it automatically supplies its wielder with the proper invocation.

- Increase the weapon's INIT by 2.

Additional Element (Entry)

Cost: 1,500G / **Trade:** 2

This weapon is infused with one of the origin elements, and can call upon its power.

- Select one element. This weapon is now permanently imbued with that element.

Tactical Support (Entry)

Cost: 1,500G / **Trade:** 2

This weapon provides effective tactical advice on its own.

- While equipped, you may spend a Start Timing to increase your Initiative by 1d6 for the rest of the round.

Incantation Regulator

Cost: 2,000G / **Trade:** 3

This weapon helps control the amplification of spirit that comes from incantations.

- Increase the weapon's IVC by 1.

Barrier Cracker

Cost: 2,000G / **Trade:** 3

This weapon can penetrate magical shells.

- While equipped, once per combat, the target of your magical attack halves their Ward.

Spiritual Expansion

Cost: 3,000G / **Trade:** 5

May only be applied to switchable and two-handed grip weapons. This weapon enhances your spirit amplification rate.

- Increase the weapon's MD by 2.

Healing Enhancement

Cost: 3,000G / **Trade:** 5

This weapon has been enhanced to better channel white magic.

- When you use a Talent that recovers HP, increase the amount recovered by 5.

Spellwave Extension

Cost: 4,000G / **Trade:** 7

- While equipped, increase the range of your magical attacks by 1 Sq. ("Engaged" becomes "2 Sq.", "Charge 2 Sq." becomes "Charge 3 Sq.")

Layered Array

Cost: 4,000G / **Trade:** 7

This weapon can instantly construct multiple layered magical circles.

- While equipped, you may add one target to your magical attacks.

Deadly

Cost: 6,000G / **Trade:** 9

The wounds this weapon makes are so deadly that only the strong survive being hit by it.

- While equipped, once per combat, you may instantly kill any swarm Mononoke you deal at least 1 point of magical damage to.

Kinetic Conversion

Cost: 6,000G / **Trade:** 9

This weapon has been modified to enhance the force of physical strikes.

- Increase the weapon's ACC by 1, and its PD by 5.

Projectile Function

Cost: 6,000G / **Trade:** 9

This weapon can function just like a ranged weapon.

- While equipped, you are considered to be equipped with a ranged weapon. When you use it this way, treat it as [Ranged Attack / Form: Ranged / Range: 7 Sq. / Target: One].

Feedback Compensation

Cost: 6,000G / **Trade:** 9

This weapon greatly enhances the efficiency of your invocations.

- If this weapon's IVC is a negative modifier, change it to "None." If it is already "None" or a positive modifier, increase the IVC by 1.

Eternal Array

Cost: 10,000G / **Trade:** 16

This weapon can continually construct magical circles, allowing it to invoke continuously.

- While equipped, once per combat, you may make a weapon attack using a magical weapon after calculating damage.

Plural Chant

Cost: 10,000G / **Trade:** 16

May only be applied to two-handed grip weapons. The spirit energy amplification rate has been additionally enhanced.

- Increase the weapon's MD by 3.

Protectors / Armor

Armors protect one's entire body. If a PC doesn't have an armor equipped, they double all direct damage they take from Talents.

Enhanced Clothes

Restriction: None

EVA: -1

INIT: -1

Guard: +2

Ward: None

Cost: 300G

A normal set of clothes like a student uniform or business suit that's undergone Regaliazation. As a side-effect of this process, it rarely gets dirty.

Warded Bodysuit

Restriction: None

EVA: -1

INIT: -2

Guard: None

Ward: +3

Cost: 800G

A thin leather bodysuit worn under one's clothes. Despite its looks, it's strong against magecraft thanks to having been consecrated.

Chainmail

Restriction: None

EVA: -1

INIT: -1

Guard: +3

Ward: None

Cost: 1,000G

An armor Regalia made of carefully interlinked fine silver chains that have been infused with spirit. It can be made thin like a shirt to be worn under clothes as well.

Holy Raiment

Restriction: None

EVA: None

INIT: -2

Guard: +1

Ward: +1

Cost: 1,000G

A specialized armor Regalia designed to be worn by Eastern religious figures such as kannushi, miko, and Buddhist monks. Enchantments laid upon it make dirt slide right off it, and it is highly resistant to stains.

Plated Jacket

Restriction: None

EVA: None

INIT: -1

Guard: +2

Ward: +1

Cost: 1,500G

A jacket Regalia lined with metal plates alloyed with Ley Gold. At a glance, it can't be told apart from normal outerwear. Wardens of the Society and agents in the OSI love it.

Magic Inverness

Restriction: None

EVA: None

INIT: None

Guard: +1

Ward: +1

Cost: 1,500G

A unique inverness coat that has been modified for combat use. Magi within the Alliance greatly favor wearing it.

Jumpsuit

Restriction: None

EVA: +1

INIT: -1

Guard: +1

Ward: None

Cost: 1,500G

A jumpsuit Regalia specially made using the hide of a beast Mononoke. While it doesn't offer much protection, it allows a full range of movement, making it easier to evade.

Caster Suit

Restriction: Caster

EVA: None

INIT: -2

Guard: +2

Ward: +2

Cost: 1,500G

A three piece suit Regalia worn by Magi for combat. Many of them are completely custom made from a certain renowned tailor.

Anti-Spirit Jacket

Restriction: None

EVA: None

INIT: -2

Guard: +1

Ward: +3

Cost: 1,500G

A jacket Regalia woven with special fibers obtained from insect Mononoke. Easy to move in, and has superb defenses against magecraft.

Windbreaker

Restriction: None

EVA: None

INIT: +1

Guard: +1

Ward: None

Cost: 2,000G

A light coat or blazer Regalia that emphasizes ease of movement over defense. What defense it provides comes from being consecrated.

Protective Vest

Restriction: None

EVA: +1

INIT: -3

Guard: None

Ward: +3

Cost: 2,000G

A thick vest Regalia created to protect from spells, rather than bullets. It'll keep its wearer safe in a fight with mages.

Exorcist Attire

Restriction: None

EVA: None

INIT: -2

Guard: +3

Ward: +1

Cost: 2,000G

An armor Regalia worn by Wardens and other exorcists designed for real combat against Awakened. It comes in many styles.

Consecrated Clothes

Restriction: None

EVA: None

INIT: -3

Guard: +3

Ward: +2

Cost: 2,000G

A business suit or student uniform Regalia given a protective consecration. It's also woven with special fibers, making it exceptionally strong.

Body Armor

Restriction: None

EVA: None

INIT: -3

Guard: +5

Ward: None

Cost: 2,000G

Body armor Regalia developed using the latest and best personal defense science. This armor is a masterwork, providing superb physical defense.

Spiritual Breastplate

Restriction: Martial

EVA: -1

INIT: -4

Guard: +5

Ward: +3

Cost: 2,000G

This Regalia is a thin metal armor worn primarily over the chest. Its high defense comes at the cost of limited mobility.

Active Suit

Restriction: Martial, Skilled

EVA: None

INIT: +1

Guard: +1

Ward: +1

Cost: 2,500G

A body armor Regalia created from a fusion of science and thaumaturgy. This armor is a masterwork, providing high mobility.

Soulthread Clothes

Restriction: None

EVA: None

INIT: -1

Guard: +4

Ward: None

Cost: 2,500G

This Regalia is essentially normal clothes which were created by weaving together special kevlar fibers and soulthread. They're created only on request, so come in a variety of styles, but typically look like normal outerwear.

Anti-Magic Vest

Restriction: None

EVA: None

INIT: -1

Guard: None

Ward: +4

Cost: 2,500G

A protective vest Regalia designed for use in anti-mage combat, and easily worn under clothes. It specializes in pure magical defense.

Spell-Reinforced Coat

Restriction: Caster

EVA: None

INIT: None

Guard: +2

Ward: +2

Cost: 3,000G

For those who truly love their magic inverness, this coat has been further reinforced through magecraft.

Armored Jacket

Restriction: None

EVA: None

INIT: -3

Guard: +4

Ward: +2

Cost: 3,000G

Tailor-made Regalia clothes woven with special fibers. They provide superb defense due to special metal plates seamlessly placed to protect the wearer's vitals.

Powersuit

Restriction: Martial/Skilled

EVA: None

INIT: -4

Guard: +5

Ward: +2

Cost: 3,000G

A full-body armor Regalia with built-in spiritual circuitry, developed by Far East Heavy Industries. The suit, a marvel of engineering, assists most actions, giving the wearer unparalleled physical strength. While equipped, once per scene, gain a +5 bonus to the result of your Strength check.

Reactive Armor

Restriction: Martial

EVA: None

INIT: -6

Guard: +6

Ward: +3

Cost: 3,000G

This Regalia is like a standard set of body armor, but has had additional enhanced and modified armor plates added to it. These are filled with a unique material that, once struck, burst outwards, mitigating incoming force. While equipped, once per combat, reduce damage you're about to take by 10.

Soulthread Coat

Restriction: None

EVA: None

INIT: None

Guard: +3

Ward: +1

Cost: 3,500G

A durable coat Regalia that uses the hide and soulthreads of magical, sacred, and phantasmal beasts that had become divine after living for many long years. While equipped, once per combat, increase your Initiative by 5.

Carbon Crystal Coat

Restriction: None

EVA: None

INIT: -1

Guard: +3

Ward: +3

Cost: 3,500G

The surface of this coat Regalia has been coated with carbon crystals, meaning it no longer conducts electricity at all, and acid won't corrode it. Normally it would have a drawback of conducting heat too easily, but alchemical techniques have rendered this moot. While equipped, reduce all shock and blight damage you take by 5.

Soulknot Robe

Restriction: Caster

EVA: +1

INIT: -4

Guard: +4

Ward: +2

Cost: 4,000G

An Eastern priest's robe created with fine embroidery. The embroidery forms a prayer for safety, making the robe itself a talisman against misfortune.

Spellweave Armor

Restriction: Martial/Skilled

EVA: None

INIT: -5

Guard: +5

Ward: +4

Cost: 4,000G

A spirit-resistant light armor Regalia which has been wrapped with cloth strips inscribed with defensive runes. Many favor it for its reliability.

Liquid Armor

Restriction: Martial/Skilled

EVA: None

INIT: -6

Guard: +5

Ward: +5

Cost: 4,000G

A body armor Regalia that incorporates a unique impact-absorbing material, giving it high defensive properties. While equipped, once per combat, reduce the damage you're about to take by 10.

Enforcer Uniform

Restriction: Martial/Skilled

EVA: None

INIT: -2

Guard: +4

Ward: +4

Cost: 5,000G

A clerical vestment Regalia worn by elite Knights Templar. While they look no different from normal vestments, they are much tougher than clothes should be, while still barely affecting one's range of motion.

Agent Suit

Restriction: Martial

EVA: None

INIT: -2

Guard: +5

Ward: +3

Cost: 5,000G

A business suit designed with anti-Awakened combat in mind. It doesn't look any different from a normal suit, but it monitors its wearer's vitals and can respond in case of crisis.

Bioskin Suit

Restriction: Dragon Carrier

EVA: None

INIT: None

Guard: +6

Ward: +2

Cost: 6,000G

A thin black bodysuit Regalia fitted to the whole body. It can be worn under one's clothes.

Electromag Armor

Restriction: Martial

EVA: None

INIT: None

Guard: +8

Ward: None

Cost: 6,000G

A breastplate Regalia that uses spiritual circuitry to cover the wearer's whole body in an electromagnetic barrier that can safely diffuse physical force. Its size is such that it can be concealed just by wearing a jacket.

Prototype Exoskeleton

Restriction: Martial

EVA: None

INIT: -2

Guard: +10

Ward: +4

Cost: 8,000G

A full-body armor experimental Regalia that multiple companies, like B.E.G. and FEHI, are pouring their research into. The suit vastly enhances its wearer's mobility, and provides tactical support.

Exorcist Armor

Restriction: Martial

EVA: None

INIT: None

Guard: +7

Ward: +7

Cost: 10,000G

A special armor Regalia known only to Awakened. It comes as a set, having both body armor and helmet, like knight or samurai armor. Recent alchemical techniques have been used to make it far less hindering to movement than it would appear.

Templar Vestments

Restriction: Martial/Skilled

EVA: None

INIT: -1

Guard: +10

Ward: +5

Cost: 10,000G

A clerical vestment Regalia used exclusively by top agents within the Knights Templar--the ones who bear the names of saints. As it incorporates fragments of holy relics, it provides top physical defense.

Variable Metal

Restriction: Dragon Carrier

EVA: None

INIT: -3

Guard: +12

Ward: +7

Cost: 12,000G

A Dragon Carrier exclusive armor Regalia created with the expenditure of a lot of Ley Gold. It can look however the wearer wants it to look, but its main Feature is automatically expanding to cover its wearer the instant a spiritual barrier goes up, giving them the best protection.

Custom Combat Clothes

Restriction: Skilled

EVA: None

INIT: -2

Guard: +9

Ward: +9

Cost: 12,000G

An original armor Regalia specially crafted to suit the wearer's combat style. As it can be made to suit any style, it often looks no different from plain clothes or a uniform.

Duelist's Attire

Restriction: Caster

EVA: None

INIT: +2

Guard: +7

Ward: +7

Cost: 12,000G

This Regalia is a special robe worn by the noble Magus families when, following the rules laid down by the Alliance, they engage in duels. It appears as though a simple robe, but possesses powerful spiritual protection, giving it high physical as well as magical defense.

Spellscourge Armor

Restriction: None

EVA: None

INIT: None

Guard: +5

Ward: +12

Cost: 15,000G

A unique metal breastplate with powerful counterspell properties. It automatically dissolves incoming spells, giving its wearer high magical defense.

Arcanum Chainmail

Restriction: Martial

EVA: None

INIT: +1

Guard: +15

Ward: +2

Cost: 15,000G

A powerful, thin chainmail Regalia. It's made with special rings of materialized spirit, each one with an iridescent glimmer. The spirit construction gives it impossibly high physical defense.

Protectors / Shields

Shield Regalia can be used to protect one's own body. There are many kinds of shields, including wooden round shields overlaid with leather, shields of shaped sheet metal, shields of reinforced metal plates, and even armored gauntlets that cover the whole arm.

Scutum

Restriction: None

Grip: One-Handed

EVA: +1

INIT: -5

Guard: +2

Ward: None

Cost: 200G

A large shield used by ancient Grecian warriors. Some models of scutum have room for reserve or throwing weapons to be affixed to the back end.

Heater Shield

Restriction: Martial

Grip: One-Handed

EVA: +1

INIT: -6

Guard: +3

Ward: +1

Cost: 500G

A large, hexagonal shield favored by European knights in the middle ages that has undergone Regaliazation. Its exact size and shape can vary.

Manica

Restriction: Martial

Grip: One-Handed

EVA: +1

INIT: -5

Guard: +3

Ward: None

Cost: 500G

A rigid gauntlet fixed with armored plates enough to rival any shield. It completely covers the arm from the hand up to the shoulder.

Body Bunker

Restriction: Martial

Grip: One-Handed

EVA: +1

INIT: -2

Guard: +1

Ward: +1

Cost: 1,000G

A Regaliaized shield with a transparent viewport, as well as a powerful, front-facing light. Often used in night raids. While equipped, you may ignore penalties from bad lighting.

Mirror Shield

Restriction: Martial/Skilled

Grip: One-Handed

EVA: +1

INIT: -3

Guard: +2

Ward: +2

Cost: 1,500G

A shield Regalia made with a mirrored surface on the front. This mirror is designed to give the shield high anti-spirit defense, while still being easy to use.

Champion's Gauntlet

Restriction: Martial

Grip: One-Handed

EVA: +1

INIT: -3

Guard: +3

Ward: +1

Cost: 1,500G

A reinforced manica, which may incorporate spikes or other offensive adornments. While equipped, increase physical damage by 2.

Nazar Shield

Restriction: Martial/Skilled

Grip: One-Handed

EVA: +1

INIT: -2

Guard: +1

Ward: +3

Cost: 3,500G

A shield Regalia with a large eye painted on the front. This turns the shield into an amulet, giving it the power to repel misfortune and the evil eye, valuable for its high magical defense.

Spirit-Reactive Shield

Restriction: None

Grip: One-Handed

EVA: +1

INIT: -2

Guard: +2

Ward: +2

Cost: 3,500G

A high-tech shield that combines science and magecraft. It outwardly looks like a large wristwatch, but when its wearer is attacked, it expands its spirit in the shape of a protective dome.

Indomitable Shield

Restriction: Martial

Grip: One-Handed

EVA: +1

INIT: -2

Guard: +5

Ward: +2

Cost: 5,000G

A large shield that conveys a blessing upon its wielder, enhancing their vitality. These shields are very difficult to make. While equipped, increase your HP by 10.

Accessories

Accessories are non-weapon, non-armor equipment that are filled with spirit energy. For Awakened fighting against the dark gods, accessories are indispensable. Note that a PC cannot equip more than one accessory to a slot, and no more than two accessories in total.

Jacket

Slot: Torso

Cost: 100G

A Regaliaized sturdy jacket. While equipped, increase the result of your Will checks by 1.

Power Wrist

Slot: Hand

Cost: 300G

A fashionable wristband that's been Regaliaized. While equipped, increase your HP by 3.

Spiritual Wrist

Slot: Hand

Cost: 300G

A unique wristband which regulates a Dragon Carrier's power. It looks like a futuristic wristwatch. While equipped, whenever you use "Crystal Transform" or "Crystal Raiment," you gain +2 to Ward (this effect does not stack, even if you use both Talents).

Stylish Watch

Slot: Hand

Cost: 300G

A Regaliaized wristwatch or pocket watch. While equipped, increase your Initiative by 1.

Magic Sneakers

Slot: Feet

Cost: 300G

Normal sneakers that, in the Regaliazation process, were improved to make it easier to move. While equipped, increase your Initiative by 1.

Kevlar Headwear

Slot: Head

Cost: 300G

Some form of hat or a cloth mask made with kevlar fibers and Regaliaized. While equipped, increase your Ward by 1.

Darksight Glasses

Slot: Head

Cost: 500G

A pair of glasses, sunglasses, or contact lenses that have darkvision magecraft enchantments. While equipped, ignore penalties from bad lighting.

Charm

Slot: Head, Waist, Torso

Cost: 500G

A Regaliaized magical charm. While equipped, increase your Guard and Ward by 1.

Magatama Bangle

Slot: Hand

Cost: 500G

A bracelet with a Regaliaized magatama jewel attached. While equipped, gain +2 when you calculate physical damage.

Tactical Holster

Slot: Waist

Cost: 1,000G

A holster that's been made into a Regalia. While equipped, you may add your PD when calculating the damage for a ranged attack made with a firearm weapon. However, if you would already add your PD due to the effect of some other Talent or item, this item has no effect.

Kung-Fu Shoes

Slot: Feet

Cost: 1,000G

Regaliaized shoes used when training in martial arts. While equipped, gain +3 to physical damage you inflict when unarmed.

Mask

Slot: Head

Cost: 1,000G

A Regalia mask, which can be a fully covering mask, eyes-only mask, hockey mask, or even visor. While equipped, increase your Guard by 3.

High-Tech Shoes

Slot: Feet

Cost: 1,000G

High-performance and high tech shoe Regalia that uplift one's mobility. While equipped, increase your Initiative by 2.

Under Armor

Slot: Waist

Cost: 1,000G

Body-hugging legwear worn under the clothes, made into a Regalia. Spirit-resistant alloy metal plates are sewn into it. While equipped, increase your Ward by 3.

Spiritual Device

Slot: Hand

Cost: 1,000G

A slim, Regaliaized mobile device. While equipped, you are considered to fulfill the requirement for using Digital Sorcerer Talents. Also, once per scene, you may converse with one character, regardless of whether they've appeared, are backstage, or have left the scene (the GM determines if you can get in contact).

Spiritual Belt

Slot: Waist

Cost: 1,000G

A Regalia belt that can regulate a Dragon Carrier's power. The buckle looks kind of odd, but it can be hidden under clothes so it doesn't draw any attention. While equipped, whenever you use "Crystal Transform" or "Crystal Raiment," you gain +4 to Guard (this effect does not stack, even if you use both Talents).

Power Belt

Slot: Waist

Cost: 1,500G

A belt Regalia where the buckle has been enchanted with unique spells. While equipped, you may halve the INIT of your equipped armor.

Tactical Boots

Slot: Feet

Cost: 1,500G

High-performance boots often used by the military or other armed forces, converted into a Regalia. While equipped, increase your Initiative by 3.

Headgear

Slot: Head

Cost: 2,000G

A Regaliaized piece of headgear, such as a metal helmet with a special design, a custom mask, or even a magical crown. While equipped, increase your Guard and Ward by 2.

Sacraments

Sacraments is the term for items that the Awakened use while out of combat, or in their everyday, mundane lives. These items aren't typically useful in combat, but when chasing leads and hunting down other Awakened, they can be indispensable.

Digital Device

Usage: Other

Cost: -

A personal computer, tablet, smartphone, or other digital device. Once per scene, you may converse with one character, regardless of whether they've appeared, are backstage, or have left the scene (the GM determines if you can get in contact).

Wardrobe

Usage: Other

Cost: -

Five changes of clean clothes, including underwear and coats. They can also be used as bandages in a pinch.

Stylish Clothes

Usage: Other

Cost: -

A set of stylish clothes that follows the latest trend. Increase the result of your Negotiate checks by 1.

Camera

Usage: Other

Cost: -

A high quality analog or digital camera.

Bag

Usage: Other

Cost: -

A bag in any style or shape.

Recording Device

Usage: Other

Cost: -

A device used to record voices and sounds.

Cosmetics Kit

Usage: Other

Cost: 3G

A full set of special cosmetics, touched by the power of the arcana. Increase the result of your Disguise checks by 1.

Motorcycle

Usage: Other

Cost: 5G

A normal motorcycle that can be used to get around outside of combat. You can decide the style and specs yourself. However, since Awakened can't be hurt by normal means due to the materialization of spirit, normal wheeled vehicles like this are ineffective as weapons.

Automobile

Usage: Other

Cost: 10G

A car, truck, or other automobile that can be used to get around outside of combat. You can decide the style and specs yourself. However, since Awakened can't be hurt by normal means due to the materialization of spirit, normal wheeled vehicles like this are ineffective as weapons.

Safehouse

Usage: Rest (Prep)

Cost: 10G

A hidden home or a hotel you treat as a safe place. Since you don't need to worry about being attacked while you're resting here, hidden, you gain +1 to your rest recovery value.

Spy Tools

Usage: Other

Cost: 100G

A set of tools used to pick locks, disable security, disguise yourself, and also cover up incidents. Increase the result of all Agility Maneuvers by 1.

Emergency Kit

Usage: Rest (Prep)

Cost: 100G

A first-aid kit packed with various things to treat a variety of wounds. You gain +3 rest recovery value.

Facility

Usage: Rest (Meal)

Cost: 100G

A building you use as an office, research lab, or workshop. There's usually at least some snacks around, so while you're resting here, you gain +3 rest recovery value.

Residence

Usage: Rest (Meal)

Cost: 100G

A residence that you call you home. Normally it's stocked with food, so while you're resting here, you gain +3 rest recovery value.

Soulthread Sleeping Bag

Usage: Rest (Sleep)

Cost: 150G

A sleeping bag woven with the pelt of a unique Mononoke. Due to its spirit energy, it's easier to recover one's strength in this than it is to sleep in a normal bed. You gain +4 rest recovery value.

Soulwood Bed

Usage: Rest (Sleep)

Cost: 250G

A soulwood bed placed in your home or a safehouse. Just lying down in one greatly refreshes you. You gain +8 rest recovery value.

Upscale Residence

Usage: Rest (Meal)

Cost: 300G

An upscale, wealthy residence you call home. It even comes with servants. You gain +5 rest recovery value.

Spiritual Drugs

Usage: Rest (Prep)

Cost: 500G

A collection of rare medicine that can heal even the unique wounds suffered in combat with Awakened. You gain +5 rest recovery value.

Spiritual Gloves

Usage: Anomalies

Cost: 500G

Special gloves that allow one to directly touch supernatural phenomenon. Pentagrams are embroidered into the palms of the gloves. When used while attempting to dispel an Anomaly, increase the result of your Strength checks by 1.

Sacred Feathers

Usage: Anomalies

Cost: 500G

The feathers of a sacred bird. When spirit energy is channeled through them, they produce various effects. When used while attempting to dispel an Anomaly, increase the result of your Agility checks by 1.

Psychic Camera

Usage: Anomalies

Cost: 500G

A special camera that can photograph the flow of spirit energy. It comes in a variety of styles. When used while attempting to dispel an Anomaly, increase the result of your Intellect checks by 1.

Talisman

Usage: Anomalies

Cost: 500G

A symbol or paper strip inscribed with scripture or a Buddhist mantra. These are typically used in thaumaturgical and religious rituals, but have been adapted for use in taming Anomalies. When used while attempting to dispel an Anomaly, increase the result of your Will checks by 1.

Tiger's Eye

Usage: Anomalies

Cost: 500G

A beautiful stone that resembles the eye of a tiger. When used while attempting to dispel an Anomaly, increase the result of your Luck checks by 1.

Consumables

Consumables are basically disposable, one-use Regalia. Spiritual drugs, nostrums, disposable fetishes, paper talismans, charms—though created with Ley Gold and spiritual techniques, these items can only be used once. Some items have "x5" or something in their names. These are known as grouped items. Each time they are used, reduce the number by 1, and upon hitting 0, the item is removed. Non-grouped items may only be used once before being removed.

Pomander

Usage: Other

Cost: 5G

A small vessel stuffed with all kinds of fragrant herbs and spices. Use on yourself. You negate fumbles or failures on your appearance check and appear in the scene.

Holy Water

Usage: Other

Cost: 50G

Pure, consecrated water. Use on yourself. Until the End Timing of the current round, you gain +1 rank when calculating damage against Undead class Mononoke.

Water of Life

Usage: Other

Cost: 400G

A recreation of sacred, age-reversing water believed to have been tended by the goddess of the moon. By drinking it, or splashing it over wounds, you'll be as good as new. Use on one engaged target. The target recovers 20 HP.

Nail of the Golden Bough x5

Usage: Anomalies

Cost: 100G

A nail made from the wood of a golden bough tree created using thaumaturgical knowledge. It can disperse distortions within reality by being struck into the supernatural phenomenon itself. Use on one engaged target. When attempting to dispel an Anomaly, increase the result of your Strength check by 1.

Shikigami x5

Usage: Anomalies

Cost: 100G

Shikigami are dolls that are given a pseudo-life when they are infused with spirit. They can fly, and protect their creator. Use on one engaged target. When attempting to dispel an Anomaly, increase the result of your Agility check by 1.

Magic Candle x5

Usage: Anomalies

Cost: 100G

A milk-white candle that houses spirit. Once the wick is lit, it absorbs ambient stagnant spirit into the flame. Use on one engaged target. When attempting to dispel an Anomaly, increase the result of your Intellect check by 1.

Ethereal Scent x5

Usage: Anomalies

Cost: 100G

A perfume that blends the resin of special plants and the fats of certain animals. When sprayed in an area, it can pacify reality distortions. Use on one engaged target. When attempting to dispel an Anomaly, increase the result of your Will check by 1.

Calorie Block x5

Usage: Rest

Cost: 100G

These five meal bars were originally created out of sacramental bread. While each one provides exceptional nutrition along with high amounts of calories, they don't have much taste. Use on yourself when resting to gain +5 rest recovery value.

Disposable Fetish

Usage: Other

Cost: 100G

A disposable fetish that temporarily augments the force of your techniques. The moment you channel spirit into it, it emits a bright etherlight and burns up. Use it on yourself with a Free Timing while calculating damage. Gain +1d6 to damage. You may only use one of these items per damage calculation.

Mermaid Jerky

Usage: Other

Cost: 200G

Dried mermaid meat. Once consumed, you can breathe while underwater for the rest of the scene, and gain +3 to the result of your Swim checks.

Sura

Usage: Other

Cost: 200G

An alcoholic panacea refined from leyline spring water. Were an Innocent to drink it, they'd grow deliriously drunk. Use on one engaged target. The target is no longer blinded or poisoned.

Five-Stone Powder

Usage: Other

Cost: 200G

A panacea created by mixing together five different minerals. Use on one engaged target. The target is no longer pained, paralyzed, or immobilized.

Amrita

Usage: Other

Cost: 200G

A powerful medicine created when the gods of old stirred the milk sea. Use on one engaged target. The target is no longer downed, and they set their HP to 1. The target may refuse this effect.

Depleted Soma

Usage: Other

Cost: 300G

A replica of soma, called the drink of the gods. Drink it, and you'll gain courage and an emotional rush. Use on one engaged target. Until the End Timing of the next round, the target gains +1 to the result of Accuracy checks.

Plain Haoma

Usage: Other

Cost: 300G

A replica of haoma, called the nectar of the gods. Use on one engaged target. Until the End Timing of the next round, the target gains +1 to the result of Evasion checks.

Silver Pills

Usage: Other

Cost: 300G

A byproduct of the process for creating the elixir of life, a drug to make one into an immortal sage. The byproduct's potent effect is enough to be considered an arcanum. Use on one engaged target. Until the End Timing of the next round, the target gains +1 to the result of Invocation checks.

Dragon's Blood

Usage: Other

Cost: 300G

A spiritual drug used for pain relief and clotting blood, cinnabar and the seeds of certain plants are also used as ingredients along with the eponymous blood. Use on one engaged target. Until the End Timing of the next round, the target gains +1 to the result of Resistance checks.

Dose of Elixir

Usage: Other

Cost: 500G

A powerful medicine refined through alchemy. Use on one engaged target. The target is no longer downed, and they set their HP to 10. The target may refuse this effect.

Witch's Brew

Usage: Other

Cost: 1,000G

A high-quality potion believed to have been brewed by a witch. Use on one engaged target. The target recovers 25 HP.

Facades

A character's Facade is their occupation and position within modern society, necessary for navigating everyday life. When creating a PC, select one Facade. If the Facade says it is "Simple," this denotes a Facade suitable for beginners to ***Kamigakari: God Hunters***. Meanwhile, "Advanced" Facades tend to be difficult for GMs to work with, so ask for their permission first.

Regular Student (Simple)

Description: You are just a normal student like you'd see anywhere. Discuss with the GM as to whether you're in college, or elementary, middle or high school. Regular Students acquire the "Diligence" Trait, and the following items.

- Diligence: +2 to the result of Strength checks, +1 to the result of Will checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Residence (Rest Recovery Value +3)
- Emergency Kit (Rest Recovery Value +3)
- Motorcycle
- Bag

Honors Student (Simple)

Description: You are an honor student who makes an effort to maintain higher grades than the rest of your class. Discuss with the GM as to whether you're in college, or elementary, middle, or high school. Honors Students acquire the "Upstanding Behavior" Trait, and the following items.

- Upstanding Behavior: +1 to the result of Agility, Intellect, and Luck checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Residence (Rest Recovery Value +3)
- Emergency Kit (Rest Recovery Value +3)
- Stylish Clothes (+1 to Negotiate)
- Bag
- Wardrobe

Delinquent Student (Simple)

Description: You're a student in need of an attitude adjustment. Discuss with the GM as to whether you're in college, or middle or high school. Delinquent Students acquire the "Streetwise" Trait, and the following items.

- Streetwise: +1 to the result of Strength checks, +2 to the result of Agility checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Residence (Rest Recovery Value +3)
- Emergency Kit (Rest Recovery Value +3)
- Motorcycle
- Bag

Agent (Simple)

Description: You are a specialist or spy working for a nation or an organization with special authority. Members of the Ministry of the Environment's OSI are included here. Agents acquire the "Special Training" Trait, and the following items.

- Special Training: +2 to the result of Strength checks, +1 to the result of Intellect checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Residence (Rest Recovery Value +3)
- Emergency Kit (Rest Recovery Value +3)
- Automobile
- Motorcycle

Detective (Simple)

Description: You're a private investigator by trade, and you make your living by investigating all kinds of cases. Discuss with the GM whether you work out of your own office, or are employed at a detective agency. Detectives acquire the "Inquiry" Trait, and the following items.

- Inquiry: +1 to the result of Strength, Will, and Luck checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Residence (Rest Recovery Value +3)
- Emergency Kit (Rest Recovery Value +3)
- Automobile
- Camera

Police Investigator (Simple)

Description: You're a police investigator, and your job is to resolve cases. You capture criminals through a combination of experience, top-notch investigative skills, and trusting your gut. Police Investigators acquire the "Investigator's Intuition" Trait, and the following items.

- Investigator's Intuition: +1 to the result of Intellect checks, and +2 to the result of Luck checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Residence (Rest Recovery Value +3)
- Emergency Kit (Rest Recovery Value +3)
- Automobile

Psychic (Simple)

Description: Your abilities are the real deal, and as a psychic you're often called upon to analyze or take part in investigations into supernatural incidents. Psychics acquire the "ESP" Trait, and the following items.

- ESP: +1 to the result of Will checks, +2 to the result of Luck checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Facility (Rest Recovery Value +3)
- Emergency Kit (Rest Recovery Value +3)
- Camera
- Automobile

Religious Figure (Simple)

Description: You are a member of organized religion, whether that's a Catholic priest or a Buddhist monk. Discuss with the GM your beliefs and what god you worship. If you're a God Hunter, you likely have a particular hatred for the dark gods. Religious Figures acquire the "Devotion" Trait, and the following items.

- Devotion: +2 to the result of Will checks, +1 to the result of Luck checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Facility (Rest Recovery Value +3)
- Emergency Kit (Rest Recovery Value +3)
- Automobile

Teacher

Description: You are a teacher employed at a public or private school. Between your pupils, their guardians, and other teachers, you hear a lot of gossip and rumors. Teachers acquire the "School Network" Trait, and the following items.

- School Network: +1 to the result of Agility, Intellect, and Will checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Residence (Rest Recovery Value +3)
- Emergency Kit (Rest Recovery Value +3)
- Automobile

Author

Description: You are an author, such as a manga artist or novelist, who produces some manner of work. Authors gain the "Creativity" Trait, and the following items.

- Creativity: +2 to the result of Intellect checks, +1 to the result of Luck checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Residence (Rest Recovery Value +3)
- Emergency Kit (Rest Recovery Value +3)
- Automobile

Journalist

Description: You are a journalist and work as a newspaper columnist, cameraperson, interviewer, or reporter. Journalists acquire the "Rumor Mill" Trait, and the following items.

- Rumor Mill: +1 to the result of Agility checks, +2 to the result of Intellect checks

Items

- Digital Device (Can communicate with backstage/departed characters)
- Residence (Rest Recovery Value +3)
- Emergency Kit (Rest Recovery Value +3)
- Automobile
- Camera

Doctor

Description: You are a doctor with a license to practice. Discuss with the GM whether you run your own clinic, or are employed at a particular hospital. Doctors acquire the "Physician" Trait, and the following items.

- Physician: May only be used out of combat. Once per session, all characters of your choice in a scene may recover 10 HP.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Facility (Rest Recovery Value +3)
- Emergency Kit (Rest Recovery Value +3)
- Automobile

Lawyer

Description: You are a lawyer good enough to pass the bar exam. Lawyers acquire the "Confidence" Trait, and the following items.

- Confidence: +1 to the result of Agility, Will, and Luck checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Upscale Residence (Rest Recovery Value +5)
- Safehouse (Rest Recovery Value +1)
- Stylish Clothes (+1 to Negotiate)
- Automobile

Businessperson

Description: You're an industrialist who has set up a stable, successful business within a single generation, or inherited a position in such a company from your parents. Businesspersons acquire the "Off the Books" Trait, and the following items.

- Off the Books: May only be used out of combat. Once per session, you grant all characters of your choice in a scene the opportunity to buy or sell items.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Upscale Residence (Rest Recovery Value +5)
- Safehouse (Rest Recovery Value +1)
- Automobile

Celebrity

Description: You are a hometown hero, the head of an old and well-respected bloodline, a member of such a bloodline, or related to such a person. Celebrities acquire the "Social Status" Trait, and the following items.

- Social Status: +1 to the result of Strength, Agility, and Will checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Upscale Residence (Rest Recovery Value +5)
- Safehouse (Rest Recovery Value +1)
- Stylish Clothes (+1 to Negotiate)
- Automobile

Millionaire

Description: You are someone who has acquired a vast fortune through some means, or are related to such a person. Millionaires acquire the "Noblesse Oblige" Trait, and the following items.

- Noblesse Oblige: Choose any two Maneuvers (pg. 157) and gain +2 to the result of their checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Upscale Residence (Rest Recovery Value +5)
- Safehouse (Rest Recovery Value +1)
- Stylish Clothes (+1 to Negotiate)
- Automobile

Athlete (Advanced)

Description: You are a pro athlete active in your chosen sport. Your training has given you exceptional athleticism. Athletes acquire the "Explosive Power" Trait, and the following items.

- Explosive Power: +2 to the result of Strength checks, +1 to the result of Agility checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Residence (Rest Recovery Value +3)
- Emergency Kit (Rest Recovery Value +3)
- Automobile

Artisan (Advanced)

Description: You are an artisan who makes a living producing some kind of good, as befits your specialty. Artisans acquire the "Precise Work" Trait, and the following items.

- Precise Work: +2 to the result of Agility checks, +1 to the result of Intellect checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Facility (Rest Recovery Value +3)
- Emergency Kit (Rest Recovery Value +3)
- Automobile

Corporate Employee (Advanced)

Description: You are a white-collar worker employed at a corporation. You've been assigned to some section within the company, and have a good understanding of how your group operates. Corporate Employees acquire the "Industry Connections" Trait, and the following items.

- Industry Connections: +1 to the result of Intellect checks, +2 to the result of Will checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Residence (Rest Recovery Value +3)
- Emergency Kit (Rest Recovery Value +3)
- Automobile

Researcher (Advanced)

Description: You are a researcher who conducts scientific inquiry in your field of study. Normally, researchers are employed in a company's research lab, conducting experiments day after day. Researchers acquire the "Specialized Knowledge" Trait, and the following items.

- Specialized Knowledge: +1 to the result of Intellect, Will, and Luck checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Facility (Rest Recovery Value +3)
- Emergency Kit (Rest Recovery Value +3)
- Automobile

Entertainer (Advanced)

Description: You're some kind of entertainer, like an actor or singer. Discuss with the GM how well known you are. Entertainers acquire the "Accomplishments" Trait, and the following items.

- Accomplishments: +1 to the result of Agility checks, +2 to the result of Will checks.

Items

- Digital Device (Can communicate with backstage/departed characters)
- Upscale Residence (Rest Recovery Value +5)
- Safehouse (Rest Recovery Value +1)
- Stylish Clothes (+1 to Negotiate)
- Automobile

Politician (Advanced)

Description: You are an elected politician, or a former politician who still retains some of their influence. Politicians acquire the "Exercise Authority" Trait, and the following items.

- Exercise Authority: May only be used while out of combat. Once per session, you may cover up one piece of info relating to a supernatural case (discuss the details with the GM).

Items

- Digital Device (Can communicate with backstage/departed characters)
- Upscale Residence (Rest Recovery Value +5)
- Safehouse (Rest Recovery Value +1)
- Stylish Clothes (+1 to Negotiate)
- Automobile

Original (Advanced)

Description: A Facade that the player designs themselves. Select one Trait and one set of items from among the "Facades" list that feel appropriate to the Facade being created. The Trait and item list do not have to come from the same Facade.

- Any Facade Trait
- Any Item List

Details

Whether using the sample PCs or creating original ones, players need to decide their PC's Details, which represent their experiences and goals. When doing this, players may leave it to dice rolls, or if they have an image in mind for their character, they may simply choose whichever option suits that image. If the result of a dice roll doesn't feel right for the PC, however, the player may re-roll, so long as the GM permits it.

When creating a PC, the most important question to ask is, "What kind of character do I want to play?" Players should begin the character creation process by trying to feel out the PC's image in their heads. If nothing comes to mind, the player may wish to consider one of their favorite characters from a movie, novel, manga, or anime, and base their PC off that—or simply use that image for inspiration.

Detail Tables

Players decide their PC's Details by using the tables below. Players may freely choose any option, or can use dice to randomly decide. If using dice, some tables may require a 1d6 roll, or a "d66" roll (roll two six-sided dice; one die represents the tens digit and the other the ones digit).

The following four details need to be decided.

1. Background
2. Spirit Crest Placement
3. Spirit Crest Shape
4. Goal

1. Background (d66)

How did the PC come to have a Shard reside within their soul?

11 – 13	No one knows.
14 – 16	They've had it since birth.
21 – 23	Someone cursed them with it.
24 – 26	They got it after having an odd dream.
31 – 33	They ended up with it after getting swept up in a fierce battle.
34 – 36	They got it from a shrine, temple, or ancient ruin.
41 – 43	Their mentor granted it to them.
44 – 46	They obtained it after harsh training.
51 – 53	They underwent a special ritual to obtain it.
54 – 56	After touching a holy item, they suddenly had it.
61 – 63	They were given it while they were dying.
64 – 66	*Player's choice.

2. Spirit Crest Placement (d66)

When the PC utilizes their spirit as an Awakened, their Spirit Crest appears, hovering over a part of their body. Where is it?

11 – 12	*Two locations
13 – 14	Nape of the neck
15 – 16	Left eye (or retina)
21 – 22	Left shoulder
23 – 24	Left arm
25 – 26	Left side of chest
31 – 32	Left palm
33 – 34	Back of left hand
35 – 36	Back
41 – 42	Center of chest
43 – 44	Right side of chest
45 – 46	Back of right hand
51 – 52	Right shoulder
53 – 54	Right palm
55 – 56	Right eye (or retina)
61 – 62	Right arm
63 – 64	Cheek
65 – 66	*Player's choice

3. Spirit Crest Shape

The 22 lines of a Spirit Crest always suggest a shape of some kind. (For example, if "Full Armor" is rolled below, the geometric patterns of the Spirit Crest would resemble a full suit of armor.) In the case of PCs, the shape is determined by their main Facet.

Archslayer (1d6)	
1	Sword
2	Spear
3	Axe
4	Katana
5	Hammer
6	Fist

Dragon Carrier (1d6)	
1	Full Armor
2	Shield
3	Helmet
4	Gauntlet
5	Pauldron
6	Breastplate

Dark Hunter (1d6)	
1	Cloak
2	Headpiece
3	Mask
4	Dagger
5	Arrow
6	Feather

Elemental Adept (1d6)	
1	Whirlpool / Spiral
2	Sun / Moon
3	Triangle / Square
4	Wings (bird or otherwise)
5	Dragon / Unicorn / Mythical Creature
6	Mountain Range

Elder Mage (1d6)	
1	Jewel
2	Staff
3	Demon
4	Ring
5	Dagger
6	Magic Circle

Digital Sorcerer (1d6)	
1	Musical Instrument
2	Coins
3	Crystal
4	Ring
5	Necklace
6	Earring

4. Goal (d66)

Why does the PC keep fighting the Aramitama? Why do they search for the Transcendent Promise? This is the reason the PC is a God Hunter.

11 – 13	They want to find out what the Aramitama truly are.
14 – 16	To them, it's just their job.
21 – 23	They want conquer their own fear.
24 – 26	They don't need a reason.
31 – 33	They need power.
34 – 36	They want to go back to their mundane lives.
41 – 43	They want to protect those they care about.
44 – 46	It's all for revenge.
51 – 53	They're following the orders (or law) of their faction (or family).
54 – 56	They want to save the world.
61 – 63	They must defeat all Aramitama.
64 – 66	*Player's choice.

Player's Choice

When a player rolls this, they should consult with the GM and the other players to decide. However, if nothing can be established, it's fine to simply roll again.

Two Locations

When this is rolled, roll two more times on the above table. If "two locations" is rolled again, keep rolling until something else comes up. The Spirit Crest is split into two, each having 11 lines, appearing at each location rolled. If the player rolls the same location twice, then the separate pieces appear around the same location.

Bonds

What connections does the PC have, and what place do those connections have in the world? During initial creation, players should select one NPC—either from this book in the "NPC Introductions" section on pg. 34, or in expansion materials—for their PC to form a Bond with.

What kinds of feelings does the PC hold for the connection, and vice-versa? It's up to the player to decide that. Likewise, it's fine simply to leave the relationship blank and find out through play.

NPC Table (d66)

This table allows for the random selection of an NPC that appears in this book.

11	Miyo Kusakabe (pg. 37)
12 – 13	Ayane Mitsurugi (pg. 32)
14 – 15	Teresa Cross (pg. 32)
16 – 21	Charles Derleth (pg. 33)
22 – 23	Masato Urabe (pg. 33)
24 – 25	Kukuri Kuroi (pg. 33)
26 – 31	Tatsuo Mutsuki (pg. 33)
32 – 33	Kiriko Saionji (pg. 34)
34 – 35	Reiji Maniwa (pg. 34)
36 – 41	Ryoko Kamiya (pg. 34)
42 – 43	Carol Armitage (pg. 34)
44	Hannibal Barca (pg. 35)
45	Sho Arakawa (pg. 35)
46 – 51	Konohana-Sakuya (pg. 35)
52 – 53	Mephisto Pheles (pg. 35)
54	Princess Kuroyagi (pg. 36)
55	The 47th (pg. 36)
56	Katsutake Shindo (pg. 36)
61	Cordelia A. Blackeagle (pg. 36)
62	Edward A. Blackeagle (pg. 37)
63	Gertrude Musgrave (pg. 37)
64 – 65	Jotaro Takenouchi (pg. 37)
66	Soshi Mitsurugi (pg. 38)

Sentiment (d66)

This table is a useful reference when determining a relationship for any Bond, such as those that come from handouts. When PCs form Bonds with each other, it may also prove interesting to randomly determine the feelings between them, and this table will help with that too.

11-12	Destined	You feel drawn to them by destiny or fate.
13-14	Family	You're close to them, just like family.
15-16	Unsavory Bond	Much as you wish you could get away from them, you can't.
21-22	Teacher and Student	One of you is a student of the other. Talk to the other player (or GM) to decide who's the teacher and who's the student.
23-24	Worthy Rival	You think of them as a good rival who challenges you to do better.
25-26	Affinity	You get along easily with them.
31-32	Secure	You feel they're reliable.
33-34	Friendship	You see them as a friend.
35-36	Respect	You hold them in high esteem.
41-42	Protection	One of you is protecting the other. Talk to the other player (or GM) to decide who's the one doing the protecting.
43-44	Good Impression	You just have a good feeling about them.
45-46	Interested	You find them interesting.
51-52	Moved	Somehow, they've had a profound impact on you.
53-54	Dread	You stand in awe of them, and not the good kind.
55-56	Affection	You especially like them.
61-62	Fondness	You love them, or something close enough.
63-64	Trust	You trust them.
65-66	*Player's choice	The player or GM decides what kind of Bond it is.

Divine Name

Divine Name Table 1

11	Crimson Lotus
12	Azure
13	Silver
14	Golden
15	Obsidian
16	Gale
21	Scorching
22	Freezing
23	Sparking
24	Godslayer's
25	Illusory
26	Noxious
31	Brilliant
32	Nightshade
33	Earthen
34	Celestial
35	Annihilating
36	Smiting
41	Wicked
42	Sacred
43	Purging
44	Abjurer's
45	Arcane
46	Purgatory
51	Etherlight
52	Ruinous
53	Triumphant
54	Promised
55	Heavenly
56	Retribution
61	Primordial
62	Beast King's
63	Dragon King's
64	Flashing
65	Protean
66	Player's choice

Divine Name Table 2

Form: Sword

Grip: One-Handed	
1	Kodachi
2	Wakizashi
3	Fang
4	Claw
5	Dagger
6	Mamorigatana

Grip: Switchable	
1	Tachi
2	Long Sword
3	Rapier
4	Crescent Moon
5	Blade
6	Edge

Grip: Two-Handed	
1	Jintachi
2	Odachi
3	Greatsword
4	Heavy Fang
5	Longclaw
6	Buster Sword

Form: Spear

Grip: One-Handed	
1	Javelin
2	Thorn
3	Horn
4	Harpoon
5	Skewer
6	Needle

Grip: Switchable	
1	Lance
2	Spear
3	Naginata
4	Ranseur
5	Trident
6	Pike

Grip: Two-Handed	
1	Greatspear
2	Long Spear
3	Nagamaki
4	Truespear
5	Great Horn
6	Gorer

Form: Axe

Grip: One-Handed	
1	Hatchet
2	Sickle
3	Throwing Axe
4	Bearded Axe
5	Splitter
6	Kamaitachi

Grip: Switchable	
1	Axe
2	Battle Axe
3	Scythe
4	Double Axe
5	Broadaxe
6	Destroyer

Grip: Two-Handed	
1	Greataxe
2	War Axe
3	Cleaver
4	Executioner
5	Warscythe
6	Guillotine

Form: Hammer

Grip: One-Handed	
1	Rod
2	Hammer
3	Chain Whip
4	Staff
5	Bat
6	Riot Baton

Grip: Switchable	
1	Flail
2	War Hammer
3	Greathammer
4	Club
5	Sectional Staff
6	Morning Star

Grip: Two-Handed	
1	Cannon
2	Brass Knuckle
3	Godcrusher
4	Steelhand
5	Ironfist
6	Protector

Form: Ranged

Light Firearm	
1	Derringer
2	Shooter
3	Revolver
4	Magic Bullet
5	Semi-Auto
6	Automatic

Combat Motorcycle	
1	Steel Horse
2	Falcon
3	Predator
4	Soaring Dragon
5	Orochi
6	Crusader

Standard Firearm	
1	Roar
2	Hunting Rifle
3	Grenade Launcher
4	Submachine Gun
5	Assault Rifle
6	Shotgun

Bow	
1	Shortbow
2	Waning Moon
3	Longbow
4	Waxing Moon
5	Composite Bow
6	Half Moon

Propelled Weapon	
1	Shuriken
2	Chakram
3	Boomerang
4	Tracer
5	Slingshot
6	Dart

Heavy Firearm	
1	Sniper Rifle
2	Anti-Materiel Rifle
3	Flashfire
4	Light Machine Gun
5	Grief
6	Heavy Machine Gun

Animated Doll	
1	Marionette
2	Killer Doll
3	Shikigami
4	Cursed Doll
5	Puppet
6	Murder Doll

Form: Magical

Grimoire	
1	Tome
2	Spellbook
3	Dictionary
4	Codex
5	Scroll
6	Apocrypha

Holy Symbol	
1	Gospel
2	Holy Seal
3	Vajra
4	Prayer Beads
5	Crucifix
6	Scripture

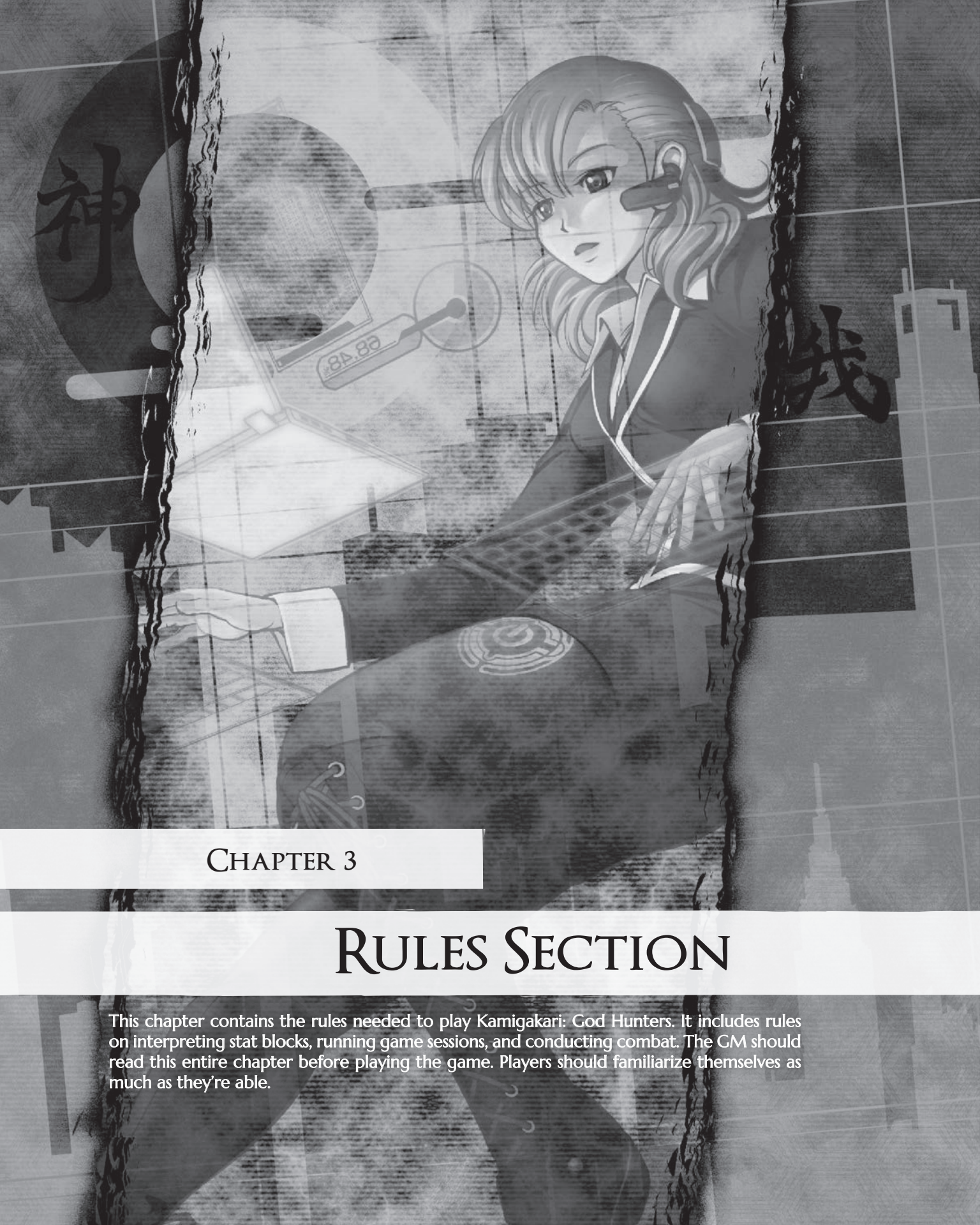
Jewel of the Magi	
1	Ring
2	Necklace
3	Armlet
4	Mirror
5	Scepter
6	Gemstone

Magical Creature	
1	Servant
2	Familiar
3	Sacred Animal
4	Fallen
5	Spirit
6	Divine Messenger

Focus	
1	Implement
2	Grail
3	Soul Mirror
4	Runed Staff
5	Crozier
6	Ritual Knife

Device	
1	Model PC2020
2	Omnitool
3	Smartphone
4	Modded PC
5	Tablet
6	Terminal

Sacred Instrument	
1	Divine Flute
2	Spiritual Guitar
3	Blessed Drum
4	Devil's Tower / Angel's Bell
5	Magic Violin
6	Spiritual Ivory



Chapter 3

Rules Section

This chapter contains the rules needed to play Kamigakari: God Hunters. It includes rules on interpreting stat blocks, running game sessions, and conducting combat. The GM should read this entire chapter before playing the game. Players should familiarize themselves as much as they're able.

Checks

During a session, players roll dice to determine whether their PC's actions succeed or not. This is called making a "check."

To begin with, if a PC takes a routine action like walking down the street or picking up an object, then unless something would put the outcome of that action in doubt, the action just happens without the need for a check. In other orders, actions that common sense dictates would succeed don't require checks.

However, if the outcome of an action is unclear, such as attempting to hit a small, distant target by throwing at a rock at it, then that's where the PC would make a check.

The GM alone determines when a check is called for, and players may only make checks when the GM instructs them to.

Check Terms

Roll – When a player makes a check, they roll a number of six-sided dice, then add up the numbers on their showing faces. This is called making a roll. Typically, a roll is made using two six-sided dice, but the effects of Talents or powers may adjust the number.

Regardless of any effect, the number of dice in a roll can never go below 1d6, and never go higher than 5d6.

Modifier – When making a roll, the player adds one of their PC's stats to the total. This stat, which informs what kind of check is being made, is referred to as the modifier. For more details on stats, see pg. 153.

Result – Once the roll has been made, the modifier is added to the total of the roll, and any other bonuses or penalties are applied as well. The final number is called the result.

Difficulty – The GM assigns each check a numerical value that represents how hard it will be to succeed at the action. This is called the difficulty. For guidelines on how to set difficulties, see "Difficulty Guidelines" on pg. 153.

Making a Check

Follow these steps to make a check.

1. Determine Necessity of Check

The GM determines whether a check is necessary.

2. Decide Type of Check

The GM decides which stat to use for the check, and the player uses that stat as their modifier for the check.

3. Set Difficulty

The GM determines how hard it will be to succeed at the check, and sets the difficulty accordingly.

4. Make the Check

The player makes their roll. If they roll a critical (see pg. 154), they go immediately to step 8: success. If they roll a fumble, they instead go immediately to step 9: failure.

5. Resolve Influence

The player decides whether they will influence the roll or not.

6. Calculate Result

The player calculates their result by adding their modifier to the total of their roll, plus any other bonuses or penalties.

7. Determine Outcome

Compare the result of the check to the difficulty. If the result is greater than or equal to the difficulty, then move to Step 8: Success. If it is lower than the difficulty, move to Step 9: Failure.

Check Details

This section describes the steps outlined above in greater detail.

1. Determine Necessity of Check

The PC announces and describes the action they want to do. The GM decides whether that action warrants a check.

2. Decide Type of Check

If the GM determines a check is necessary, they then instruct the player on which stat to use for the check, according to the kind of action taken. The player finds the stat on their sheet, and notes that for their roll's modifier.

3. Set Difficulty

The GM sets a difficulty based on how hard they perceive the action to be. The GM doesn't need to announce the difficulty to the player; it's fine to just ask for their result.

4. Make the Check

The player makes their roll. Generally, players cannot decline to make checks when a GM instructs them to make one. If the GM tells them to, they must roll and make the check.

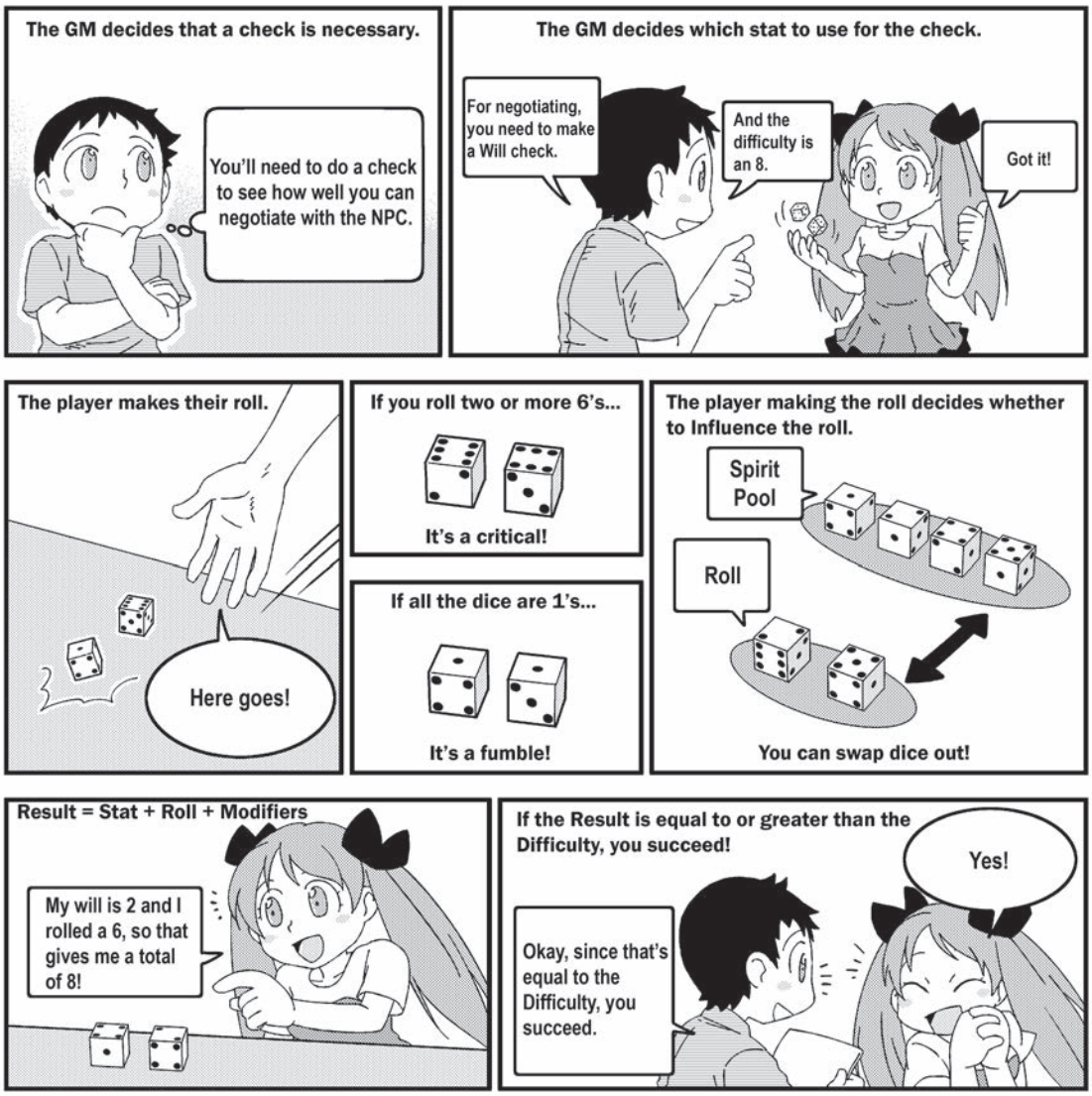
Certain types of rolls can result in a critical or a fumble. If a critical is rolled, then the check is automatically a success. If a fumble is rolled, then the check is an automatic failure. For more details, see "Criticals & Fumbles" on pg. 154.

5. Resolve Influence

The player now decides whether they want to influence their roll. If they do, they must first set aside a single die from their roll, and then they may swap any remaining dice in their roll for dice kept in their spirit pool. For more details on influencing, see pg. 161.

6. Calculate Result

If neither a critical nor a fumble were rolled, then after the player finishes influencing, they calculate their result. Their result is equal to the total of their roll (after influencing), plus their modifier, plus any other bonuses or penalties.



Example of Calculating Result

A PC with a stat of 5 makes their roll. If the two dice come up as a "3" and a "4", then their result would be 7 (the total of their roll) + 5 = 12. This number doesn't include any other modifiers that may come from Traits, Talents, or items.

7. Determine Outcome

If the result of the check is greater than or equal to the difficulty set by the GM, then the action succeeds. If the result is less than the difficulty, then the action fails.

NPC Actions – NPC actions don't require rolls. The GM just decides what happens based on the needs of their story or the adventure module they're using. If it isn't necessary for an NPC to succeed (or to fail!), then the GM may have the NPC make a check as per the rules and determine what happens from that.

Note that, unless the GM decides otherwise, all Innocents have stats—and therefore modifiers—of 0.

8. Success

The check is successful. The GM tells the player what happens because of their success.

9. Failure

The check fails. The GM tells the player what comes from their failure.

Difficulty Guidelines

Use the following for a guideline when determining difficulty. The GM should try to set difficulty according to the descriptions on the left side of the table. However, it's also fine to set difficulty however they wish.

Type of Action	Difficulty
Even a child could do it	2
An Innocent could do it	4
Innocents would have difficulty	6
Skilled individuals could do it	8
Even with skills, it'd be hard	10
Experts in their field could do it	12
Even an expert would find it hard	13
Superhumans could do it	14
Even superhumans would find it hard	15
An act of a god	20+

Stat Details

The following section explains what each stat represents.

Main Stats

A PC's main stats are used as check modifiers when out of combat. There are five main stats, as listed below. For details on how to use each main stat while out of combat, refer to the Maneuvers section (pg. 157).

- **Strength –** Used for actions such as lifting heavy objects, scaling cliffs, or resisting something internal to the body, like poison.
- **Agility –** Used for actions like moving silently, picking locks, or other things where fine motor control would be beneficial. Also used to operate vehicles or riding animals.
- **Intellect –** Used for actions that require mental acuity, such as quick thinking or recalling information.
- **Will –** Used for actions like talking, acting with courtesy, or reading the atmosphere in a social situation. Also used to sense the flow of spirit.
- **Luck –** Used for intuition and testing your luck. Also used to make Appearance Checks when wanting to appear in a scene.

Combat Stats

A PC's combat stats are used as check modifiers while in combat. There are five combat stats, as listed below. For details on how to use each combat stat while in combat, refer to the "Attack Actions" section (pg. 173).

- **Accuracy –** Used to hit a target with a physical attack. This is an active check.
- **Evasion –** Used to defend against physical attacks. This is a reactive check.
- **Invocation –** Used to inflict the effects of a magical attack on a target. This is an active check.
- **Resist –** Used to defend against magical attacks. This is a reactive check.
- **Instinct –** Used to sense danger or feel out disquiet in one's surroundings, as well as defend against special attacks. This is a reactive check.

Opposed Checks

When two or more characters compete over the same outcome, they make what is called an opposed check. These most often occur while in combat. Each competing character makes their own check, then compare their results. The character with the highest result succeeds at their check, while all others fail.

Note that when players compete against one another, they will both make checks as directed by the GM, with the higher result succeeding and the lower result(s) failing. If NPCs compete against each other, then the GM should simply decide the outcome.

Usually, checks made as part of an opposed check will use the same modifier. Below are some notable exceptions to this rule.

Opposed Checks Using Different Modifiers

The following three types of opposed checks are, as exceptions, made using different modifiers.

- Accuracy checks are opposed by Evasion checks.
- Invocation checks are opposed by Resist checks.
- The Hidden Condition, as well as special attack checks, are opposed by Instinct checks.

Active and Reactive

In an opposed check, the one doing an action is called the "active side," and the one opposing that action is called the "reactive side."

When it is clear which side is active and which side reactive, the active side makes their check first and finds their result. Afterwards, once the reactive side knows the active's final result, they make their own check, and then compare results.

Determine who is active and who is reactive as follows:

When Out of Combat

- PC = Active
- NPC (GM) = Reactive

When In Combat

- Character currently taking their turn = Active
- Characters not currently taking their turn = Reactive

Active Priority

When the results are tied for being the highest in an opposed check, then the active side wins.

If an active side cannot be determined (for example in a competition like a foot race), the characters make their checks simultaneously. If the results are tied in this case, then the character with the higher modifier wins. If even that is tied, then both characters roll Id6, with success going to the highest roll. (If tying yet again, reroll the Id6 and continue to do so until a winner emerges.)

Unable to Make a Check

If a character is for any reason unable (or unwilling) to make a check, either by itself or in an opposed check, then that character automatically fails their check, and treats their result as O. (This does not count as having fumbled.)

Criticals and Fumbles

After making a roll, a critical or a fumble may be triggered if certain numbers are showing. This section explains what happens when either outcome occurs.

Critical

When a roll shows **at least** two 6s, the check triggers a special outcome known as a critical. A critical results in the check automatically succeeding. They may also change one of their spirit dice to show any value they prefer. However, a critical roll may not be influenced.

Fumble

When a roll shows **all** Is, the check triggers a special outcome known as a fumble. A fumble results in the check automatically failing. The player may not influence their roll, and furthermore, must change their highest valued spirit die to show a 1 instead.

Criticals and Fumbles During Opposed Checks

When a check made for an opposed check triggers a critical or a fumble, resolve it in the following ways.

Active Critical

When the active side rolls a critical, treat the reactive side as though they were unable to make a check. This means the reactive's result is treated as O, and the active automatically succeeds.

Reactive Critical

When the reactive side rolls a critical, the opposed check automatically results in a success for the reactive.

Active Fumble

When the active side rolls a fumble, the reactive side does not make a check. Instead, the reactive automatically succeeds at the opposed check.

Reactive Fumble

When the reaction rolls a fumble, the active side automatically succeeds at the opposed check.

Result of a Critical or Fumble

If it's necessary to determine the result of a critical or a fumble, then calculate the result of a critical as though it were a normal check and treat the result of a fumble as O.

Simultaneous Checks

When an active and reactive side cannot be determined and checks are being made simultaneously, should there be multiple criticals or fumbles, then calculate the results as above, with the highest result winning. If the results are the same, have the tying parties each roll Id6 with the highest number winning. (If this results in another tie, keep rolling until a winner emerges).

Supplemental Check Rules

The following section explains extra rules regarding checks.

Whole Party Checks

While out of combat, if a check is called for but isn't assigned to any PC in specific, then the whole party may attempt to make that check. (When this happens, and only when this happens, PCs may also decline to make a check.)

If any one of the PCs attempting the check succeeds, then even if all other PCs fail, the check is treated as though everyone succeeded at it.

Penalties

There may be times when the PCs are at a disadvantage, and so will be forced to take a penalty to the result of their check, reducing it. Penalties may come from Talents, Conditions, or unfavorable situations.

The GM should inflict penalties on PCs as the situation demands. Penalties may be adjusted according to the GM's discretion, such as making them worse or even removing them altogether if certain Conditions are met.

Example Penalties

Situation	Penalty
Dim Lighting	Result -2
Bad Footing	Result -2
Submerged	Result -4

Retrying Checks

PCs may retry checks that they fail while out of combat (never while in combat). They must have the GM's permission to do so, and the GM may impose additional hurdles as they see fit, such as increasing the time the action takes (usually 10 to 30 minutes in game) or adding to the difficulty (usually by 1 at most).

Retrying checks may interfere with the sense of tension in the game. The GM should never permit a retry when there's no consequence of failure to the PCs. This may require thinking up small gimmicks. For example, because a new attempt takes more time, perhaps each time the PCs fail the check, the boss grows stronger (gaining +10 to their maximum HP each time).

Rating

With some actions, such as removing the poisoned Condition, it's important to know how potent an effect is before making a check. The number representing an effect's potency is known as its rating, and is usually written as a number trailing after an effect (for example, Poisoned 3).

The following table will allow you to convert a rating to a difficulty, or a result to a rating.

Rating Table

Rating	Difficulty or Result
0	3 or less
1	4~
2	6~
3	8~
4	10~
5	12~
6	14~
7	16~
8	18~
9	20~
10	22~
11	24~
12	26~
13	28~
14	30~
15	32 (continue adding 2 per rating above this)

Check Summary

The following provides a concise explanation of checks, suitable for the GM to read to a new player.

A Check is...

A method used to determine whether your PC's actions succeed or not. To make a check, you first roll two six-sided dice and add together their showing faces. Then, you add to that one of your character's stats; the GM will tell you which one. Finally, you'll add any other bonuses or penalties, such as from your character's Facade. Once that's done, you'll have your result, and you succeed if your result is equal to or higher than the difficulty, which the GM will tell you before rolling. The only other thing to remember is that while in combat, ties go to the attacker.

When You Add a Stat...

That stat will be either a main stat, or a combat stat. In most cases, you will use main stats while out of combat, and combat stats while in combat. Take a look at your character sheet and find where it has your main stats: Strength, Agility, Intellect, Will, and Luck. Then find your combat stats: Accuracy, Evasion, Invocation, Resist, and Instinct. You'll refer to those often. If you need to, feel free to use a highlighter to mark them for easy reference.

Hisashiro Demon Buster Blues: Checks

Ryoko: Hey there, I'm Ryoko Kamiya. I'm one of the modern-day wizards that secretly protects the city of Hisashiro!

Reiji: And I'm Reiji Maniwa! I'm a transforming hero, and just like Ryoko, I protect the peace of Hisashiro!

Charles: And I, Charles Derleth, for reasons beyond me, have been assigned the role of the GM to help guide you through the rules. For now, we'll be covering checks.

Ryoko: What check are we making?

Charles: Yes, I suppose that would be good to know... Let's have you two searching for the tracks of an evil monster that just rampaged through the city, then.

Reiji: Ooh, that *is* evil! Ain't no way I can leave that alone!

Ryoko: Which stat do we use for the check? In this case, I'm guessing we'll be Tracking?

Charles: Quite right. And as the Tracking Maneuver specifies, you'll be making the check with your Agility stat.

Ryoko: A-Ah... I was being proactive, but as a Magus, my Agility sucks. (*sweating*)

Reiji: That's nothing, I'll whip its butt!

Charles: As for the difficulty... Since the monster made its escape leaping from building to building, you will need to track it across those same Conditions. An expert could do it, I'd say, so that makes the difficulty 12.

Reiji: I take it all back!

Ryoko: There's no use complaining, so let's get to it, Reiji! My Agility is 1, so let me roll my 2d6... (*rolling*) A 2 and a 6, so adding my Agility, that makes 9.

Charles: Will you be influencing?

Ryoko: I will. I'm an Elder Mage, so I want all the 6s I can get. I'll swap the 6 in my roll out for the 1 in my spirit pool.

Charles: Adding Ryoko's Agility of 1 to her roll of 2 and her exchanged 1, that makes her result a 4, and thus, she fails.

Ryoko: All according to plan. Go get 'em, Reiji!

Reiji: So it's do or die, huh? Just my style! My Agility is 5, so I've got a good shot at this. Let's do it! (*rolling*) A 4 and a 5!

Ryoko: Yeah! You did it!

Reiji: Since I'm a Dragon Carrier, I want those 5s. So I'll influence by swapping the 5 out for the 4 in my spirit pool, and I'll still succeed!

Charles: Very good. And with that, Reiji is able to find the monster's tracks...

Maneuvers

Maneuvers are the actions the PCs will take as fits their situation. When the PCs attempt a maneuver, the GM should refer to this section if they want to know exactly how to handle it, or to see which stat should be used in the check. Maneuvers are designed to encompass nearly any check that might come up during a session, so having a strong understanding of them will make running the game worry-free.

Note that when a maneuver lacks a set difficulty, the GM should set the difficulty themselves according to what is being attempted. If using a pre-made adventure, use the difficulty it specifies. Further, the GM may at any point make their own Maneuvers to supplement those found in this section.

Overview

Maneuvers all use the following format.

1. **Endure**
2. **Check:** Strength
3. **Restrict:** None
4. **Time:** None
5. **Effect:** Use when a PC gets sick, or to nullify (pg. 179) the poisoned condition (pg. 180). Make a Strength check with the difficulty determined by the rating (pg. 202) of the poisoned condition, or by the result of the check made to inflict the poison. Success sees the PC get over their sickness, or removes the poison.

1. Name

The name of the maneuver.

2. Check

The main stat used as the modifier for the Maneuver's check.

3. Restrict

Only PCs with a main Facet belonging to the specified group can perform this maneuver with any skill. If a PC's main Facet is from a different group, then when they attempt the maneuver, they reduce the number of dice in their roll by 1. This means that if the PC normally rolls only two dice and is reduced to one, then they cannot critical, cannot influence, and have a much higher risk of fumbling.

4. Time

A general guideline for how long it takes to perform the maneuver.

5. Effect

The description of the maneuver's effects. Some maneuvers may carry penalties while equipped with certain armor.

As a special note, armor that is restricted to a specific Ancestry or Facet is made with special materials, and is not to be considered the same as armor restricted to the martial group (even if a specific Facet is part of the martial group). As such, penalties for martial armor do not apply when wearing such armor.

Also, if your group does not track time within the game in precise units, then the GM should handle the time field of each Maneuver as meets the need of the story.

Strength Maneuvers

Endure

Check: Strength

Restrict: None

Time: None

Effect: Use when a PC gets sick, or to nullify (pg. 179) the poisoned condition (pg. 180). Make a Strength check with the difficulty determined by the rating (pg. 202) of the poisoned condition, or by the result of the check made to inflict the poison. Success sees the PC get over their sickness, or removes the poison.

Swim

Check: Strength

Restrict: None

Time: 1 Minute (6 Rounds)

Effect: Used when moving while submerged. Swimming doesn't require a check in calm waters. While submerged, characters cannot make simple moves, and they halve the speed of their combat and full moves (pg. 171). When swimming through oceans with high waves or through a swiftly moving river, a check is required every minute out of combat (or every 6 rounds while in combat). The difficulty of the check is 8 for a running river, 10 for a swift river, and 12 for a surging ocean.

Failure on the check reduces the distance a PC can move to one square per action. Further, if the PC fails a number of times equal to their Strength times their (level plus two), then they begin to suffocate (pg. 191) every time they make a check.

When a character is equipped with armor restricted to the martial group, they take a -4 penalty to swimming checks.

Climb

Check: Strength

Restrict: None

Time: 10 Minutes (60 Rounds)

Effect: Used when climbing cliffs or walls, whether with picks, rope, or bare hands. Each time a PC climbs, they can move three meters (one square), but it requires a climbing check to do so. Failing the check means the PC takes falling damage (pg. 176) based on how far they fall. The difficulty of the check is 8 for an easily scalable cliff or for a prepared climbing rope, 10 for a steep cliff with few handholds, and 12 for an overhang.

When a character equips with armor restricted to the martial group, they take a -4 penalty to climb checks.

Assess

Check: Strength

Restrict: Martial

Time: 1 Minute (6 Rounds)

Effect: Used while examining wounds and other damage to discern the weapon used, the wielder's skill, and whether they employ martial or magical arts. For example, inspecting the wounds on a corpse may lead you to understand the killer's methods, or recalling rumors and stories you may have heard about such methods and the person who wields them.

Agility Maneuvers

Track

Check: Agility

Restrict: None

Time: 10 Minutes (60 Rounds)

Effect: Used when find someone's trail by following their tracks, or, throwing off pursuit by hiding or disguising your own footprints and other signs of passage.

Unlock

Check: Agility

Restrict: None

Time: 10 Minutes (60 Rounds)

Effect: Picking locks (including electronic ones) on doors or treasure chests, or disarming man-made traps. For this maneuver, the more complex a lock or trap is, the higher the difficulty should be. In the case of a trap, failing at unlocking even once will cause the trap to spring.

Sneak

Check: Agility

Restrict: None

Time: 10 Minutes (60 Rounds)

Effect: Hiding behind cover, concealing your presence from others. A PC may only attempt to sneak when adjacent to an obstacle (pg. 191). If successful, they gain the hidden condition, or if out of combat, they can move around undetected.

Attempting to locate a hidden PC requires an Instinct check, opposed by the result of the PC's Agility check. When a PC attempts to find another PC, the Instinct check is considered the active side.

When a character is equipped with armor restricted to the martial group, they take a -4 penalty to sneaking checks.

Acrobatics

Check: Agility

Restrict: None

Time: None

Effect: Moving through difficult terrain using balance and reflexes, or breaking a fall. When moving through difficult terrain, the higher the result, the more carefully you can move. The difficulty of the check is 8 for moving over an old bridge, 10 for balancing on something thin like a fence, and 12 for tightrope walking. When breaking a fall, make an Agility check, then reduce the falling damage (pg. 176) by the result.

When a character is equipped with armor restricted to the martial group, they take a -4 penalty to acrobatics checks.

Intellect Maneuvers

Disguise

Check: Intellect

Restrict: None

Time: 10 Minutes (60 Rounds)

Effect: Concealing an item on yourself, obscuring traces someone left of their presence, or else putting on a disguise. Also, seeing through any such actions. The higher the result, the better concealed or disguised something is, or the better one is able to see through things.

Recall

Check: Intellect

Restrict: None

Time: 10 Minutes (60 Rounds)

Effect: Searching memories for general knowledge or legends. The higher the result, the more detail that is recalled.

Appraise

Check: Intellect

Restrict: Arcane

Time: 10 Minutes (60 Rounds)

Effect: Inspecting an unknown object or the materials used in a structure, and gleaning insight from that. The higher the result, the more detail that is learned.

Identify

Check: Intellect

Restrict: None

Time: None

Effect: Recognizing the Divine Name of an enemy upon seeing their Spirit Crest, and thereby knowing their capabilities. Each enemy requires a separate Intellect check, with the enemy's ID stat serving as the difficulty. If the enemy is a Mononoke, the PC learns all of the enemy's stats. If the enemy is an Aramitama, God Hunter, or Boss, then they only learn the following: the enemy's name, class, level, size, wits, senses, speech, weakness, movement, and initiative. At the beginning of combat, a character may make a check to identify each group of enemies.

Will Maneuvers

Connect

Check: Will

Restrict: None

Time: None

Effect: Using courteous words and a knowledge of social graces to make a good impression upon another. The higher the result, the better of an impression given. On a failure, a bad impression is made instead.

Negotiate

Check: Will

Restrict: None

Time: None

Effect: Working out an agreement with another that advances things favorably for you, or gaining information through dialogue. Sometimes, it's appropriate to succeed at negotiations through roleplay, rather than making a Will check. (The GM makes this call.) Should a check be made, then the higher the result, the more favorable the outcome, or the more detailed the information that is learned.

Command

Check: Will

Restrict: None

Time: None

Effect: Unifying a disorganized mob and taking charge. The higher the result, the greater the number of Innocents that can be unified. When the check is made, convert the result into a rating. The PC can take command of a number of Innocents up to ten times the rating.

Charm

Check: Will

Restrict: None

Time: 10 Minutes (60 Rounds)

Effect: Enchanting someone through whatever means, and getting them to do you simple favors. Sometimes, it's appropriate to succeed at charming someone through roleplay, rather than making a Will check. (The GM makes this call.) Should a check be made, the higher the result, the better the impression made, which may grant additional or bigger favors.

Luck Maneuvers

Spot

Check: Luck

Restrict: None

Time: None

Effect: Discovering traps, hidden doors, concealed objects, or even clues. The higher the result, the more careful the search is, allowing skillfully hidden things to be discovered.

Summary of Maneuvers

Name	Check	Restrict	Time	Effect
Endure	Strength	None	None	Endure poison or sickness.
Swim	Strength	None	1 Minute (6 Rounds)	Swim through water.
Climb	Strength	None	10 Minutes (60 Rounds)	Climb walls.
Assess	Strength	**Martial**	1 Minute (6 Rounds)	Assess skill as a warrior.
Track	Agility	None	10 Minutes (60 Rounds)	Search for tracks.
Unlock	Agility	None	10 Minutes (60 Rounds)	Remove traps and locks.
Sneak	Agility	None	10 Minutes (60 Rounds)	Become hidden.
Acrobatics	Agility	None	None	Balance and fall safely.
Disguise	Intellect	None	10 Minutes (60 Rounds)	Conceal objects and traces of a person.
Recall	Intellect	None	10 Minutes (60 Rounds)	Remember knowledge.
Appraise	Intellect	**Arcane**	10 Minutes (60 Rounds)	Appraise materials and objects.
Identify	Intellect	None	None	Identify a Spirit Crest.
Connect	Will	None	None	Adopt politeness.
Negotiate	Will	None	None	Negotiate better terms.
Command	Will	None	None	Lead a few people.
Charm	Will	None	10 Minutes (60 Rounds)	Convince someone io do something.
Spot	Luck	None	None	Discover hidden things.
Sense	Luck	None	None	Sense out-of-place things.
Eavesdrop	Luck	**Skilled**	None	Listen in or read lips.
Intuit	Luck	None	None	Intuitively reason.

Sense

Check: Luck

Restrict: None

Time: None

Effect: Discerning why something feels out of place in an area. Also used to feel out Anomalies. Refer to the section on Anomalies on pg. 188 for more information.

Eavesdrop

Check: Luck

Restrict: Skilled

Time: None

Effect: Following a distant speaker's conversation either by listening intently through a wall or lip reading. The higher the result, the more detail gained.

Intuit

Check: Luck

Restrict: None

Time: None

Effect: Thinking one's way through a problem via intuition. The higher the result, the sharper the reasoning.

Spirit

God Hunters are able to let the energy of all creation—Spirit—flow and surge within their bodies. As the spirit accumulates, it resonates as powerful energy, ready to be unleashed. This flow, surge, and resonance of Spirit is represented by the Spirit dice mechanic. The following section explains how this mechanic is used.

Spirit Dice

During play, each player controls a set of four dice which can't be used to make rolls. This "stock" of dice is the player's Spirit. When referring to the result of each Spirit die in the pool, this stock is called the Spirit pool.

Scattered Spirit Dice – Except when being used for paying costs or when influencing (both explained below), spirit dice should be left together in a single place, untouched. But sometimes accidents happen, and dice get knocked out of place and the player doesn't remember what they had. When this happens, the GM should have the player reroll their spirit. Consider keeping spirit dice in a small tray or pencil case to help protect them!

Essence

A character's Spirit Pool is the number of spirit dice they possess. Freshly created PCs start with an Essence of 4. When the GM declares the start of the session, the PC rolls a number of dice equal to their Spirit Pool, and from then on, keeps those dice as their Essence.

Exhausted Spirit

When using a Talent, spirit dice are temporarily "spent" as a cost to fuel that Talent. These spent spirit dice are referred to as "exhausted spirit," and should be set aside (or at least put somewhere where they won't get mixed in with non-exhausted spirit dice). Exhausted spirit cannot be used to pay for costs or to influence.

Once a scene ends while out of combat, or prior to the Start Timing of each new round in combat, each player rerolls all of their exhausted spirit dice and returns them to their spirit pool, ready to be used again.

Overflow

Sometimes the effect of a Talent or other ability will give a character hypothetical spirit dice. These hypothetical dice are called overflow dice, or usually just overflow. Overflow is not represented by actual dice, but rather just counted as "having" some amount of it.

Overflow can be used to pay costs just like real spirit dice, but can't be used to influence. When it is used, it count as any value of die. For example, if someone uses a Talent with a cost of "O 5", then they could use their overflow to cover the "5", then pay for the "O" out of their own spirit pool (or even the opposite—the overflow counts for O, and they pay for the 5).

While overflow is powerful, it is also transient, and if it is not spent by the End Timing of the round on which it was gained, it disappears. To reiterate, overflow cannot be used to influence, only spent on costs.

Influence

Every time a player makes a roll for a check, they can swap some of the dice in their roll for dice in their spirit pool, changing the outcome. This sequence of actions is called influencing.

Example of Influence

Imagine a check with a difficulty of 12. The player's modifier is 4, and they have the following spirit dice: 2, 3, 5, 5. They make their roll, and it comes up 5 and 2 (total of 7). 7 + 4 = 11, so the check will fail.

To avoid that, the player influences, and swaps the 2 in their roll, for the 3 in their spirit pool. This makes it as though they had rolled 5 and 3 (total 8), and 8 + 4 = 12, a success! And, as they swapped the dice, their spirit pool now looks like this: 2, 2, 5, 5.

Influencing can only be done once per check. The following steps outline how to influence.

1. Confirm Result
2. Declare Influence
3. Swap Dice
4. Declare Altered Result

1. Confirm Result

The player confirms what their result is, and then decides whether they want to influence or not.

2. Declare Influence

The player declares that they're influencing. This can be done to change the result, acquire a die to pay for Talent costs, or swap rolled dice with dice in the spirit pool.

Note that once the reactive side in an opposed check has confirmed their result, the active side may no longer declare influence.

3. Swap Dice

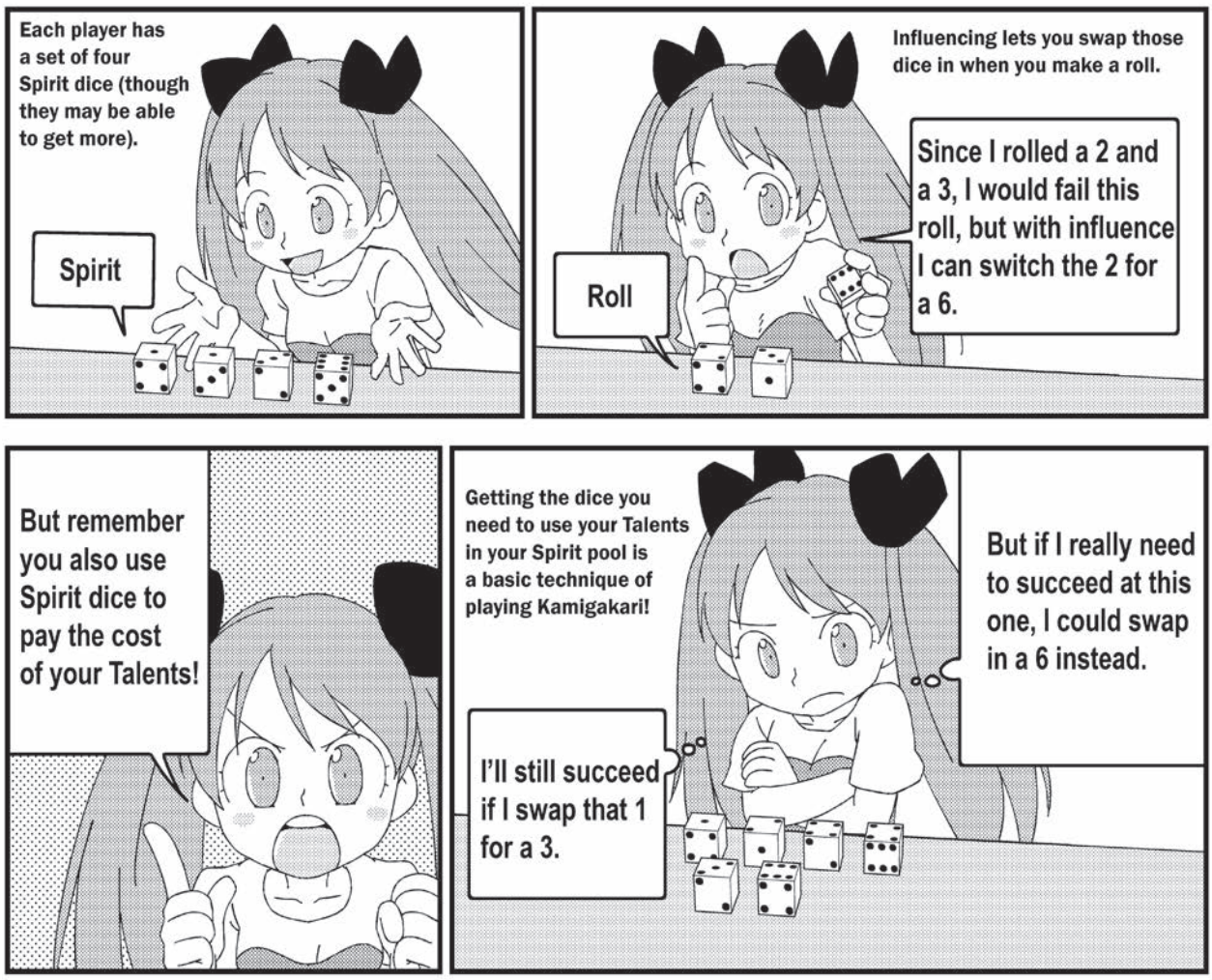
The influencing player sets one die from their roll aside, then may freely swap any other die in their roll for dice from their spirit pool.

Even if, after influencing, a roll has two or more 6s or has all 1s, then neither a critical nor a fumble occur (they only occur when naturally rolled). The result in this case is calculated as normal.

4. Declare Altered Result

The player confirms what they influenced, then declares what their new result is.

Any Other Die – Influencing is more effective when rolling more dice. For example, when rolling four dice for a check due to the effects of an ability like Spirit Burn (described later), after reserving the one die from the roll, then the remaining three dice may all be influenced.



Innate Powers

Innate power refers to the supernatural ability that lies within all awakened. Described here are two innate powers: Spiritual Barrier, and Spirit Burn. All Awakened without exception possess the ability to establish a Spritual Barrier. PCs (which is to say, God Hunters) not only acquire Spiritual Barrier, but the unique ability of Spirit Burn, plus 22 points of Crest to fuel it. The following explains the effects of both these Innate Powers.

Innate Powers & Talents – PCs created using ***Kamigakari: God Hunters***' ruleset cannot acquire any other type of Innate Power than the ones presented here.

Although Innate Powers are presented in the same format as Talents, they should not be considered the same thing. Particularly, it should be noted that the effects of innate powers cannot be nullified with talents.

Furthermore, if ever there is a conflict between the effect of an innate power and the effect of a talent, the innate power takes priority.

Spirit Barrier

All awakened without exception can create Spirit Barriers. When a Barrier is established, the GM should decide who is drawn into it based on the circumstances of the story. For greater detail on how Barriers work, see pg. 28 of the World Section. Spirit Barrier has the following effects.

Spirit Barrier

Timing: Start

Target: Combat Zone

Range: Combat Zone

Cost: None

By establishing a Spiritual Barrier, you create a pocket dimension within a moment of time, and can instantly arm yourself with your hidden gear.

- **Unique.** With this power acquired, you may store and conceal items and money within a small Barrier, whether they would be worn or kept in your inventory. Also, when you use this Power, or when you are drawn into someone else's Barrier, you may instantly equip items from your inventory.

  If you receive a coup de grace while within a Barrier, you do not die, but instead are taken out. You do not spend a Start Timing to use Spirit Barrier, but may only use it once per battle or scene.

Spirit Burn

God Hunter characters can briefly transcend physical laws by willingly extinguishing lines on their Spirit Crests, an act that erodes their very souls. This innate power is called Spirit Burn.

Spirit Burn has multiple effects, but not all of them can be used immediately. In order to unlock all the effects, a character must form Bonds during the session, which serve as a catalyst for Spirit Burn. See pg. 185 for more information on Bonds.

As Bonds are formed, a player fills them in on their sheet sequentially, from 1 to 7. Once a PC has enough Bonds, they unlock more effects for Spirit Burn.

Spirit Burn

Timing: Free

Target: User

Range: User

Cost: None

You ignite your soul with the power of your bonds. The supernatural energy gained from that allows you to ignore the laws of reality.

[Transcend] Bond #1 – 3

- **Unique.** Use before a check. Add up to three dice to your roll. Then, after the check, roll the same number of dice you added, and consume Crest equal to the amount rolled. You may Transcend each time you make a check. You may influence dice added with this effect, but if some other effect would cause you to reroll your check, you lose the added dice for the reroll.

[Vital Ignition] Bond #4 – 6

- **Unique.** Use at any time. You are no longer downed, and you set your HP to be equal to your Strength. After, consume 2d6 of Crest. This effect may be used once per battle.

[Concept Destruction] Bond #7

- **Use On Damage Calculation.** Roll 1d6. You gain Rank equal to the number rolled. You may use this effect each time you calculate damage. After, consume 2d6 of Crest.

The Price Paid

After all effects of Spirit Burn have been applied and the PC's turn has ended, the PC's Crest is consumed. Add up the number of dice (listed for each effect of Spirit Burn), roll them, then subtract that amount from the PC's current Crest total. Do it in that order every time Spirit Burn is used: first apply all desired effects of Spirit Burn, then after the PC's turn is over, consume Crest.

There is no floor for consuming Crest. Crest may go below O and into the negative numbers. Continue subtracting from Crest as Spirit Burn is used. However, once the episode ends, if a PC's Crest is still below O, then that PC's soul has been eroded to its limits, and the PC may die... or worse, become an Aramitama.

If there is a PC with less than O Crest remaining after the check phase at the end of an episode, then the GM should have that player roll on the Price of Consumption chart below.

Price of Consumption (d6)

Result	Price	Effect
1	False Ascension	As a price for transcending reality too far, the PC's soul itself becomes twisted, and they turn into an Aramitama. The new Aramitama disappears, departing to an unknown location.
2	Existence Consumed	With the very last ounce of their power, the PC is able to avoid becoming an Aramitama. But in so doing, their soul erodes completely, and they disappear from the world. The PC dies, leaving no corpse.
3	Death	Although the PC is barely able to resist the twisting of their soul, it nevertheless decays. The PC dies, but their body remains.
4	Partial Soul Death	While the PC stops the twisting of their soul, the soul itself is grievously wounded, and their body is crippled. In addition, the PC's Spirit Crest vanishes, and they are an Innocent once more.
5	Memory Loss	Somehow, the PC is spared physical consequences from the erosion of their soul. With time, even their Spirit Crest will make a full recovery. But even so, they lose all of their memories.
6	Nothing	Miraculously, the PC avoids any consequence from the erosion of their soul. Their Spirit Crest makes a quick recovery, and they are not affected in any way.

Recovering Crest

Crest consumed during play can be recovered using the below methods. Crest can never exceed the limit of 22 points, no matter how much is recovered.

1. Events

A PC may recover Crest in an event. Combat is one type of event, and a PC who participates in a battle can recover Crest equal to each defeated Mononoke or Boss's level divided by 5. Anomalies are another type of event, and may specify an amount that PCs present in the scene recover and under what circumstances.

2. Bonds

A PC whose Crest falls into the negative numbers can, during the Crest Check phase (see pg. 186) of the end of an episode, recover Crest from the number of Bonds they've accumulated during play. Divide the number of Bonds the character possesses by 2, then roll that many dice (to a maximum of 4) to determine the amount recovered.

3. Kushimitama

By spending one use of a Kushimitama, a character can double the amount of Crest recovered from their Bonds (as mentioned above). Even if multiple uses are spent, however, one character can, at most, double this amount. This effect can only be obtained during the Crest Check phase.

Example of Crest Recovery from Combat

Imagine a battle in which four level 1 Mononoke and a single level 6 Mononoke appear. After they are defeated and combat ends, each PC who was present for the fight would regain a total of 6 Crest. As all fractions are rounded up in ***Kamigakari: God Hunters***, the four level 1 Mononoke would be worth 1 Crest recovery each, and the single level 6 Mononoke would be worth 2 Crest, for a total of 6.

Hisashiro Demon Buster Blues: Innate Powers & Spirit

Charles: Let's pick up from the introduction, shall we? You two had successfully found the trail of the evil beast rampaging through the city, and now found its nesting grounds, where it has congregated with others of its ilk.

Reiji: Heh, now they ain't got nowhere to run!

Ryoko: They should just give up!

Charles: Yes, and by way of surrender, the largest of the beasts grasps a nearby tractor-trailer in both hands, lifts it up, and hurls it towards you both!

Reiji & Ryoko: Oh no!

Charles: Now then, you could try and catch the lorry, or use better judgment and get out of the way. Either way, it will be a godly task, so with a difficulty of 20, roll either Strength or Intellect.

Ryoko: If that's the case, then I'm going to screw with the laws of physics and use Spirit Burn to Transcend! I'll give myself three extra dice!

Charles: As you roll two dice normally, then that means you'll be rolling a total of five.

Ryoko: Right! (*rolling*) Why are they only 1s and 2s?!

Reiji: I'll Transcend and add three dice too! (*rolling*) 1, 5, 5, 5, and a 6! I'll swap out two of those 5s for the 3 and 4 in my spirit pool, leaving me with a total of 19. And since my Strength is 5, I'll succeed with a result of 24!

Charles: Then let's say Reiji can cover for Ryoko, somehow able to stop the lorry cold!

Reiji: Yeehaw! Now to pay Spirit Burn's price. Since I added three dice, I roll three dice to see how much Crest is consumed... (*rolling*) Oh crap, 11 of my 22 Crest is gone!

Ryoko: (*rolling*) I only pay 6 Crest. But so long as we're not in the negatives by the time the episode ends we'll be fine, Reiji! Thanks for the save!

Combat

Combat Terms

In Combat – When a PC is battling with a hostile character, they are said to be "in combat." Whenever a phrase refers to "combat," it refers to the span of time from the beginning of that combat to the end of that combat.

Out of Combat – The PCs are said to be "out of combat" when they are in a scene in which they are not battling a hostile character. i.e., they are not in combat.

Round – A round is a unit for measuring time while in combat. Whenever a phrase refers to a "round," it refers to the span of time from when the effect is used, until the End Timing of the same round. One round has no set length, and depending on the situation could even last less than a second.

Turn Order – While in combat, each character's actions are resolved in order starting from the character with the highest Initiative value on down. The ordering of Initiative is called the turn order.

Action – The things that characters can do during each Timing are called actions. See the "Action Types" section on pg. 167 for more details.

Actor – The character currently taking their turn due to the turn order reaching their initiative is called the Actor. The Actor is always considered to be the active side in opposed checks, and all others are reactive.

Ready – A character who has not yet had their turn is said to be ready.

Not Ready – Once the Actor has spent all of their Attack Timings, they automatically end their turn, and are said to be not ready.

Timing – Used while in combat, a Timing is a unit that identifies what sort of actions may be taken during a given moment in time. See the "Timing Details" section on pg. 168 for more details.

Order of Combat

Combat proceeds in the following manner.

1. Combat Starts
2. Round Progression
3. Combat Ends

1. Combat Starts

Once the GM declares that combat is breaking out, they need to set out a Combat Zone Sheet and arrange upon it the minis, tokens, or even dice that will represent their NPCs. After that, the PCs may arrange their own markers, representing themselves, in areas that the GM indicates.

This act of arranging a marker on the map is known as "placement." This effect may occur due to the GM's instructions (as above), or through the effect of a Talent. Even if a PC couldn't normally move due to being surrounded by other characters or obstacles, they can pass through those and place themselves in any unoccupied square within range. Placement doesn't count as a move action.

After the initial placement, the PCs may Identify their opponents as an Intellect check, and then move on to the next step, below.

2. Round Progression

The "Round Progression Details" section on pg. 166 describes how to resolve each character's actions while in combat.

3. Combat Ends

Once the battle is over and the end of combat is declared, all characters in that combat move to resolve the End Timing of the current round. Once that's been handled, they are then out of combat.

Combat Zone

Kamigakari: God Hunters uses a square grid sheet in order to help everyone keep track of distances while in combat. This gridded sheet is called the Combat Zone Sheet, and it represents the area in which all characters are fighting within, also known as the combat zone. The following section explains the details of the combat zone.

Initial Placement

As described above, once combat starts, the GM readies a Combat Zone Sheet, then freely places the markers of hostile NPCs. Then, the GM asks the players to ready their own markers, or to hand them over. Then, they indicate which area of the Combat Zone Sheet the players may place on. If the GM doesn't specify an arrangement of who goes where, then the PCs may place their markers anywhere within the indicated area.

Note that there are no rules for facing in this game. Therefore, there are no penalties or bonuses for attacking the front or back side.

Size of a Square

There is no set definition for the size of a square. Depending on the situation, a square could be 10 meters by 10 meters, or 100 meters by 100 meters. If it becomes necessary to know, then the GM should decide according to the needs of the story.

Occupying a Square

Only one character or obstacle, regardless of size, may occupy any given square. Unless the character dies or moves out of the square (or the obstacle is destroyed), nothing else may enter that square.

In the case of a character dying (or an obstacle being destroyed), mark the square with a check mark using a pencil, and then remove the marker from the sheet. Afterwards, the square may be moved or placed into.

If a dead character is revived, they return to the check marked square. If another character occupies the square, then that character is forcibly moved to an adjacent square. The revived character gets to decide which direction the character is forced to move.

Movable Distance

The number of squares a character can willingly move varies by the move action used. See pg. 170 for more details.

Movement Direction

Characters may move in any cardinal direction (up, down, left, or right) from their current square, up to the distance they are able to move, one square at a time.

Diagonal Movement

Characters cannot move diagonally. To reach a square that is diagonal to the character, they must move two squares.

Squares with Obstacles

Characters cannot move into squares where obstacles exist. If an obstacle is created in a square occupied by a character, then that character is forcibly moved into an adjacent square. In this case, the character being moved gets to decide in which direction they are forced to move.

Note that if a character is adjacent to an obstacle, they are not forced into an engagement (see pg. 172) with any other character that may be adjacent to that obstacle.

Blocked Squares

Characters cannot move into any square that a GM identifies as being blocked. If a character occupies a square that later becomes a blocked square, then that character is forcibly moved into an adjacent square.

If an effect would force a character to move, but other characters or obstacles surround them, then that effect is canceled, and the character does not move. However, if a conflict arises where that character must move, then the character forcibly moves one square at a time until they reach the closest unoccupied square.

In either of the above cases, the character that must move decides where they end up.

Round Progression Details

Once the PCs get into a fight, the current scene ends, and combat—where time is structured into rounds—begins. Rounds are resolved in the following manner.

Round Order

1. All Combatants Become Ready
2. Start Timing
3. Confirm Initiatives

4. Designate Actor
5. Actor's Turn
6. Check Ready
> If someone is ready, return to 4.
> If everyone is not ready, proceed to 7.
7. End Timing
8. Bookkeeping
9. Recover Spirit
> Unless the combat is over, return to 1.

1. All Combatants Become Ready

Upon the start of combat or the start of a new round, all characters in combat become ready.

2. Start Timing

All characters gain one Start Timing.

3. Confirm Initiatives

All characters return to their original Initiative totals. Then, the GM arranges Initiatives in order from highest to lowest. This list is now the turn order.

4. Designate Actor

The character with the highest initiative and who is ready is now declared the Actor and may take their turn.

If a PC and an NPC are tied for Initiative, the PC goes first. If two PCs are tied for Initiative, then they may decide between themselves who goes first. If an agreement can't be made, then both players roll 1d6, with the highest number going first (repeating as necessary until a clear winner emerges.)

5. Actor's Turn

The Actor gains one each of two kinds of Timing: one Prep Timing, and one Attack Timing. The Actor must spend their Prep Timing prior to spending their Attack Timing, and once the Actor has spent all of their Attack Timings, they immediately end their turn and become not ready. See the "Timing Details" section on pg. 168 for actions that can be performed under Prep and Attack Timing.

6. Check Ready

Once the Actor is not ready, check to see if any other characters are still ready. If there are, continue repeating steps 4 through 6, following the turn order, until none remain. Once all characters in the combat become not ready, move on to the End Timing.

7. End Timing

Once all characters are not ready, they now all gain one End Timing. See the "Timing Details" section on pg. 168 for actions that can be performed under End Timing.

8. Bookkeeping

After resolving End Timing, determine which effects of persistent Talents end, and which continue. In addition, resolve the effects of persistent Talents and Conditions in the following order: damage, then recovery, then removal.

9. Recover Spirit

Once the previous step is finished, all characters reroll all of their exhausted spirit dice, then return those to their spirit pool, ready to be used again. Any remaining Overflow is lost at this point as well.

Then, unless the GM declares the end of the combat, start over again from step 1, following the same order until the combat ends.

Action Types

Actions are the things characters are able to do at a given Timing. The following lists every kind of action available for characters to perform.

Action 1: Use Talent

When a character spends one Timing to take this action, they may use any of their acquired Talents which have a matching Timing. This action may be taken with all Timings.

Action 2: Pass

The character spends one Timing to take no action. If a character is unable to take any action with a given Timing, then they automatically take this action instead. This action may be taken with all Timings.

Action 3: Simple Move/Combat Move

Making a simple move doesn't spend a Timing, and allows a character to move 1 Sq. Once a character has made a simple move, they cannot later declare Standby (described in Action 14 below.) Otherwise, the character spends one Timing to make a combat move. For more details, see "Move Actions" on pg. 170.

Action 4: Full Move/Withdraw

The character spends one appropriate Timing to make a full move. Otherwise, they spend one appropriate Timing to withdraw. For more details, see "Move Actions" on pg. 170.

Action 5: Store Item

The character spends one appropriate Timing to store one of their equipped weapons or shields.

Action 6: Equip Item

The character spends one appropriate Timing to equip one stored weapon or shield (if a switchable weapon, the character may also set the grip at this point). Otherwise, the character changes the grip on a switchable weapon they already have equipped.

Action 7: Use Item

The character spends one appropriate Timing to use one stored consumable item.

Action 8: Declare Engagement

The character spends one appropriate Timing to declare engagement with another character who is adjacent to them. For more details, see "Engagement" on pg. 172.

Action 9: Weapon Attack

The character spends one Timing to make a weapon attack using an equipped weapon. For more details, see "Weapon Attacks" on pg. 172.

Action 10: Coup de Grace

The character spends one Timing to perform a coup de grace on one downed target they are engaged with. For more details, see "Other Rules" on pg. 191.

Action 11: Gather Spirit

The character spends all appropriate Timings (before spending any of that Timing) to change one of their spirit dice to any number.

Action 12: Complex Action

The character performs one Maneuver, or any other complex action that requires a check. Discuss with the GM what such an action would involve.

Action 13: Take Cover

When a character is engaged with an obstacle, that character may spend one appropriate Timing in order to become covered. For more details, see "Positive Conditions" on pg. 181.

Action 14: Standby

The character may decrease their total Initiative to any number (minimum of 1), thereby delaying their turn. Their turn will occur at the new Initiative value.

The standby action does not require spending a Timing. Reducing Initiative does not affect the character's move speed. A character may only declare Standby once per round. If there are multiple PCs who, through Standby, have their turn come up at the same time, the PC with the lowest normal Initiative goes first.

NPCs may not declare Standby.

Action 15: Other

The character performs an action other than the fourteen described above, such as talking. Discuss with the GM what such an action would involve.

Timing Details

Spending a Timing

While in combat, characters can perform one action each time they spend a Timing they have gained. This is the definition of "spending a Timing."

If there are multiple actions that can be taken with a given Timing, the character can select one action from those options to perform each time they spend that Timing. In addition, there are some actions where no Timing is spent. Even though the character performs the action, because the Timing isn't spent, the character may continue to take actions with the Timing until the Timing is actually spent.

Timing Types

The following Timings exist.

Start

At this Timing, characters seek out an opportunity to strike. Unless otherwise specified, the effects of Talents used at this Timing persist until the End Timing of the round in which they were used.

Prep

At this Timing, characters get into position or make quick preparations to attack. Unless otherwise specified, the effects of Talents used at this Timing persist until the End Timing of the round in which they were used.

Once a character spends a Prep Timing, they may perform one of the following actions.

- Action 3: Combat Move
- Action 6: Equip Item
- Action 7: Use Item
- Action 14: Standby

Attack

At this Timing, characters attack or do other complex actions. Unless otherwise specified, the effects of Talents used at this Timing have only a momentary effect and do not persist.

Once a character spends an Attack Timing, they may perform one of the following actions.

Action 4: Full Move/Withdraw
Action 6: Equip Item
Action 7: Use Item
Action 9: Weapon Attack
Action 10: Coup de Grace
Action 11: Gather Spirit
Action 12: Complex Action

Defense

At this Timing, characters defend against incoming attacks. Each time an attack action is made, every character gains one of this Timing. However, when using Talents with this Timing, the target and effect class must be valid. For example, you cannot use a Talent on yourself with an effect class of "Use On Damage Reduction" if you are not being damaged.

Unless otherwise specified, the effects of Talents used at this Timing have only a momentary effect and do not persist.

End

At this Timing, characters square off again after the exchange of blows. Unless otherwise specified, the effects of Talents used at this Timing have only a momentary effect and do not persist.

Constant

Talents with this Timing are always in effect. However, a Free Timing can be used to turn the effect of these Talents off until a subsequent round (or even momentarily). Should a Talent have an effect like requiring the loss of HP, however, the effect is only turned off after the HP is lost. A Free Timing is required to turn a Talent with Constant Timing back on, as well. This can be done at any time, any number of times.

Free

This Timing occurs along with actions, or in the moments between actions. A character can gain an infinite number of this Timing, and may generally spend them at any time. Unless otherwise specified, the effects of Talents used at this Timing have only a momentary effect and do not persist, and may only be used once per round while in combat, or once per scene while out of combat.

The above limitation is applied to Talents with this Timing individually, not collectively. So long as Talents with this Timing have different names and each of their costs can be paid for, a character can use as many as they like. Refer to the effect field of each Talent with this Timing to see when exactly it can be used.

Once a character spends a Free Timing, they may perform one of the following actions.

Action 5: Store Item
Action 8: Declare Engagement
Action 13: Take Cover

Range Details

The distance, or "range," between opponents is an essential concept in combat. Each Talent or item has its own range. The following will explain what those ranges mean.

Range Types

User

This denotes an effect that only manifests on the one who used it (the "user").

Engaged

This denotes an effect that can only manifest on a target that is engaged with the user. For more details on engagement, see pg. 172.

X Sq.

This denotes an effect that can manifest on a target who is up to X squares away from the user, is engaged with the user, or even the user themselves. This is true even for melee attacks (pg. 172), so long as the target is within X number of squares.

Item

This denotes an effect which has the same range as one of the user's equipped weapons.

Charge X Sq.

This denotes an effect that, after the user moves up to X squares from their current square, manifests on a target that is then engaged with the user. While the user may use a Talent with this range in order to move and engage with targets, they cannot disengage if they are already engaged when they use it. This movement does not count as a move action (pg. 170).

Combat Zone

This denotes an effect that can manifest on a target anywhere within the combat zone.

Other

This denotes something other than what is written above, or something used primarily out of combat. Refer to the Talent or item's text for information on

how to use it. If there is nothing particular written, then the GM decides how it may be used.

Attack Actions with No Range

When an attack action has no listed range, use the following defaults.

Melee Attack: Engaged

Ranged Attack: Engaged – 7 Sq.

Magical Attack: Engaged – 5 Sq.

Target Details

Another essential concept in combat is the scope of attacks and who gets affected. This is represented by an effect's "target." Like range, each Talent or item has its own target.

Target Types

User

This denotes an effect that only manifests on the one who used it (the "user").

Area

This denotes an effect that manifests on one square within range, or on any number of targets of the user's choice within a single engagement.

Selective (One, Two, etc.)

This denotes an effect that manifests on a number of targets within range, up to the specified number. Note that ranged and magical attacks that don't target an area can only affect targets within their listed range. This means they cannot indirectly increase their range through engagements like area-targeting attacks can. Furthermore, attacks that can have multiple targets cannot inflict their effects multiple times on the same target.

Item

This denotes an effect which has the same target as one of the user's equipped weapons.

Combat Zone

This denotes an effect that manifests on any number of targets of the user's choice within the combat zone.

Other

This denotes something other than what is written above, or something used primarily out of combat. Refer to the Talent or item's text for information on how to use it. If there is nothing written, then the GM decides how it may be used.

Attacks with No Target

When making an attack action that has no particular target listed, always treat it as though had a target of "one."

Resolving Multiple Attacks – When a character can affect multiple targets with their attack action, resolve it in the following manner:

Active Check

Make only a single check. In other words, do not make an active check against each target, but rather have each target make their individual reactive check against the result of the single active check.

Damage

As above, calculate damage only once and apply it to the targets that failed their reactive check. Each target performs their own individual damage reduction against the single damage calculation, rather than performing damage calculation separately.

Move Actions

When a character spends a Timing to move any number of squares, it's called taking a move action. A character may take no more than one move action on their turn. However, movement granted by Talents or items does not count as a move action.

Speed

A character's Speed stat shows how many squares they are able to move when they take a move action.

Move Action Types

The following types of move actions exist.

Simple Move

A simple move is when a character moves slowly while maintaining their concentration or aiming down sights. Making a simple move doesn't spend a Timing, and allows a character to 1 Sq.

Combat Move

A combat move is when a character moves while sparing some energy for other actions. Making a combat moves allows a character to move the following distance. However, because it's difficult to maintain complete concentration while making this move, there are some drawbacks as well.

Combat Move Speed: [(Initiative + 5) / 3] (round up) Sq.

Combat Move Penalties: After moving, the character may not make ranged or magical attacks.

Full Move

A full move is when a character races forward, sparing no energy for anything else. As such, a full move requires the character to spend all Timings of the required type, and the character must not have used any Timings of that type this turn. When a character makes a full move, they select one direction and may only move in a straight line in that direction. Finally, because a full move is an all-out dash, they suffer some drawbacks.

Full Move Speed: Initiative + 5 Sq.

Full Move Penalties: After moving, and until the start of the character's next turn, they reduce their rolls by 1 die. In addition, they may not make ranged or magical attacks.

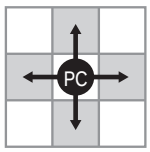
Withdraw

A withdraw is when a character leaves an engagement and gets some space. The character must spend all of their appropriate Timings (before spending any of that Timing) in order to withdraw. Also, because disengaging takes complex Maneuvering, there are some drawbacks.

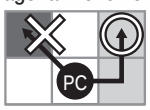
Withdraw Speed: The same as a combat move, and until the end of their movement, the character ignores engagements.

Withdraw Penalty: After moving, the character's rolls are reduced by 1 die until the start of the character's next turn. In addition, they may not make ranged or magical attacks.

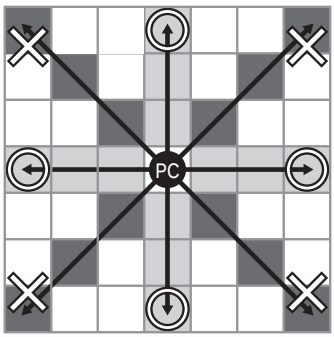
Possible Movement Directions



Diagonal Movement



Full Move



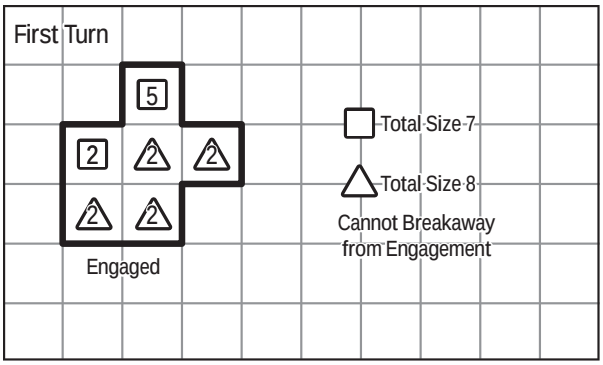
Size

A character's Size stat represents their overall physical stature, or even their sheer overwhelming aura. Characters may take Action 8: Declare Engagement a number of times per round equal to their Size. A PC's Size is normally 2.

Breakaway

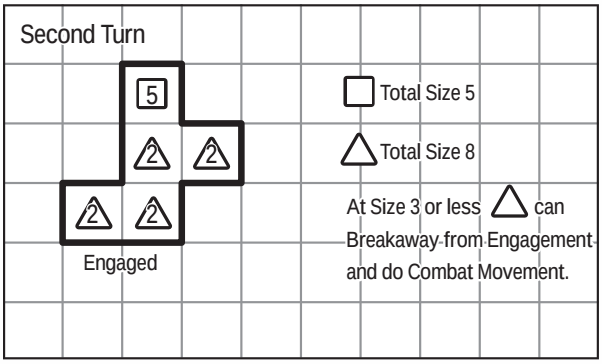
Fights are chaotic affairs. When combatants are under pressure, smaller threats are low priority, and they can slip away from an engagement while larger threats have the enemy's attention. This is called a breakaway.

A breakaway has several requirements before it can be declared. First, all characters in the engagement allied with the one performing the breakaway must have a sum total greater than the sum total Size of all hostile characters in the engagement. Second, the character declaring the breakaway must have a Size less than or equal to the difference in Sizes between the two sides. If both of these Conditions are met, then the character may declare a breakaway, which allows them to take a combat move, even while engaged.



Example of a Breakaway

In the above diagram, all characters are engaged. The NPC side has a total Size of 7, while the PC side has a total Size of 8, making the difference between them 1. Because there are no characters on the PC side with a Size of 1, no one can perform a breakaway.



Now, one turn passes, and the PC side defeats one NPC with a Size of 2.

As the NPC side's total Size is now 5, compared to the PC side's total of 8, the difference is now 3. Because all PCs have a Size of 2 in this example, when next a PC takes their turn, they may declare a breakaway when using their Prep Timing and make a combat move while ignoring engagements.

Weapon Attacks

A weapon attack is when a character uses one of their equipped weapons to inflict Conditions or wounds on a target. The range and target of a weapon attack are determined by the equipped weapon or by the Talent being used, and are resolved accordingly. Refer to the "Attack & Defense Actions" section on pg. 173 to see how to resolve attacks, and the "Damage" section on pg. 175 to see how to resolve damage. The specifics of a weapon attack are as follows:

Weapon Type	Type of Attack	Damage
Melee Weapon	Melee Attack	Physical Damage
Ranged Weapon	Ranged Attack	Physical Damage
Magical Weapon	Magical Attack	Magical Damage

Definition of a Weapon Attack

In ***Kamigakari: God Hunters***, there exist two definitions of weapon attack.

Action 9: Weapon Attack

When performing the "weapon attack" in Action 9, it counts as a weapon attack.

Weapon Attacks through Talents

Talents that have a phrase like "make a weapon attack" count as weapon attacks. Conversely, when a Talent does not have such a phrase, it is not a weapon attack.

Engagement

When two or more characters are adjacent to one another, they can form a space where they can target each other with melee attacks, or be targeted by area attacks. This space is called an engagement.

Forming an Engagement

An engagement is assumed to occur whenever characters are adjacent to one another. If one character is engaged with multiple characters, then every character is considered to be adjacent (i.e. to be engaged) to one another.

Movement & Range in an Engagement

All characters in an engagement are considered to be adjacent to one another, no matter how many squares they actually are from one another. Therefore, it is possible to make attack actions with a range of "engaged" against one another. For example, if character A is only adjacent to character B, and character B is only

adjacent to character C, they are all engaged with each other, and character C may target character A with attacks that have a range of "engaged."

Characters within an engagement cannot take any move actions other than to withdraw.

Movement Hindering

When an unengaged character is moving and attempts to pass through a square adjacent to a hostile character, the hostile character may use Action 8: Declare Engagement to stop that character's movement (whether gained through a move action or the effect of a Talent). If they do, the moving character immediately halts their movement, and is forced into an engagement with the hostile character.

Joined Engagement

When two or more engagements form with a single square of space between them, and then a character moves into that space, that character enters both engagements. Furthermore, the two engagements then are joined to become one. This is called a joined engagement.

Engagement Collapse

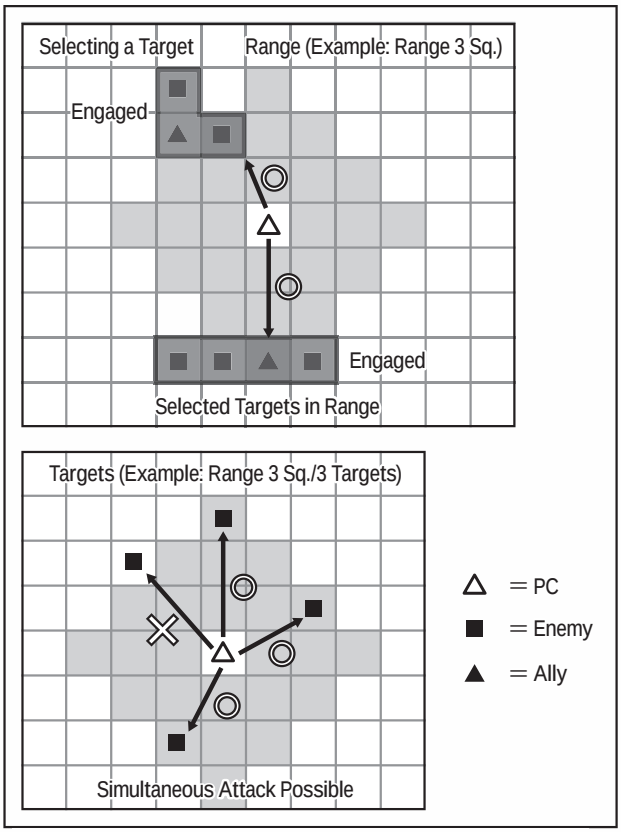
When there is only one character remaining in an engagement, that engagement collapses. For example, if a character is taken out or killed, they are treated as no longer being in their square, and so the engagement changes accordingly. This also happens to all engagements once combat ends.

Ignoring Engagements

If a Talent or item grants an effect that states "while ignoring engagements" (this may include placement), then when that effect is used, the user may ignore both the "Movement Hindering" and "Joined Engagement" effects described above until the end of their movement.

Engagements with Allies

Engagements still occur even when a character is adjacent only to their allies. However, when an engagement is made up only of allies, then characters within it may take any move action.



Attack & Defense Actions

This section explains how to resolve attack actions as well as defense actions.

Attack Actions & Active Checks

An action that inflicts wounds and/or various effects upon a target is called an attack action. Furthermore, the check made for an attack action is called an active check. There are three types of attack actions, listed below.

Physical Attack

An attack action wherein a character makes a weapon attack using either a melee or ranged weapon, or else uses a Talent with one of the following effect classes: "Melee Attack" "Ranged Attack" "Physical Attack" or "Use To Attack." A character making a physical attack uses their Accuracy stat for the check.

Magical Attack

An attack action wherein a character makes a weapon attack using a magical weapon, or uses a Talent with one of the following effect classes: "Magical Attack" or "Use To Attack." A character making a magical attack uses their Invocation stat for the check.

Regarding "Use To Attack" – Upon use of a Talent with an effect class of "Use To Attack," the user selects at that time whether they are making a physical or magical attack. Once they do, their attack action is resolved as their selection would normally.

Special Attack

A special attack is an attack action that comes from odd angles or at unusually high speeds. A character making a special attack uses either their Accuracy or Invocation stat for the check, depending on the Talent or item used.

Defense Actions & Reactive Checks

An action that cancels, nullifies, or reduces the effect of incoming attack actions is called a defense action. Defense actions are always opposed checks, and the type of attack action determines the stat used for the check, as shown below. A check performed for a defense action is called a reactive check.

Reactive Check Stats

Evasion checks are made against physical attacks.

Resist checks are made against magical attacks.

Instinct checks are made against special attacks.

Resolving Attack & Defense

Resolve attack actions and the subsequent defense actions in the following order.

1. Declare Attack Action
2. Designate Target Within Range
3. Make Active Check
4. Make Reactive Check
5. Damage Calculation (only if active check was successful)
6. Damage Reduction

1. Declare Attack Action

A character declares the use either a weapon attack, or a Talent with one of the following effect classes: "Melee Attack" "Ranged Attack" "Physical Attack" "Magical Attack" or "Use While Acting." Then, they declare which type of attack action it is.

2. Designate Target Within Range

The attacking character then designates a target within range of the attack action (this may sometimes be multiple targets). Targets out of range cannot be designated. Furthermore, if there are no valid targets within range, then the attack action automatically fails, and no active check is made.

3. Make Active Check

In order to determine whether the attack action successfully hits the target, the character now makes their attack check.

Critical Attack Action

When a PC rolls a critical on their active check, they may change one of their spirit dice to show any number they prefer. Also, when performing damage calculation (pg. 176), they may use the "CR" column on the damage rate chart. Lastly, the target may not make a reactive check in response to a critical active check.

Fumbled Attack Action

When a PC rolls a fumble on their active check, they must change their highest numbered spirit die to a 1. Also, their damage calculation is changed to O, and all other effects are negated. Lastly, the target may not make a reactive check.

4. Make Reactive Check

The character targeted by the attack action now makes a reactive check, using a stat based on the type of attack action. If they succeed, then the attack action is negated (the damage becomes O, and all other effects are negated), or is halved (rounding up) (even though the reactive check succeeded, the character still takes half of the damage). Unless otherwise specified, successful reactive checks mean that the attack action is negated.

Critical Defense Actions

When a PC rolls a critical on their reactive check, that PC may change one of their spirit dice to show any number they prefer. Also, they change the damage they would have taken to O and negate all other effects they would have taken.

Fumbled Defense Actions

When a PC rolls a fumble on their reactive check, the attack action has landed a hit on the character's vitals. The character who fumbled must change their highest numbered spirit die to a 1. They also take the damage inflicted on them treating their Guard and Ward as O.

5. Damage Calculation

If the target's reactive check fails, then the character that made the attack action will inflict damage and any effects indicated upon the target. For more details on

this step, see the "Damage Calculation" section on pg. 183.

6. Damage Reduction

The character who failed their reactive check now performs damage reduction before the damage is applied. For more details on this step, see the "Damage Reduction" section on pg. 177.

Hisashiro Demon Buster Blues: Combat, Generally Speaking

Charles: Now let's get into a fight with the monsters, shall we?

Ryoko: I'll try and Identify the monsters with Intellect. (*rolling*) Result 13.

Charles: You determine that there are two groups of Larva Huntsman x4. Now we'll do the Start Timing.

Reiji: Now to transform into the Dragon Rage, using my Crystal Transform Talent! Now I'll get +1 Rank for the rest of the battle!

Ryoko: I'm good for now!

Charles: Understood. Then let's set up the turn order. From your Initiatives, first there's the monsters, then Reiji, then Ryoko, so it's the monster's turn. They will use their Twisted Limbs Talent to make a physical attack using a melee weapon on the both of you.(rolling) Result 14.

Ryoko: (*rolling*) My Evasion still sucks, so if I'm going to eat it no matter what, I'll influence.

Reiji: Heh, I got you, Ryoko! I'll use my Guard Talent with the defense timing we just got for being attacked. I'll cover Ryoko, and take the damage for her!

Charles: Very well then. Reiji will take two instances of 30 physical damage, in that case.

Reiji: Yeah, but I only take a total of 37 damage. I'm still standing.

Charles: My word, that's some tenacity!

Reiji: And what's better is it's my turn! I'm gonna spend my prep to make a combat move over to the first monster group, then after I'll use my Attack to make a physical attack using my Spark Zapper Talent! (*rolling*) For my Accuracy check, I rolled a 4 and a 6, so adding my Accuracy of 6 to that, my result is 16!

Charles: It appears they can't get out of the way in time. Your damage?

Reiji: My base physical rank is 1, Crystal Transform gives me +1 rank, and Spark Zapper another +1, for a total of 3. Using my highest die of 6 and multiplying it by my rank, 6x3 is 18, then add my PD of 13, and I get 31 total. What's more, their Guard is halved!

Ryoko: Now for payback. I'll spend the 4, 6, 6 out of my spirit pool to use my Grand Invocation Talent on the second group of monster to make a magical attack! (*rolling*) ... Whoa! I rolled two 6s. That's a critical!

Charles: My goodness!

Ryoko: First, I'll change my last remaining spirit die... and now to calculate magical damage, huh?

Charles: Essentially done the same as physical damage.

Ryoko: Well, Grand Invocation has a rank of 4. Since I rolled a critical, I multiply that by 10, and 4x10 is 40! Plus my MD of 11, and my magical damage is 51!

Charles: Well then, with Reiji and Ryoko's attacks, they've defeated both groups of monsters. And, with all characters now not ready, we proceed to the end timing...

Damage

The wounds inflicted by attack actions are referred to as damage. When a character makes an attack action that generates damage, and the target of that attack action fails their reactive check, damage is inflicted on that target. PCs may also receive damage from events or other sources as well.

A single attack action will only ever generate one type of damage, whether that be physical damage, magical damage, or something else. This is important to know, as when calculating one type of damage, a character may not use another effect like a Talent or item which would add a different type of damage.

The following types of damage exist.

Physical Damage

Damage generated from physical attacks is called physical damage.

Magical Damage

Damage generated from magical attacks is called magical damage.

Direct Damage

Once the effects of damage reduction are applied to receive damage, the number ultimately subtracted from the character's HP is known as direct damage. Any effect that states a character "loses HP" is also direct damage.

Falling Damage

The damage taken when falling from a high place is called falling damage. A character takes one point of damage per meter fallen (e.g. a character falling twenty meters takes twenty falling damage).

Falling damage is treated the same way as physical damage, and is reduced by a character's Guard stat during damage reduction. Furthermore, if a character takes even one point of falling damage, they automatically become staggered. (However, if they take no damage, then they are not staggered.)

Special Damage

Damage taken from scripted events during an episode and the like is called special damage. Special damage is treated the same way as physical damage, and is reduced by a character's Guard stat during damage reduction.

Damage Calculation

The act of figuring out the amount of damage inflicted upon a target is called damage calculation. Furthermore, when calculating physical damage, damage calculation may be called physical damage calculation, and likewise with magical damage being magical damage calculation. Damage calculation is performed in the following order.

1. Find Damage Rate
2. Add Combat Stats & Items
3. Apply Other Modifiers

1. Find Damage Rate

The base amount of damage inflicted comes from the value known as damage rate. To find damage rate, see the "Damage Rate Details" section below.

2. Add Combat Stats & Items

Once damage has been derived from damage rate, add all applicable modifiers from combat stats and equipped items. Use a character's PD total for physical damage calculation, and their MD total for magical damage calculation.

3. Add Other Modifiers

Finally, add any modifiers from Talents or other applicable sources.

Damage Rate Details

"Damage rate" represents the variation of force that often occurs when making attack actions. Damage can be calculated from damage rate using the following steps.

1. Select Die
2. Reference Rank

Rank

Rank represents the extent of a character's ability to materialize spirit. Rank can go as low as 0 and as high as 10, but can never go beyond those numbers.

The effect of some Talents and items may say they deal X amount of a certain type of damage. In these cases, where rank is not mentioned for a damage, the rank is treated as a 0, and no effect that increases rank may be applied. (However, effects that raise the damage itself, such as those that say "increase by X amount at damage calculation" may be applied.)

There are two types of rank.

Physical Rank

Physical rank is used when calculating damage for a physical attack. Normally, physical rank defaults to 1. However, it may be increased through the effect of Talents and items.

Magical Rank

Magical rank is used when calculating damage for a magical attack. Normally, magical rank is determined by the effect of the Talent or item being used, and may also be increased by the effect of Talents and items.

1. Select Die

To derive damage from damage rate, first confirm the result of the attack action's roll, then select the highest value die from that roll; a lower value may not be used. Do this after influencing.

As an example, if a character rolls a 5 and a 2 for the Accuracy check of their attack action, then they must select the 5, as their highest die.

2. Reference Rank

Once a die has been selected, multiply that number by the rank of the character calculating the damage. Alternatively, they may find where the die value column intersects with their rank on the chart below to determine the same number.

As an example, if the character whose highest die is a 5 has a rank of 3, then multiplying those numbers gets 15. The same number appears when finding where the 5 dice value column intersects with the 3 rank row.

Damage Rate Chart

	DICE VALUE (1-6, plus Critical)							
ATTACK RANK 1 to 10		1	2	3	4	5	6	Crit
	1	0	2	3	4	5	6	10
	2	0	4	6	8	10	12	20
	3	0	6	9	12	15	18	30
	4	0	8	12	16	20	24	40
	5	0	10	15	20	25	30	50
	6	0	12	18	24	30	36	60
	7	0	14	21	28	35	42	70
	8	0	16	24	32	40	48	80
	9	0	18	27	36	45	54	90
	10	0	20	30	40	50	60	100

Damage Reduction

When a character takes damage, they can reduce that damage using certain stats. The act of reducing received damage is called damage reduction.

All characters targeted by an attack action that affects multiple targets or an area perform damage reduction at the same time. However, if one of those targets uses a Talent with an effect class of "Use On Damage Reduction," then the targets of the attack may decide in what order the effects resolve, and when they perform damage reduction.

Damage reduction is resolved in the following manner.

1. Apply Guard or Ward
2. Apply "Reduce Damage by X"
3. Other Effects
4. Apply Halves
5. Determine Direct Damage

1. Apply Guard or Ward

Characters begin damage reduction by using either their Guard or Ward stat, depending on the type of damage they're taking.

Guard

A character's physical defensive capability is represented by their Guard stat. When a character takes physical, falling, or special damage, they can reduce that damage by an amount equal to their Guard.

Ward

A character's magical defensive capability is represented by their Ward stat. When a character takes magical damage, they can reduce that damage by an amount equal to their Ward.

2. Apply "Reduce Damage by X"

Next, characters may apply the effects of Talents and equipped items that say they reduce a certain type of damage by X amount, according to the type of damage received. Characters reduce that damage by the listed amount.

If the effect states physical or magical damage, then it may only be applied to that type of damage. However, if nothing is listed, then it can be applied to any kind of damage except direct damage.

Lastly, effects of this nature can be applied even when something would reduce Guard or Ward to 0, such as fumbling on a roll.

3. Other Effects

Next, when a character is taking falling damage (and only in this case), they may perform an Acrobatics check to reduce that damage by their result. NPCs use their "Other" fixed value as their result in this case.

Furthermore, the GM may decide a character can reduce damage due to any other actions, Maneuvers, or Conditions if they so choose.

4. Apply Halves

Next, characters may apply the effects of Talents and equipped items that say they halve a certain type of damage, according to the type of damage received.

If the effect states physical or magical damage, then it

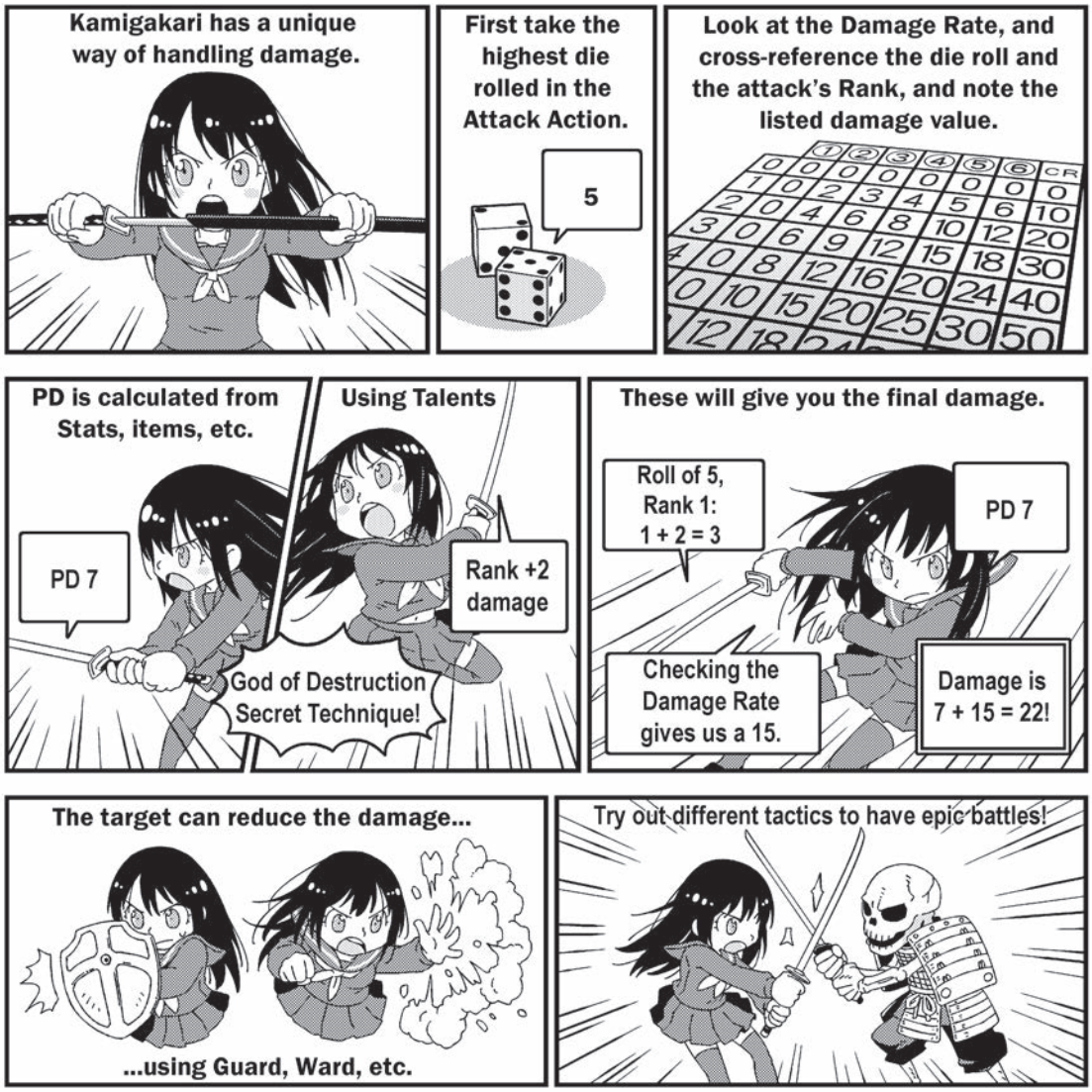
may only be applied to that type of damage. However, if nothing is listed, then it can be applied to any kind of damage except direct damage.

When a halve effect is applied to damage, divide that damage by 2 (rounding up). If multiple halve effects are applied, then continue halving damage for each effect (such that you end up with a quarter, an eighth, etc).

Some magical attack effects may state that they "halve on resist." This means that after a successful Resist check, the magical damage—after applying Ward and reduce by X effects—is halved. However, if that magical attack is a special attack, then because no Resist check is made, the halve effect is not applied, and instead (assuming the Instinct check is successful) is canceled.

5. Determine Direct Damage

Once the character has completed all the above steps, they reduce their HP by the remaining amount of damage. This damage is known as direct damage.



Elements

Sometimes, a character's damage may be endowed with a special effect, such as flames or lightning, due to the use of a Talent or item. These effects are known as elements.

A Talent or item with an element always counts as being endowed with that element when making any kind of attack action. Even though a Talent or item may be bestowed with multiple elements, only one of those elements may be applied to damage. The player may make the decision of which element to use when they calculate damage.

Many Mononoke, as well as some other creatures, are weak to certain elements. (These are revealed when a character Identifies them.) When dealing damage endowed with a Mononoke's weak element, the character gains +1 rank.

The following elements exist.

Flame

Damage that comes from heat and fire.

Frost

Damage that comes from the chill of high-pressure water or ice.

Shock

Damage that comes from electricity.

Wind

Damage that comes from intense wind pressure or gales.

Force

Damage that comes from gravity or magnetism.

Radiant

Damage that comes from light with destructive power.

Blight

Damage that comes from toxins or hexes that are harmful to living things.

Psychic

Damage that comes from mental assaults or illusions.

Hisashiro Demon Buster Blues: Elements

The modern-day wizard Ryoko and the transforming hero Reiji are locked in a mortal battle with monsters that have been rampaging through the city.

Charles: Well now. It WAS the second monster group's turn, but the extra dice you added with Spirit Burn seems to have allowed you to successfully Evade their physical attack... (*sweating*)

Reiji: Heck yeah, and now we finish 'em! With my Attack Timing, I'm gonna Spark Zapper them all over again! (*rolling*) Result 15.

Charles: You may very well succeed, as they cannot evade that.

Reiji: Good, now to calculate damage!

Ryoko: Wait a second, Reiji. I'm going to use my Elemental Burst Talent to give you +1 rank, and endow you with the Shock element.

Charles: Oh dear. The monsters are weak to shock, which gives Reiji another +1 rank!

Reiji: Seriously?! That's awesome. So my rank goes up +1 from Elemental Burst, and another +1 from the element, for a total of +2!

Ryoko: Think that'll help a bit?

Reiji: "A bit" nothing, that's incredible!

Conditions

Conditions are special states that characters can be afflicted with, some positive and some negative. With the exception of downed, taken out, and dead, Conditions don't occur without some event happening or an action (particularly the use of Talents or items) being taken. The following section explains these Conditions.

Nullify

When a character's Condition is removed and they are returned to a normal state, that Condition is said to have been nullified. Each Condition has its own methods of nullification, which are mentioned in their individual entries below.

All Conditions (aside from death) are removed at some point after the scene (or more likely, combat) in which they were inflicted ends. The amount of time varies for each Condition, and each Condition entry below states when it happens.

Who Uses? – Some Condition entries below have the word "use" in them. This means that either the afflicted person may use the Talent or item in question, or someone else may use it on them. Also, some Conditions may state

that they end "1 Scene" after combat ends. This means that once the scene immediately after the combat ends, the Condition is automatically nullified.

Negative Conditions

The following describes the Conditions that give negative effects to characters.

Staggered

A staggered character has been put into a precarious position, whether because they've been blown away by an impact, fallen from a great height, or even tripped over a rock. Such a character takes -2 to their Accuracy and Evasion checks, and halves the speed of all move actions they take.

- **Nullify:** During a character's turn, spend one Prep Timing. Otherwise, use a Talent with an effect that nullifies being staggered.
- **Combat End:** Instant

Blinded

A blinded character's vision is impaired somehow, whether because there is no light in the area, or because something has gotten into their eyes. Such a character takes -2 to all active checks, and halves the speed of all move actions they take.

- **Nullify:** During a character's turn, spend one Attack Timing. Otherwise, use a Talent or item with an effect that nullifies being blinded.
- **Combat End:** Instant

Poisoned

A poisoned character has a powerful toxin eating away at them. When a character inflicts poison, they derive a rating for the poison from the result of their attack action. The poisoned character then loses HP at the End Timing of every round equal to the rating.

- **Nullify:** During a character's turn, spend one Prep Timing, or succeed at an Endure check with a difficulty equal to the rating of the poison. Otherwise, use a Talent or item with an effect that nullifies being poisoned.
- **Combat End:** Instant

Pained

A pained character has broken bones, is suffering from severe blood loss, or is wracked with excruciating pain. Such a character, when making a check, always treats the lowest die in their roll as a 1. This die cannot be influenced. A pained NPC instead takes -2 to their checks.

- **Nullify:** During a character's turn, spend one Attack Timing. Otherwise, use a Talent or item with an effect that nullifies being pained.
- **Combat End:** Instant

Paralyzed

A paralyzed character can't make free use of their body. Such a character, when they start their turn, automatically spends one Prep Timing and one Attack Timing. In other words, a character who gains two Attack Timings on their turn may only use one of them.

- **Nullify:** Spend an End Timing. Otherwise, use a Talent or item with an effect that nullifies being paralyzed.
- **Combat End:** 10 Minutes (1 Scene)

Immobilized

An immobilized character is sleeping, petrified, or else is unable to move due to their stats or Initiative being reduced to 0 or less. Such a character cannot gain any Timing other than Free Timings, and can take no actions.

A character that is immobilized due to the Initiative modifiers of their items cannot nullify the Condition until their Initiative is 1 or higher, even if Talents or items with effects that nullify immobilization are used on them. Conversely, if a character is immobilized through the effect of a Talent, that character's Initiative stat isn't changed.

- **Nullify:** Use a Talent or item with an effect that nullifies being immobilized. Otherwise, spend a Free Timing to change equipment and increase Initiative to 1 or higher.
- **Combat End:** Instant, or until Initiative is 1 or higher. While out of combat, characters may be immobilized when an Anomaly lowers their stats to 0. In this case, the only way to nullify the immobilization is to rest while backstage during a subsequent scene.

Downed

A downed character has had their HP reduced to 0 or less. Such a character can't spend any Timing other than a Free Timing, cannot make any kind of check, can't use Talents or items, and can't benefit from recovery effects.

- **Nullify:** Use a Talent or item with an effect that nullifies being downed.
- **Combat End:** 10 Minutes (1 Scene)

Taken Out

When a character is downed inside of a Spiritual Barrier and then is subjected to a coup de grace from someone else, they are taken out. The effects of being taken out are the same as being downed.

- **Nullify:** Use some kind of effect that nullifies being taken out.
- **Combat End:** IO Minutes (I Scene)

Dead

When a character is downed outside of a Spiritual Barrier and then subjected to a coup de grace from someone else, they die. In addition to the effects of being downed, a dead character cannot spend even Free Timings, and once the session ends, that character may not participate in any future sessions.

- **Nullify:** Use some kind of effect that nullifies death. However, if ten minutes (one scene) elapse after the end of the combat, death becomes permanent.
- **Combat End:** Cannot be removed.

Positive Conditions

The following describes the Conditions that give positive effects to characters. All positive Conditions automatically end once combat ends.

Covered

A covered character has taken cover behind some obstacle, and only part of their body is visible. Such a character reduces damage they take from any non-engaged character by 5.

- **Nullify:** Being staggered. Otherwise, the covered character moves one square away from the obstacle.

Hidden

A hidden character has completely concealed themselves behind an adjacent obstacle. Such a character cannot be targeted by selective physical attacks (but may be targeted by magical attacks). Furthermore, a hidden character is also primed for the first Attack Timing they spend.

- **Nullify:** The hidden character spends either a Prep or Attack Timing to take any action other than Action 2: Pass, or else deals damage to another character. Otherwise, during their turn, a character wanting to find a hidden character spends a Prep Timing to make an opposed check using Instinct and succeeds. Note that if a Talent or item grants the hidden status, unless otherwise specified, it counts as having a result of 20.

Hiding

A character Sneaking to become hidden must follow these steps.

1. Confirm Presence of Obstacle

Make sure there's an obstacle the character could hide behind nearby (in combat, this means the character must be adjacent to the obstacle). If there is no such obstacle, then they cannot Sneak.

2. Declare Sneaking

Unless they are using the effect of a Talent, the character spends either one Prep Timing or one Attack Timing and declares they're Sneaking.

3. Calculate the Result

Once the declaration has been made, make an Agility check and calculate the result. Remember this result, as it will be the difficulty for future Instinct checks to try and find them.

Being Discovered

When a character discovers a hidden character, that character may spend a Free Timing in order to reveal the hidden character's location to one other character in the combat zone. Meanwhile, the hidden character, assuming they are next to an obstacle at that point, may at that point switch to being covered, instead of simply not being hidden anymore.

Hiding Again

While in combat, when a hidden character has been discovered by another character, or when they stop being hidden of their own volition, it is possible to hide again. However, each time that character tries to Sneak to hide again, they take -2 to their Agility check. This penalty is cumulative, up to a maximum of -10.

Primed

A primed character is one who is attacking an unaware hostile target. A primed character gains +2 to their first active check during their turn, and +5 to damage of that attack.

- **Nullify:** After the first attack the character makes in that round.

Flying

A flying character is floating, or else moving through the air. Such a character may ignore all engagement attempts from any character that isn't flying or doesn't have a flight movement type. In other words, the flying character doesn't enter any engagements unless they want to be in one (or their enemy can fly). In addition, flying characters ignore penalties from bad footing, and gain +1 to their active checks.

- **Nullify:** Being hit with a "Charge X Sq." attack

action. Otherwise, being staggered. If a character loses flying due to being staggered, they take 20 falling damage (see pg. 176). After this, if the effect of a Talent that grants flying persists, the character may fly again by spending one Prep Timing.

Hisashiro Demon Buster Blues: Conditions

Charles: And with that, Ryoko and Reiji have narrowly bested the foul beasts that were rampaging through the city.

Reiji: Heck yeah! We did it!

Charles: As the beasts were Mononoke, they are very dead. But just then, the mastermind controlling the monsters, an Aramitama, makes its appearance!

Ryoko: H-Hey, that's a little sudden!

Charles: It is a bit sudden. But I'm afraid it's all to explain the rules to the reader. I can only beg your forgiveness.

Reiji: Really?! Are you SURE this is only for the sake of explanation?!

Charles: No more questions! Now, at the End Timing of the round, the Aramitama uses one of its deadly boss Talents, Calamity Call, to revive the first monster group, bringing them back to life!

Reiji & Ryoko: Oh no!

Charles: Now begins the final battle! But fear not, due to my gracious nature, I've adjusted the boss to be a little weaker than normal.

Reiji: That isn't the problem here!

Ryoko: Come on Reiji, let's not leave any loose ends. We'll take them out all at once!

Reiji: I can't let Ryoko show me up. All right, c'mon! Let's do this, Aramitama!

Running a Session

This section explains the rules for running a session.

Overall Flow of a Session

A session (playing one full game) of ***Kamigakari: God Hunters*** is divided into three parts: session prep, wherein participants prepare to play; session play, wherein the actual play of the session takes place; session end, wherein PCs advance and participants tidy up.

Session Prep

Do all necessary prep work for the game, including creating PCs and the scenario.

Session Play

Run the session using the created PCs and scenario.

Session End

Total up XP and gold gained, and then put away the game.

The following will expand on the above, explaining how one should play the game step by step.

The time spent preparing for a session is called session prep. As this essential step has a major impact on the fun of the session itself, all participants should do their part to prepare properly. Both GM and players should prepare in the following ways.

Read the Rulebook

The GM needs to give this book a read through. It isn't necessary to memorize everything, but having an understanding of what rule is where in the book will help make running the game go smoothly.

If possible, players should read the book as well. Having some prior knowledge of the rules and world setting can only make playing more fun. Furthermore, if all participants have their own copy of this book, everyone's understanding and awareness can be on the same page, making for a better session.

Should a player not have their own copy of the book, it would be ideal for them to acquire one from a bookstore or online before game day.

Have a Positive Attitude

It's important for every participant to be determined to have fun at the game. For more details, see the "For Everyone" heading in the "About the Book" section on

pg. 14.

Gather Materials

The GM and players together prepare the items listed on pg. 13 before game day.

Attend to Health and Appearance

Being in poor physical condition can lead to not having any fun at the game. To ensure a fulfilling experience, all participants should make sure they're in top condition. Get some sleep, take a shower, and be presentable. Even though it's a game, it's a social experience spent with others, so this is just good etiquette to make sure everyone is comfortable with themselves and with each other.

The GM's Prep

The GM should create the scenario they'll use on the day of the game. In terms of being able to play the game, this is the GM's most important duty. However if everyone, including the GM, is a beginner, then it may be better to use one of the sample scenarios included at the back of this book.

Game Day Prep

Once game day has finally arrived and the participants are all gathered, it's time to do the necessary prep work for session play to begin.

Present Scenario Outline

The GM reads aloud the scenario summary they've written in advance, or shows it to the players some other way. By doing this, the players get a good idea of what to expect for the session. For more on scenario summaries, see pg. 250.

Present Handouts

The GM reads aloud the handouts they've prepared, or shows them to the players some other way. Once presented, the GM directs the players to select one handout each. If they prefer, the GM may also assign handouts to one or more players.

Create PCs

Under the guidance of the GM, the players create the PCs they will be using for the session. If any of the players are new, they should use one of the sample PCs included in this book. If PCs were created ahead of time, then the GM should check over the sheet's information and confirm there's nothing missing and it has no mistakes.

Determine Seating

Once PCs are created, everyone should change their seating arrangements. The GM should try to sit at the center of the table lengthwise, so that they are easily heard, and so they can see the whole table. Meanwhile, players should seat themselves clockwise starting from the GM's left, either according to descending order of Initiative, or perhaps based onto some requirement from the scenario.

Form Bonds

Once players take their seats, they then form a Bond with the PC sitting to their left, and write down that PC's name in the second Bond slot on their sheet. Players may use the Sentiment Table on pg. 146 to determine the type of relationship they have with their Bond, or simply leave it blank. The name of the character is the only important part to fill in, but the player should feel free to make the relationship anything they like.

Self-Introductions

Once Bonds are formed, each player should introduce their PC to the rest of the group. While this is going on, the GM should make a note of each PC's name, age, and gender, as well as their Facade and Initiative.

Determine Spirit Pool

Lastly, have each player set up their spirit pool according to their PC's Spirit Pool (pg. 161). Once all of the above steps are completed, session prep is complete.

Session Play

Session play is the core of the game. Here is where the game starts, and players play through the scenario. Session play is divided into four parts: the intro, the action, the final battle, and the ending. Each part is further divided into multiple scenes. An explanation of scenes follows.

Scenes

Scenes are used to divide a story up across discrete units of time and space, and serve as an indicator for when to act out a situation. Scenes in this game are like a scene in a movie or drama, a chapter in a novel, or a situation in a manga depicted across several pages.

Only the actions that are necessary or important to advance the story are singled out to be depicted in a scene. Meeting with a witness to ask questions about a case or a criminal, or having a chance encounter with a suspect and grilling them based on collected evidence, are some examples of scenes that would be vital to pushing the story forward.

Conversely, actions unimportant to the story such as daily chores, small talk, or the simple passage of time don't need to be covered and should be omitted. While they might be fine for intro scenes, trivial everyday things like waking up, eating breakfast, changing clothes, and putting on shoes can be skipped. Likewise, time spent doing a stakeout to gather information, or spent waiting for a person of interest to emerge from

a building, isn't necessary to move the story forward or to act out, and should be skipped.

By going from scene to scene, the PCs can expose the truth of the incident, and take down the mastermind behind it all. The GM has the final word on what scenes to hold during a game, and may even add scenes that the scenario doesn't call for. If players feel it necessary, they may suggest scenes to the GM as well.

Scene State

During a scene, characters can be in any one of these states: appearing, backstage, or departed.

Appearing

A scene is one part of the play, so to speak. The characters are like actors, and if they don't participate in scenes, they can't influence the story. During the game, when a character participates in a scene, they are said to be appearing. The GM may freely decide which characters appear during a scene. And, if they deem it necessary, they may have any character appear in the middle of a scene.

Appearance Check

If a PC was not invited to appear in a scene by the GM but wants to appear anyway, they must succeed at a special check called an appearance check. A PC may only attempt one appearance check per scene.

Normally, an appearance check is made using Luck, with a difficulty of 8. If successful, the player may freely narrate how they appear in the scene. (If in combat, however, follow the GM's instructions.) The GM may decide to change the difficulty of the appearance check according to the scene. Players may ask to make an appearance check at any point before the scene ends, so long as they have the GM's permission.

When a PC attempts an appearance check, they gain a +2 to the result if there is a character present in the scene with whom they already have a Bond. This bonus does not stack, even if the PC has Bonds with multiple characters in the scene. If a PC fails their appearance check, then they automatically go backstage.

Backstage

If a PC chooses not to appear in a scene, or if they are unable to for some reason, they are said to be backstage. Should a PC willingly choose to go backstage, then they should indicate this desire to the GM upon the start of the scene. Likewise, if a PC fails their appearance check, then they automatically are forced into being backstage. After a scene ends, a backstage PC can take one of the following actions.

Rest

A character can recover HP by returning to their home or safe house in order to rest. The amount of HP recovered is equal to the character's rest recovery value, which is derived from their Strength stat plus any items that can be used to augment the rest.

There are four types of rest items: provision, sleep, food, other. The effects of each type stack with the other types, but not with the same type. Resting can also remove Conditions as well as persistent penalties inflicted by events.

Shop

A character may buy or sell items. For more details, see the "Buying & Selling" section on pg. 74.

Departed

A character who has left a scene that they appeared in is said to be departed. PCs may depart from a scene at any time, so long as they have the GM's permission. However, since a departed PC does not count as being backstage, they cannot take a backstage action. The GM may have an appearing character depart from a scene if they deem it necessary.

Scene Progression

Scenes primarily advance in the following order.

1. Scene Start
2. Designate Lead Character
3. Designate Support Characters
4. PC Intentions
5. Enact Scene
6. End Scene

1. Scene Start

The GM declares the start of the scene, and gives and a brief explanation of its purpose and the place where it's happening.

2. Designate Lead Character

The GM designates a PC who will take the lead in the scene. That PC is known as the lead character. The lead character doesn't need to make an appearance check, they appear in the scene automatically.

3. Designate Support Characters

The lead character designates which PCs are with them in the scene. These characters are known as support characters. While support characters do need to make an appearance check, their difficulty is 2, meaning that even if they fumble, they will appear in the scene

without fail.

So long as everyone agrees, any or all PCs may be support characters. However, the GM may prevent any PC from becoming a support character if they feel it necessary. Furthermore, the GM may decide if an NPC may be designated as a support character.

4. PC Intentions

Any PC who isn't the lead character or a support character now tells the GM whether they wish to appear or go backstage. If a PC wishes to appear, then with the GM's permission, they can make a standard appearance check, with success allowing them to appear in the scene. The GM may also simply allow a PC to automatically appear. Any PCs that go backstage have their actions resolved after the end of the scene.

5. Enact Scene

The GM provides any necessary narration to get the scene started. This may also require explaining how an event will be run. There are four kinds of events: information gathering, Anomalies, combat, and the final battle.

Information gathering is handled according to the GM's instructions, or is defined in a pre-made scenario. The GM should refer to the "Events" section in the GM chapter on pg. 196, or to the text of the sample scenario they are using, to find out how to run this event. Rules for Anomalies are explained on pg. 188, and combat, as well as the final battle, can be resolved through the combat rules on pg. 165.

6. Scene End

The GM may end the scene whenever they deem it appropriate. Once the scene ends, the GM resolves the following steps, then moves on to a new scene, selecting a new lead character.

Form Bonds

When they appear in a scene, PCs connect with the characters they meet, both forming and being formed by all kinds of emotions. These emotions dwell in the hearts and minds of the PCs, and through their Spirit Crests, empower their spirit.

A PC may form one Bond with any character they met or even heard the name of (other than themselves) while in the scene. Only the name is necessary when recording a Bond. While the player can fill in the relationship if they so desire, it isn't necessary to force it.

PCs can have at most seven Bonds, and must be filled in on their sheet in order from one to seven. The more Bonds a PC has, the stronger the effects they can produce when using Spirit Burn (pg. 163). Moreover, at session end, those emotions and connections with multiple people draw in the spirit energy flowing through the world, and can heal even the most tattered soul, recovering Crest.

Recover Exhausted Spirit

PCs who appeared in the scene re-roll their exhausted spirit and return those dice to their spirit pool.

Backstage Actions

PCs can either rest or shop for items as described above (pg. 74).

Master Scenes

Sometimes it's necessary to have a scene without a lead character in order to develop the story. These scenes are known as "master scenes." The GM may have any character appear in a master story, including no characters at all. PCs cannot appear in a master scene without the GM's permission, even if they have a Talent that would otherwise allow them to do so.

Scenario Parts

A scenario in ***Kamigakari: God Hunters*** is composed of multiple scenes chained together. The following section will explain how these scenes are arranged within the scenario.

Intro

Intro scenes show the period before each PC gets involved with the story.

For these scenes, each player gets a goal and a connection. Their PC forms a Bond with the character indicated on their handout (the connection). At this point, the PC should have three Bonds: one with an NPC, one with the PC to their left, and one with their connection.

Action

Action scenes portray the investigation into the supernatural, tell the story behind the scenes of the case, and show the obstacles that appear along the way. Through various encounters, the PCs build up the plot until they reach the final battle at the climax of the story.

Final Battle

The final battle depicts the moment where the PCs meet with the mastermind, learn the truth, and then clash in a desperate struggle. In other words, the boss fight. All PCs automatically appear in the final battle without the need for an appearance check.

After the battle, if the boss was an Aramitama, each PC individually receives a shard. After drawing XP from the shard, it changes into a kushimitama. Once the final battle segment is over, the scenario moves into the ending phase.

The Ending

During the ending, each PC will automatically appear. The GM resolves the ending in the following order.

Kushimitama Use
Crest Check
Epilogues
Session End

Kushimitama Use

The PC decides how they wish to use the kushimitama they've gained. Once the ending is reached, the GM should resolve this step first. PCs may gain one of the following effects by spending the kushimitama they possess.

Convert to Ley Gold

The PC acquires 3,000 gold.

Save for Crest Check

The PC holds onto the kushimitama for the upcoming Crest check, which can double the amount of Crest they can recover from their Bonds (pg. 164).

Cause a Small Miracle

The PC causes a small miracle to occur, such as changing one part of an individual's life, or healing a sickness or a physical disability. The details should be discussed with the GM.

Note that this effect can heal neither death nor ailments brought on by the Price of Consumption table on pg. 164.

Crest Check

Once everyone has decided how to spend their kushimitama, move on to the Crest check. During the Crest check, PCs act out how they use the passions, feelings, and Bonds they made in the story to draw in the spirit energy of the world, and repair the functions of their tattered souls. Or in order words, they recover Crest.

Right after deciding how to spend their kushimitama, PCs with less than 0 Crest conduct a small scene that recovers their Crest, using the details explained in the "Recovering Crest" section on pg. 164. This scene is itself called the Crest check.

After the PC finishes their Crest check, if they remain below 0 Crest, they then roll on the Price of Consumption table (pg. 164) and must abide by the result. If said result causes the PC to die or transform into an Aramitama, then the GM should adjust the upcoming epilogue for that character accordingly.

Epilogues

Once Crest checks are resolved, epilogues are conducted in relation to the particulars of the case. In epilogues, each PC's final thoughts are played out, and the loose ends of the story are tied up. The GM should narrate what happens to each PC, or ideally, will ask what they do after the case is over. Once everyone's had their turn, session play ends, and session end begins.

Session End

Session end is where the group takes care of PC advancement and other end of session tasks. Once the scenario's ending is over, the GM closes the curtain on the day's story, and ushers in the session end. The following explains what to do.

Recover HP

All PCs that aren't dead recover HP to their maximum.

Recover Crest

Excepting for PCs who rolled lower than a 5 on the Price of Consumption table (pg. 164), all PCs recover Crest to their maximum of 22.

Erase Bonds

PCs erase all of their Bonds, except the first one. These erased Bonds turn into memories, and more importantly becomes experience (refer to "XP Guidelines," below).

Calculate XP & Gold

The GM totals up the amount of experience points, or XP, that the PCs have gained. Each player can advance their PC before the next session by spending the appropriate amount of XP. The PCs should also split, as evenly as they can, gold gained from the selling of items and materials. (PCs may buy or sell items during this period.) Any gold not spent then is stored in the PC's Spiritual Barrier and saved for the next session.

The following is a guideline for how much XP and gold players can gain in a single session.

XP Guidelines (Per PC)

- Achieved Handout's Goals: 50
- Got a Shard from an Aramitama: 50
- Number of Bonds Erased at Session End x2
- Took Shards from Mononoke: Total Levels
- Number of Anomalies x10
- Any bonus XP the GM decides

The Levels of Mononoke – All PCs gain a mononoke's level in XP, per mononoke defeated. For example, if a single level 1 mononoke is defeated, then all PCs gain 1 XP. If a single level 6 mononoke is defeated, then all PCs gain 6 XP.

Gold Guidelines (Per PC)

- Spending a Kushimitama: 3,000 gold
- Materials Gained During Session: Total Sale Price in Gold / # of PCs
- Any bonus gold the GM decides

Distributing Materials – The PCs must, as a group, decide whether or not to sell their materials. If the PCs want to keep any of their materials, then they should indicate this to the GM. Then, the GM totals up the value of all other materials, divides by the number of PCs, then gives that number as the amount the PCs gain. If there is a fraction left over, let the PCs decide who to give the remainder to.

Cleanup

Once all the above steps are completed, make sure to tidy up the place used as the play venue, whether that's a public place or a participant's home. By making the place neat and clean before you go, the owner will likely be willing to lend it out again for the next game.

And that is how a game of ***Kamigakari: God Hunters*** is played.

Hisashiro Demon Buster Blues: Advancement

After a long and hard battle, finally, Ryoko and Reiji put the aramitama down.

Charles: There now, that wasn't so bad, was it?

Reiji: I guess it wasn't *super* tough or anything... (*sweating*)

Charles: Chin up now, Reiji. We can say the two of you have solved the case, so I can give you your XP.

Ryoko & Reiji: Woohoo!

Charles: Let's total it up, shall we? Today's goal was to defeat the aramitama, which you did, so that's 50. Then you gained the aramitama's shard, for another 50.

Reiji: That makes 100.

Charles: We only had one Anomaly appear, so multiplying that by ten is 10. Next, totaling up the levels of the monsters and the Aramitama, we get 7. As you both have seven Bonds, you'll be erasing six of them, so multiply that by two and you get 12.

Ryoko: So that means we both get 129 XP. And since we're both level 1, that means if we spend 100 of that XP, we can advance!

Charles: Well now, I suppose I'll get to explain advancement then, won't I? Each time you advance, characters can raise two of their main stats by one each.

Reiji: That's Strength and Agility for me!

Ryoko: I'll go with Intellect and Will.

Charles: Perfect. Now, adjust your sub stats, and pick out a Talent. Once you've done that, we're done with the session!

Anomalies

Anomalies are at the heart of supernatural phenomena, which in turn are the cause for the case that the players will get involved with. The following section explains the rules for these reality-bending disasters.

What is an Anomaly?

Anomalies are bizarre occurrences and unexplainable incidents brought about by evil Awakened through some means, such as the invocation of a god's power, a sadistic magical ritual, or even the misuse of Feng Shui. The appearance of an Anomaly signifies that something bad is happening, a case for God Hunters to solve.

Of course, God Hunters too can create them, but Anomalies are a taboo among taboos. Any God Hunter caught creating one would be punished or face social erasure from the various Awakened factions.

Anomalies utilize a portion of their invoker's power. If the PCs manage to dispel one successfully, that power disappears, weakening the invoker.

Resolving Anomalies

After the PCs have discovered an Anomaly, the process for removing it is as follows.

1. Sense Anomaly
2. Choose to Breach or Dispel
3. Continue Scene

1. Sense Anomaly

If the PCs collect enough info, they'll be able to pinpoint the location of the Anomaly. Once there, they'll be able to make a check (at the GM's say-so) to ascertain the properties of the Anomaly.

The Maneuver to do this with is Sense. Each character may make a single Luck check per Anomaly they encounter in order to sense it. However, for this check, the GM does not tell the players the difficulty, asking only for the PCs' result and comparing it to the Anomaly's Sense difficulty in secret.

Two Difficulties

An Anomaly has two difficulties (shown as X / Y). If the PCs succeed at the difficulty listed on the left side, then they will learn the main stat and difficulty of the roll to dispel the Anomaly, as well as the number of persons required to make the check, but no more than that. Meanwhile, if they succeed at the right number, they also learn the Anomaly's name, effects, and description.

Success & Failure

If even one PC successfully senses the Anomaly, then all PCs appearing in the scene ascertain its properties. However, if all appearing PCs fail to sense it, then they all take the Anomaly's listed special damage and penalty, and after that, the Anomaly augments its invoker (which is to say, it applies its negative fallout).

Should the Anomaly's Sense difficulty be listed as N/A, then the GM should simply reveal all the Anomaly's details to the PCs instead of making them roll to sense.

Roll Luck to Sense > Sense Fails > All PCs take the Anomaly's special damage and penalty

V

Sense Succeeds

V

Proceed to Step 2: Choose to Breach or Dispel

2. Choose to Breach or Dispel

After the PCs succeed at their check to sense the Anomaly, they choose whether to breach it or to dispel it. Whichever course of action the PCs decide, the choice must be unanimous. The PCs cannot each choose to do one action or the other. As Anomalies are overwhelmingly powerful supernatural phenomena, if the PCs are not united in purpose, they will never remove one.

Breach

To breach an Anomaly is to destroy it, and in so doing, be exposed to its power. Breaching as a course of action relies on the raw power of an Awakened to forcibly dismantle an Anomaly. Imagine an Anomaly manifested in the form of a pillar of flame being blown away by a powerful spell, or being split lengthwise by a mighty swing of a blade. That's what it means to breach.

Breaching an Anomaly succeeds just by the PCs saying it's what they're doing. Once they do that, first, all appearing PCs regain 5 Crest. Then, the PCs also gain the Anomaly's positive fallout. Next, the PCs all take the Anomaly's special damage and penalty, and the Anomaly's invoker gains the Anomaly's negative fallout.

Once the above effects have all been applied, the Anomaly dissipates.

Declare Breach

All appearing PCs regain 5 Crest, gain the positive fallout, and take the special damage and penalty of the Anomaly, in that order.

The invoker gains the negative fallout.

Dispel

To dispel an Anomaly is to utilize spells, martial techniques, or specialized Regalia to nullify it, robbing the invoker of their power. Dispelling as a course of action doesn't rely on the strength of Awakened, and instead removes the source of the Anomaly by using purification rites, rituals, and lore that has been passed down through the ages. Imagine exorcising an Anomaly that summons evil spirits, or sealing it away with spells. That's what it means to dispel.

Dispelling requires that a number of PCs (determined by the Anomaly's requirement stat) succeed at a check using the main stat specified by the Anomaly. If the check to dispel is successful, the only effect is that all appearing PCs gain the Anomaly's positive fallout, while the invoker gets nothing. However, if all PCs fail, or if there are not enough successes to meet the requirement, then the PCs fail together.

Should that happen, then each Anomaly specifies a target, who will take the Anomaly's special damage and penalty. Also, the invoker will gain the Anomaly's negative fallout.

Regardless of success or failure, after all appropriate effects have applied, the Anomaly dissipates.

Declare Dispel

Make the Check

Succeed at the Check

If successful, all appearing PCs gain only the Anomaly's positive fallout.

If successful, the invoker gains nothing.

If the PCs fail, they gain nothing, and the Anomaly's target takes its special damage and penalty.

If the PCs fail, the invoker gains the Anomaly's negative fallout.

Using Items

When attempting to dispel an Anomaly, the PCs can use Sacraments and consumable items to raise the result of their checks. At most, a single PC may only use one piece of Sacraments and one consumable (however, certain Talents and items may increase this amount).

The effect of the item being used must match the main stat used to dispel the Anomaly. For example, if an Anomaly requires a Strength check to be dispelled, then only items that add a bonus to Strength checks may apply. Even if other items are used, they have no effect.

3. Continue Scene

Once the PCs have resolved the Anomaly one way or another, then the GM continues to direct the scene as appropriate.

Character Advancement

Advancement is when PCs spend their XP in order to grow stronger.

If a PC makes it to session end, they gain XP. By spending a certain amount of that XP, they advance. Through repeated advancement, a PC's level and main stats increase, which will likewise affect their sub stats and combat stats. Furthermore, each time a PC advances, they select a new Talent and may even change old Talents, letting them take on more dangerous cases, and more powerful Awakened.

The following explains how to advance a PC.

Increase Level

By spending a certain amount of their acquired XP, a PC can raise their level. So long as the PC has enough XP, they can raise their level as many times as they like. However, the PC is required to spend XP according to each level, as listed below.

Level	XP	Total XP
2	100	100
3	150	250
4	200	450
5	200	650
6	250	900
7	300	1,200
8	300	1,500
9	400	1,900
10	500	2,400
11	500	2,900
12	600	3,500
13	700	4,200
14	800	5,000
15	900	5,900
16	1,000	6,900
17	1,100	8,000
18	1,200	9,200
19	1,300	10,500
20	1,500	12,000

Increasing Level Example

Let's say a level 1 character wants to increase their level to 4 all at once. To do so, they would need to spend 100 XP for level 2, 150 XP for level 3, and 200 XP for level 4, for a total of 450 XP spent.

Advancement Details

Note that a special kind of advancement occurs each time a character advances to a level that is a multiple of five. Each time a character's level increases by 1, they gain all of the following effects. The maximum value for level is 20.

Increase Main Stats

Increase two main stats by one point each. Players may not increase one stat by two points.

Acquire Talent

Acquire an Ancestry or Facet Talent the character is qualified to take and doesn't already have, or if there's a Talent that can be acquired multiple times, take another instance of it.

Special Advancement

Each time a character reaches a level that is a multiple of five, they may acquire a High Talent (pg. 114). In addition, they may acquire an Ancestry Talent they don't already have.

High Talents can only be taken at levels that are a multiple of five. A character acquires multiple Talents at these levels, so they may decide in what order to acquire them, if necessary.

Change Talent

A character may change one non-key Talent they possess for another Talent they can acquire, and can be acquired under the same Conditions. By "under the same Conditions," it's meant that the Talent can be acquired at the same level.

For example, an Ancestry Talent acquired at level 1 can be exchanged for any other valid Ancestry Talent that can also be acquired at level 1. A Facet Talent can be exchanged in the same way. Additionally, so long as the level requirement is met, an acquired High Talent may be exchanged for a High Talent of the same level.

Other Rules

Recovery

Recovery is when a character regains any amount of consumed Crest or HP lost due to injuries. Recovery primarily occurs through the use of Talents and items, but may also come through resting backstage or due to certain events. Regardless of how a character recovers, they cannot surpass their maximum values for HP and Crest.

When recovering HP, the amount recovered is calculated the same way damage is. However, despite this, unless otherwise specified, recovery effects do not deal damage, and instead only recover HP.

While Awakened recover from their wounds effortlessly, Innocents have their own healing speed. The GM may either use the following guide to determine how long recovery takes for an Innocent, or just decide however they wish. Note that nullifying Conditions for Innocents does not include staggered, downed, taken out, or dead; use the rules specific to those Conditions.

Innocent HP Recovery

1d6 days per 1 point of HP

Innocent Condition Nullification

5d6 days per one Condition removed

Coup de Grace

A downed character is vulnerable to being finished off. The coup de grace can be performed using any weapon, but is ineffective unless the performing character is engaged with the downed character. No active check is necessary to make a coup de grace, but if numbers are necessary, treat the result of the action as 10, and as though it had inflicted 5 direct damage (pg. 176).

Because a downed character cannot act, unless someone protects them from harm, they will automatically be hit by the coup de grace. (However, they can use the Vital Ignition effect of Spirit Burn just before the coup de grace, allowing them to make a reactive check to it.)

When a downed character takes a coup de grace while within a Spiritual Barrier, they are taken out, and can no longer participate in combat until they are no longer taken out. If a character who was taken out is subjected to another coup de grace while outside of a Spiritual Barrier, then that character dies.

The coup de grace attempt fails if the result or the direct damage is reduced to 0, or if the target of the coup de grace succeeds at a reactive check.

Suffocation

Suffocation is a kind of damage taken when a character is unable to breathe for some reason (such as being underwater too long). After (character's Strength x level x 10) minutes pass from the point where the character can no longer breathe, they start suffocating. Each time this amount of time passes while suffocating, the character takes 5 direct damage.

If a character is downed due to suffocation damage, then (character's Strength) minutes later (or the character's Strength x 2 in rounds if in combat), they are taken out if a God Hunter, or dead if an Innocent.

Obstacles

In a combat or scene, characters can set up structures or objects, and can destroy them too. These things are called obstacles, and can be targeted by attacks and Talents.

When attacking an obstacle, the GM sets its HP and Guard (all obstacles have Ward 0), and when an obstacle's HP is reduced to 0 or less, it is destroyed. Obstacles are completely ruined when they're destroyed, so they can no longer be used for cover or to hide.

Maximum Number of Obstacles

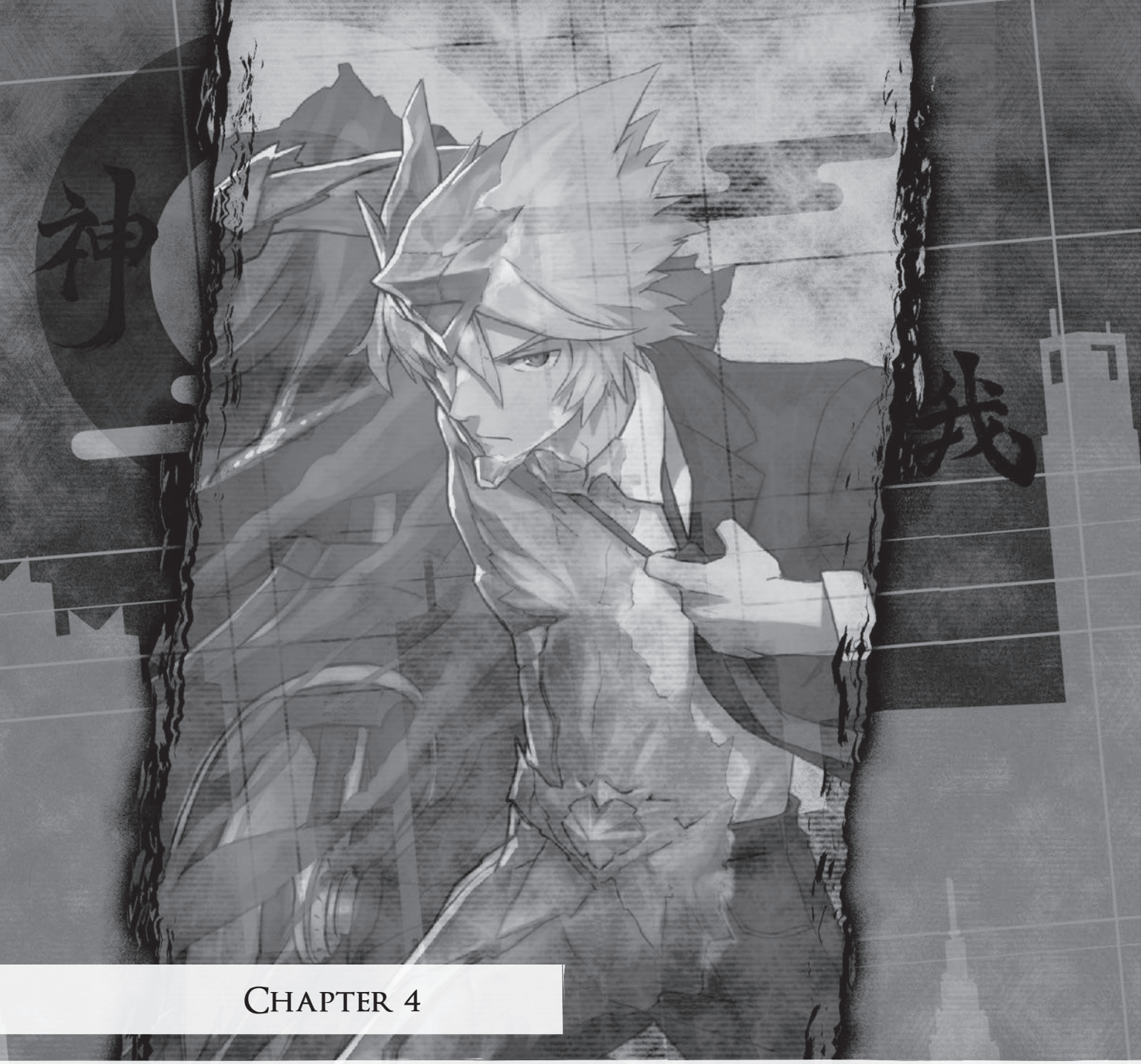
The number of obstacles that can be created through the effect of Talents and customizations is limited to six per round.

Obstacle	HP	Guard
Thick door or wall	10	2
Large boulder	20	4
House	40	6
Stone pillar or iron gate	60	8
Large building	80	10
A castle, tower, or skyscraper	100	14

Out of Combat Ability Use

While out of combat, Talents and customizations can be used without regard for Timing. The following restrictions apply.

- Dice used to pay for costs cannot be rerolled until the end of the scene, or the start of a combat.
- Talents and customizations limited to being used once per round or combat can be used once per scene.
- While out of combat, Talents and customizations with the same name only have an effect once on the same character and cannot be stacked.



Chapter 4

GM Section

When you play *Kamigakari*, the GM plays a vital role. The GM handles the overall progress of each game session. They prepare a scenario, adjudicate the rules, and control all of the NPCs, acting as a director, playwright, and producer, and play supporting roles as needed. It's not an easy job, but if you find it intimidating, try starting with the sample scenarios in this book.

Session Style

There are a few different "styles" of play for this game. The GM should pick a style that fits the circumstances you're in, and talk about it with the players.

Convention Style

The "convention style" is for when time is limited, and you need to be able to accommodate new players. When you run a convention style scenario, we recommend having the players use the sample characters from this book.

It's helpful for players to be able to just grab a character and get going without worrying too much about understanding everything. If the players all have copies of the rulebook and you have time, it's fine for them to make original PCs instead.

Also, since this style often involves playing with strangers, the GM and players should all be on their best behavior.

Casual Style

"Casual Style" is for when you're playing with close friends and acquaintances in private.

When playing a casual style game, make PCs however you want. If the players all have copies of the rulebook and you have time, it's fine for them to make original PCs instead, but using the sample PCs is fine too.

Also, when putting together scenarios, the GM should talk to the players about what kind of scenario they'd like to do and what kind of PCs the players are going to make.

Casual style play can also allow for running a longer campaign. A "campaign" is a series of sessions where the players play the same group of PCs in an ongoing story. It's the most fun way to play this game, so try doing a campaign if you can!

GMing Tips

We sometimes call being the GM and running the game "GMing." This section has some useful advice and important information for GMing.

Being the GM means it's your job to ensure that the game session proceeds smoothly and the participants have fun. The GM has a lot of power over the game to make that happen. If you're going to be the GM, first read the section "The Most Important Rules" (pg. 14).

Answering Players' Questions

The players will undoubtedly ask you all sorts of questions when you're playing the game. There will be questions about the rules and setting, what NPCs look like and how strong they are, and so on. Try to answer all of the players' questions as much as you can.

In particular, when putting together a scenario, be ready to clearly explain what's happening and dole out information when the time comes. However, if players ask about things that will spoil the surprise and make the game less fun—like detailed information on enemies and their stats or the answer to the mystery they're trying to solve—you can of course refuse to answer.

Create a Shared Mental Picture

As the GM, you should try to give the group a clear shared mental picture of the events in the game as much as you can. If you can do that, the players will be able to clearly picture what's happening in the game, and make confident decisions about their characters' actions. To help that along you might bring illustrations or photos, play some music to set the mood (assuming it won't cause a fuss for people around you), and so on.

Keep the Focus on the Game

When you get people together to game, there's inevitably going to be some unrelated chatter. You can't really enjoy playing an RPG if you go overboard with conversations about other stuff, rules arguments, reading manga, watching TV, or checking your phone. As the GM, try to avoid that kind of thing by taking the lead and putting a stop to disruptive conversations and arguments.

GM With Confidence

When you're GMing, be confident about it. Remember the GM's Authority (pg. 14); when you're running the game, you're the final arbiter. Always try to make the game fun for the players, and approach each game session with confidence. Try to speak clearly and authoritatively when answering players' questions.

Advancing the Game Session

Here's some advice on how to go about running the game.

Introducing the Scenario

When introducing the scenario, have the players introduce their characters so that everyone has an idea of what the PCs are like. As the GM, you should note down the PCs' names, ages, genders, Facades, Initiative values, etc. to make it easier to reference them during play.

Then give them the Handouts that you prepared in advance, explaining when and where the game session takes place, what's there, and the situation the PCs find themselves in.

If the PCs are already a party (i.e., a group of characters who work together), you can give them a common starting point.

If you're able to consult with players ahead of time, you can give each PC their own introduction and bring them together as a party later on.

The introduction is also a good time for the PCs to receive requests and orders so that the players know their objectives before you start playing in earnest.

Introducing the scenario will go more smoothly if you aim to tell the PCs what kind of situation they're getting involved in and what their objective is.

Development

Once you're done introducing the scenario, the PCs can get started pursuing their objectives. This is the main part of the scenario. During the "development" phase, the PCs take action and make proposals with the aim of achieving their goals.

While that's happening, the GM brings in events that they've prepared, which will hopefully excite and surprise the PCs.

Enjoyment and Surprise

Some PCs have Talents that let them control the minds of Innocents and alter their memories. When you put together a scenario, you should take those kinds of Talents into account.

For example, if an Innocent has a vital piece of information that the PCs would normally need to negotiate for, the God Hunters may be able to just use mental powers to get it.

Try to clearly describe the places where the PCs go, listen to what the players want them to do, and move the story forward accordingly. Move things forward while valuing the players' independence, keeping the story exciting. If things veer away from your original scenario into something more interesting, just run with it.

Changing the Scenario

RPGs are at their best when you make good use of players' opinions and ideas. You're not there to just play out the scenario you've written—you could do that by yourself—but to make sure the players have fun and find their own resolution to the situation you're presenting them with.

Be confident regardless of what situations come up, and keep the players' enjoyment in mind. If a player blatantly tries to disrupt the scenario, talk to them and figure out what you can do together to have a satisfying game session.

Final Battle

You should outright tell the players when the PCs are heading into the session's climactic battle. Go all-out role-playing and narrating this part, ending the game session with a bang.

Players can sometimes resolve things without a fight. However, you can still have an exciting finish even without a final battle. When that happens, one thing you can try is to deal with the villains that the PCs have to defeat and the NPCs that they can negotiate with separately, in separate scenes or even simultaneously.

Ideally, the enemy the PCs face in the final battle should be strong enough to force a confrontation. The battle shouldn't be too difficult, but it also should be balanced so that the sample PCs won't just easily flatten their enemies.

Power Levels

When the players are new to the game, it's generally better to give them weaker opposition. Dealing with overly powerful enemies can be dispiriting or just scary after all. Save the enemies that they can just barely triumph over for when the players have a good handle on the game.

We recommend changing "boss" enemies to be Mononoke or Aramitama of a Level equal to the Level of the PCs. Once the players understand the game better and have had a chance to improve their characters a little, you can put them against Mononoke and Aramitama one or two levels higher. See pgs. 198 and 206 for more details.

Finishing the Scenario

Once the PCs resolve the situation and achieve their goals, you can finish up the scenario. Give each PC and ending/epilogue.

Once you finish up the scenario and wrap up the session, we recommend talking to the players a bit about what they thought of the game. Ask them what they thought

and felt about the game session, and think about what you want to do as the GM in future sessions. If this session is going to be part of a campaign, you may want to hint at things to come.

Creating Scenarios

Putting together a scenario is one of the most important parts of preparing for a game session. This section has some advice on creating scenarios.

Play the Sample Scenarios

If you're planning to try your hand at creating your own original scenarios, first try running Scenario 1 from this book. The guidance in the scenario can be a solid set of examples of how to go about running the game, role-playing NPCs, and handling the rules.

Scenario Concept

Once you have a grasp of the rules and how to go about writing a scenario, you need to work out a concept.

The scenarios in this book take place in a modern day setting where people with certain bloodlines or training wield supernatural powers and work to resolve mysterious incidents. That's the ideal, default starting point for Kamigakari scenarios.

We recommend starting with an overall concept, then think of a goal of resolving inconsistencies that arise from Anomalies (see pg. 188).

Next we'll explain the core points in putting together a scenario.

The Truth

When you sit down to create a scenario, start by deciding on the truth about the culprit who will be the final "boss" of the scenario. The "truth" here is why the culprit caused the incident.

Make sure that there are no contradictions in the culprit or their motives, and then you can work backwards from there to the setting of the scenario. That will make it easier to figure out the NPCs and relationships that you need for the scenario. Ideally, a scenario should involve a maximum of 4 NPCs.

Clues

Once you've decided on the truth of the matter, you need to prepare the clues that the PCs will follow to reach the truth. See the sample scenarios (pgs. 251, 262) for more details.

The Core of the Story

In this game, the core of a typical story is taking down an Aramitama that someone has made a Soul Pact with. When you create a scenario, think about the following, especially if you haven't yet figured out the core of the story yet.

Once you get some practice at creating scenarios, try to get bolder in coming up with your own unique kinds of stories in this setting.

Curses and Divine Wrath

This kind of story concerns a local god or one of their associates coming under an Aramitama's sway due to a grudge against a particular human family or organization, leading them to repeatedly attack people. That will lead to a major supernatural incident, and the Awakened organizations sending the PCs in to deal with the problem.

The information for the PCs to find can include similarities between victims, locations of attacks, the location of the attacker's lair, the underlying causes, and so on.

There can also be things like instances of Anomalies, reasons the culprit hasn't been caught, the effects of the culprit carrying out their revenge, and the effects of them repeatedly reviving.

Bonds Between Man and the Gods

This sort of story concerns a local god or guardian deity who has formed a Bond with humans or feels a pure connection to them. When a good Mononoke takes a sudden turn, it can become a tale of a pact with an Aramitama. The Aramitama grants the Mononoke power, transforming it into an evil god.

The malevolent god then ignores its previous Bonds and feelings to blindly follow the Aramitama's orders. It attacks countless people, causing a major supernatural incident.

The information the PCs can find include the god's objective, the god's ties to others, and the god's true nature. There can also be instances of Anomalies, phenomena that recreate the god's history and memories, and the effects of the Aramitama trying to conceal those things.

Human Desires

This is a story that concerns a powerful wish or desire from a person rather than a Mononoke. It could be a romantic attraction that becomes an obsession, a twisted human connection, or other wish that became distorted. Aramitama make pacts with the promise of fulfilling a person's wish, granting that person unnatural powers so they can begin gathering souls.

The information the PCs can gather includes things like what the person did and what the culprit wants. There can also be things like instances of Anomalies, large-scale mind control, and things that make the world more convenient.

Scenario Introduction and Handouts

Next, start on the Scenario Introduction portion of the handouts, based on the "boss" character's objectives and the truth behind the mystery. For this game, the "handout" is a sheet detailing how the PCs get involved with the incident, and things like what will lead them to fight the boss and their objectives. We recommend using some of the following hooks when creating your first scenario:

Freelancers

They need to save a friend or lover who got caught up in this. They've sworn to fight the Awakened for their own reasons. A friendly Mononoke asked for help.

Objective: Rescue a friend or lover. Protect the people of the city. Carry out a request.

Characters in Organizations

Non-Freelancer PCs will have different ways of receiving missions.

Exorcist Society

Orders from a high-ranking Society member to investigate. Pursuing an enemy for personal reasons. The enemy you're pursuing is an ancestor who was sealed away. You were called in as a medium.

Objective: Resolve the supernatural incident. Exterminate the Awakened threat. Act as a medium or exorcist and carry out the mission.

Knights Templar

Orders from a high-ranking Knight to investigate. Orders to take down a blasphemous Awakened. Seeking out traces of the Awakened. You used to know the target.

Objective: Exterminate the Awakened threat. Carry out orders from the Knights Templar. Settle a personal grudge.

Alliance Thaumaturgium

The incident is happening at your leyline site. You've heard rumors about this incident. Other Magi have asked for your help or for information. You need to act to prevent the disclosure of secrets about sorcery or the Awakened.

Objective: Protect your leyline site. Resolve trouble at your leyline site. Prevent the disclosure of secrets.

Office of Special Investigations

A high-ranking OSI official orders you to investigate/resolve this incident. Get information from the OSI's information network. Consult with the police or other Innocent authorities.

Objective: Recruit God Hunters to deal with the problem. Carry out orders from the OSI. Mediate between organizations/freelancers.

Scenario Story

Once you've worked out the boss, the truth behind the mystery, the handouts, etc., you can get into the actual story. We call the opportunities for the PCs to obtain information during the story "Events" (explained in more detail below).

Scenario Conclusion

After the Final Battle, the scenario draws to a close. Ideally the scenario will conclude more or less how you planned, but you'll likely end up changing things to suit the mood at the table, developments during play, and the players' wishes.

Events

Each scene contains developments like role-playing and gathering information. We call incidents or story developments within scenes "events."

In each scene, the GM can include something information gathering that advances the story, some reason for the supernatural phenomenon causing Anomalies, fighting past troublesome Mononoke, or other such events.

Creating Events

The GM can freely create events within a scene. We generally recommend one event per scene, but a scene can have multiple events if the scenario calls for it. Below are the types of events that appear in this game.

Information Gathering

We call Events where the in the course of investigating the PCs seek to obtain clues in the form of important information "Information Gathering." PCs can use Information Gathering to obtain clues by making checks with Main Stats, using Maneuvers, talking to NPCs, etc. Try out different ways to cleverly set up these kinds of Events.

Anomalies

Potent supernatural powers, abnormalities in leylines, the influence of forbidden magic rituals, the destruction of sacred seals that bind evil spirits... These are supernatural phenomena that certain practitioners and "boss" enemies can cause, called "Anomalies."

Since things like supernatural powers and ritual magic can result in Anomalies, it's not just "bosses" that can cause it. Depending on the scenario, the GM can try including practitioners among the characters.

As Anomalies go beyond the limits of normal human knowledge, they can be the main cause behind a supernatural incident. Through gathering information enough times, the PCs can discover the existence and location of the Anomalies. We recommend having 1 or 2 instances of Anomalies in a scenario. Try to skillfully use Anomalies to craft a scenario that will surprise your players.

See the Anomalies Section on pg. 195 for more information. Check these out and try putting together your own Anomalies-based scenario.

However, Anomalies are ultimately tools to make your game sessions more exiting. Make sure not to have Anomalies so strong that it can wipe out the PCs and make for a miserable evening.

Also, PCs who do successfully deal with an instance of Anomalies can get Materials, recover some of their Spirit Crest, and so on.

Battles

"Battles" are fights against Mononoke, rival NPCs, etc. The GM should have a fight set up with opposition strong enough to be a warm up to help kick off the story with an action scene.

Final Battle

After the PCs uncover the truth behind the incident, they can face the "boss" responsible for it all. We call the last fight of the scenario the "Final Battle." The Final Battle should be the exciting climax of the scenario. The GM should establish the final boss as an evil, unforgivable creature, thereby getting the PCs motivated for the battle.

An Evil Boss

For this game, the boss can be something irredeemably evil, something that the PCs can take down with no qualms. As the GM, try to come up with a villain that's rewarding to fight and defeat, then have its defeat be spectacular. Don't hesitate to have the boss go down. To ensure the players have fun, the boss should be something the PCs must defeat.

Handling History

Although it takes place in the present day, this game's setting is of course fictional. That means that you can use history and folklore from real life for inspiration. However, this game uses homages to media, and characters who are no longer alive. It also has gods, ghosts, monsters, superhumans, and so on, as well as magic and supernatural about powers. It can be interesting to include elements from history, but there are some things you shouldn't use this way.

As the GM, you can of course use your own knowledge of history as inspiration for your campaign's setting; it's a game after all. If there's something that your own knowledge of history tells you should be different, feel free to do so. Of course, if you make such changes, you should tell the players as much as you can beforehand.

However, don't make it so that historical knowledge is required to enjoy the game session. Historical accuracy isn't as important as making the game fun for everyone who's playing.

Is It Fun?

You may have people from the past, real or fictional show up. When you do, keep the following in mind when handling such characters. For example, this book has Hannibal of Carthage appear as a villain. However, when all is said and done this is a version for a game, and the historical figure wasn't a villain.

Thus, when you use a historical figure as a villain, you should explain that you're just using them that way for the game, and the state of affairs is due to an Aramitama or other fictional character. If one or more players don't like your treatment of a historical figure (say if they have great respect or disgust for that person), you should apologize and discuss the matter to figure out how to fix it.

NPC Creation

NPC, or "non-player character," is the term for any character the GM controls. The following will explain how to create NPCs. To begin with, NPCs are divided into five different types, and they each have their own rules for creating their stats and other mechanical information.

Innocent

Innocents don't usually have any stats other than a Facade. However, they can play a variety of roles in a story, such as giving important information to the PCs, being a guide for actions, and if they're important, PCs can even form Bonds with them.

As they lack stats, Innocents can simply be handled via a GM's say-so. For example, if a PC wants to kill one, so long as the GM permits it, it simply happens. However the GM may decide to add stats to an Innocent, such as giving them HP or allow them to use certain Talents, if they so choose. If it becomes necessary to know their main stats, treat them as being O.

Mononoke

Mononoke can prove to be adequate hindrances to the PCs in a variety of situations. Generally, Mononoke aren't created, but rather use the stats provided in this book, as well as in expansion materials. Mononoke stats can be found starting on pg. 218 in this book.

GMs may wish to modify the stats presented to suit their stories, such as raising the Mononoke's HP or giving them a particular Talent, and this is entirely fine to do.

God Hunter

There will be times when, due to a conflict of interests, the PCs will fight with NPC God Hunters. NPC God Hunters are created in the exact same way as PCs. GMs can use the sample PCs provided, or create their own.

When using an NPC God Hunter, try to keep their level within O-2 of the party's average level. Also, it's ideal to limit NPC God Hunters (at least, as enemies) to one per scenario.

NPC God Hunters

For beginners, NPC God Hunters are difficult to handle, from both a narrative and mechanical standpoint. If a beginner is participating in the game, it's best to avoid creating an NPC God Hunter to appear in the story. Save it for when both the GM and the players are more experienced with the system.

To make an NPC God Hunter, use the normal character creation rules for making a PC. Then, apply the following modifiers.

God Hunter Modifiers

Combat Stats

Convert all combat stats to fixed values. To do this, add 8 to the combat stat.

Damage Calculation

Like Mononoke, NPC God Hunters don't use damage rate when calculating damage. Instead, they roll 1d6 plus additional d6s equal to their rank, then add their PD or MD, and any other bonuses.

For example, imagine an NPC with physical rank 3. Their rank gives them 3d6, which is combined with the base 1d6. They roll 4d6, and then add their PD to find their total physical damage. Or, if the NPC has rank 2 when making a magical attack, they roll 3d6 (2 rank + 1 base), then add their MD to find the total magical damage.

If the NPC uses any Talents or effects that give a bonus to rank, then those are converted into additional dice rolled for calculating damage.

Overflow

Rather than having a spirit pool, NPC God Hunters, prior to Start Timing, gain a number of Overflow according to their level. NPCs primarily only use fixed stats, so they cannot Influence. That's why an NPC God Hunter's spirit pool is simply handled via Overflow, which can be used without needing to mess with a changing dice pool.

Furthermore, all NPC God Hunters treat one portion of the cost of all Talents they use as already paid. This means that abilities like "Crystal Transform" are free to use, and abilities like "Shooting Alter" that cost doubles or steps need only a single overflow to pay for.

Level	# of Overflow Gained
1 – 5	2
6 – 10	3
11 – 15	4
16 – 20	5

Spirit Burn

An NPC God Hunter can choose to lose 5 HP. Each time they do this, they may gain either the effect of Transcend, giving them +1d6 to the result of a check, or the effect of Concept Destruction, gaining a number of d6s equal to their level + 1 (to a maximum of 5) for calculating damage.

Note that an NPC God Hunter cannot stack the effects of their Spirit Burn. This means they can't lose 10 HP to get +2d6 to the result of a check, or twice their level + 1 in d6s for damage calculation.

Aramitama

An Aramitama is created based on the stats of either a Mononoke or a God Hunter. First, the GM picks out a Mononoke they want to make into an Aramitama from the list in this book or from expansion material. Then, they apply the modifiers listed below to those stats.

Aramitamaized Mononoke

A Mononoke being possessed by an Aramitama makes an ideal boss fight for sessions with beginners.

If the GM wishes to make a God Hunter into an Aramitama, then they need to either select a sample PC, or create an original one using the character creation rules, then apply the "God Hunter Modifiers" listed above. Finally, add the Aramitama modifiers listed below.

However, when making a possessed God Hunter, note that that God Hunter cannot acquire focus Talents from their main facet.

Aramitamaized God Hunters

A God Hunter possessed by an Aramitama is an extremely powerful foe. Using them against players who aren't well versed in the rules and their own abilities will almost certainly result in annihilation. Therefore, if there are any beginners in the session, GMs are encouraged to avoid using possessed God Hunters until everyone is comfortable.

Aramitamaized God Hunters should have a level no more than 0-2 higher than the average level of the PCs.

Aramitama Modifiers

Name	Change to any common or divine name
Class	Change to abomination
Weakness	Add one element on top of existing ones
PD	+Level
MD	+Level
Initiative	+Level
HP	Gain a bonus depending on level, as below
Level	+HP
1 – 5	+100
6 – 9	+150
10 – 14	+200
15 – 20	+250

Additional Talents

After applying the above modifiers, the Aramitama gains two boss Talents (pg. 210), and is automatically granted the "Concept: Undying" boss Talent.

Materials

Change the "Materials" field for the Mononoke (if using) to "None."

Boss

The boss is the mastermind behind everything, the last challenge who appears only at the final battle. To make a boss, add the Boss Modifiers listed below to a Mononoke of choice, or to an NPC God Hunter, or to one of those that has also had Aramitama modifiers applied to it.

In ***Kamigakari: God Hunters***, bosses can be Mononoke, God Hunters, or Aramitama. Aramitama are the ultimate enemy of God Hunters, but it's fine to have a non-Aramitama for a boss if it makes sense or the GM has a suitable gimmick in mind.

The GM should feel free to change an NPC's size, cunning, senses, attitude, or speech as they see fit for the needs of their story. Furthermore, a boss's level should be no more than 0-2 higher than the party's average level.

Lastly, sometimes it's not fun to have just the boss appear at the final battle. If the GM likes, they may add as many non-boss Mononoke as there are PCs to the fight, with levels no higher than the PCs. Swarm Mononoke (those with "x5" or similar in their name) are ideal for this purpose. Mononoke accompanying a boss

in this way are all defeated the moment the boss is, but PCs still gain crest recovery and materials as normal.

Aramitama Modifiers

Name	Change to any common or divine name
Weakness	Add one element on top of existing ones
Combat Stats	+1 to all combat stats
PD	+Level
MD	+Level
Initiative	+Level
HP	Gain a bonus depending on level, as below
Level	+HP
1 – 5	+100
6 – 9	+150
10 – 14	+200
15 – 20	+250

Additional Talents

After applying the above modifiers, the boss gains boss Talents (pg. 210) according to their level, as shown below. If an NPC that has Aramitama modifiers applied is also designated as a boss, the amounts stack with each other.

Level	Boss Talents Acquired
1 – 5	3
6 – 9	4
10 – 14	5
15 – 20	6

Non-Combat Talents

If an NPC Mononoke with a high Cunning stat appears, the GM may optionally decide to give them the following Talent.

Human Guise

Timing: Constant

Ranger: User

Target: User

Cost: None

Using your spirit energy, you change yourself to look like a human.

- **Passive Effect.** You are able to change yourself to look like any human whenever you like. Treat this as a Disguise with a result of 20.

Anomalies

This section has example anomalies, as well as information on how to interpret their stat blocks. The following can be found in all anomaly stat blocks.

1. **Haunting**
2. **Sense:** 12 / 14
3. **Rating:** 3
4. **Requirement:** All
5. **Dispel:** Strength 13
6. **Target:** Area
7. **Special Damage:** 4d6
8. **Penalty:** None
9. **Fallout**
   - **Positive:** Recover Crest equal to the Anomaly's rating.
   - **Negative:** Gain +10 maximum HP (stacking).
10. An Anomaly that afflicts a particular building or area with power and malice. Perhaps the place traps NPCs alive within it and spirits them away, or maybe it slowly siphons away the souls of those lost within it, feeding those souls to its invoker to strengthen them.

1. Name

The name of the anomaly.

2. Sense

These numbers represent the difficulty of the Luck check necessary to Sense the anomaly. The number to the left of the slash is called the first difficulty, while the number to the right of the slash is the second difficulty.

When players attempt to sense the anomaly, the GM should NOT reveal the difficulty, instead asking only for each player's result. The following information is revealed to the PCs depending on which difficulty they succeed at.

Success at First Difficulty

The PCs uncover the hidden anomaly, as well as its requirement, dispel, and target information. However, they learn nothing else about it.

Success at Second Difficulty

The PCs uncover all information about the anomaly.

Persistent Difficulty

If an anomaly says "Persistent" in its sense field, this means it cannot be breached or dispelled. Instead, it is automatically dispelled when its invoker is defeated.

3. Rating

This number serves as a gauge for the anomaly's difficulty and special damage (pg. 201). The higher the number, the more potent the anomaly.

4. Requirement

This number represents the minimum number of PCs required to dispel the anomaly. Unless the indicated number of PCs succeed at the check, the dispel attempt fails, and PCs in the scene may be subject to the consequences.

If there aren't enough PCs to meet the requirement but the PCs still wish to attempt to dispel the anomaly, then increase the difficulty by twice the missing number of PCs. For example, if an anomaly requires a difficulty 13 Strength check to dispel with a requirement of 4, then two PCs may make the check, treating the difficulty as 17.

5. Dispel

The difficulty and type of check necessary to nullify the anomaly. The difficulty is based on the rating (pg. 202) with some additional random modifiers applied.

6. Target

This field indicates the scope of the anomaly. If a dispel attempt fails, the effects of the anomaly are applied to its target, the types of which are explained below.

Participants

The effects of the anomaly are applied to all PCs in the scene who attempted the dispel check.

Bystanders

The effects of the anomaly are applied to all PCs in the scene who did not attempt the dispel check.

Area

The effects of the anomaly are applied to all PCs in the scene.

7. Special Damage

The special damage dealt when a PC is affected by an anomaly (this damage is handled like physical damage). If "piercing" is written after the damage, this means that Guard cannot be deducted from the damage.

8. Penalty

The penalty to stats dealt when a PC is affected by an anomaly. If "stacking" is written after the penalty, this means that the penalty is cumulative. For example, if a PC is affected by two anomalies with a -1 Strength (stacking) penalty, then they would end up with a -2 penalty to Strength. If they already had a -2 penalty to Strength for some reason, they would end up with a -4 penalty.

If a PC is affected by a penalty that doesn't stack, then only the worst penalty is applied (so if they had a -2 Strength penalty and took another -1 Strength penalty, they would still only have -2).

Penalties a PC is suffering from can only be cleared by resting backstage, which clears all penalties. Conversely, if a PC does not rest, then penalties persist until after the final battle. Finally, if the accumulation of penalties reduces a character's stat to 0 or less, they become immobilized.

9. Fallout

These are additional effects that occur in addition to the anomaly's special damage and penalty. The positive fallout effect applies to PCs, while the negative fallout effect applies to the invoker. "Invoker" in this case means the NPC who caused the anomaly to appear. For more details, see the section on pg. 211.

10. Description

The narrative effects and general feel of the anomaly. This includes how it will affect the story and in what way it would start a supernatural incident.

All anomalies can be destroyed through tampering with their "source," typically a physical object or a depiction of a Spirit Crest set in a particular location. Most sources look like the invoker's Spirit Crest; however, the GM may freely decide what a source is, how it looks, the medium of its creation, and where it is.

In most cases, an anomaly's source is located in a place relevant to its invoker, whether it's a place they fondly recall, or a place where their nightmares dwell. It may be a cherished childhood doll or accessory, or an often-used digital device or vehicle. In the end, one's home or the land where it once stood, or any place or object of importance can be made into a source by marking it with a Spirit Crest. There have even been cases where magic circles drawn in blood, altars, idols to dark gods, and implements and icons used in thaumaturgic or religious rituals have been used as sources.

After reading this entry, GMs should consider how a supernatural incident would follow from the creation of this anomaly, then decide its narrative effects using their own creativity.

Anomaly Creation Tables

The following tables allow for the creation of original anomalies, either by rolling dice for a random result, or directly picking desired results. The GM should use these when having difficulty coming up with an idea for an anomaly. Use the tables to create a unique anomaly, then adjust to suit the needs of the story.

It is not recommended to use these charts to randomly determine the effects of anomalies during play.

1. Decide Name

The GM can set the name of the anomaly as they like.

2. Find Sense (d66)

The difficulty of sensing the anomaly with a Luck check. First, roll on the next table. Then, add 1d6÷2 (1-2: +1, 3-4: +2, 5-6: +3) to find the first difficulty. For the second difficulty, add +1 to the first difficulty, then an additional 1d6÷2.

11 – 12	*Persistent
13 – 14	8
15 – 16	8
21 – 22	8
23 – 24	8
25 – 26	8
31 – 32	9
33 – 34	9
35 – 36	9
41 – 42	9
43 – 44	10
45 – 46	10
51 – 52	10
53 – 54	11
55 – 56	11
61 – 62	12
63 – 64	14
65 – 66	*GM's Choice

***Persistent**

Do not set a second difficulty if this result comes up. Also, if the boss has acquired the "Concept: Dark God" boss Talent, change this result to be an 8.

***GM's Choice**

The GM may decide the result.

3. Find Rating

The anomaly's rating is found by referencing the first difficulty against the rating table, reprinted below. Then, roll or pick on the rating modifier table to adjust the rating. If "persistent" was rolled previously, treat the rating as 6. The minimum rating is 1.

Rating Table

Rating	Difficulty
0	3 or less
1	4~
2	6~
3	8~
4	10~
5	12~
6	14~
7	16~
8	18~
9	20~
10	22~
11	24~
12	26~
13	28~
14	30~
15	32 or more

Rating Modifier Table (d6)

1	+1
2	+0
3	-1
4	-2
5	-3
6	-4

4. Find Requirement (d6)

The number of PCs appearing in a scene necessary to dispel an anomaly. Normally, if the PCs cannot meet this number they would automatically fail; however, by accepting a penalty of twice the number of missing people to the difficulty of dispelling, they can make the attempt still.

1	One
2	Two
3	Three
4	Four
5	All
6	GM's Choice

5. Find Dispel (d66)

This table shows the main stat used when attempting a dispel check on the anomaly, and also gives a modifier to the difficulty of that check. The base difficulty is found by adding 8 to the rating, then applying the modifier.

Roll	Stat
00	Persistent
11 – 12	*PC's Choice / -1
13 – 14	Strength / -1
15 – 16	Strength / -2
21 – 22	Strength / +1
23 – 24	Agility / -1
25 – 26	Agility / -2
31 – 32	Agility / +1
33 – 34	Intellect / -1
35 – 36	Intellect / -2
41 – 42	Intellect / +1
43 – 44	Will / -1
45 – 46	Will / -2
51 – 52	Will / +1
53 – 54	Luck / -1
55 – 56	Luck / -2
61 – 62	Luck / +1
63 – 64	Instinct / +2
65 – 66	GM's Choice

***PC's Choice**

This result means that the player may use any main stat.

Find Target (d6)

This determines who among those appearing take the effects of the anomaly if the dispel attempt should fail. If the result of Step 4: Find Requirement was "All," then the target is automatically "Area."

1 – 3	Participants
4 – 6	Bystanders

Special Damage (d66)

This determines how much special damage (or healing) PCs in the scene take if the dispel attempt should fail.

11 – 12	(Rating + 3)d6 (Piercing)
13 – 14	(Rating + 2)d6 (Piercing)
15 – 16	(Rating + 1)d6 (Piercing)
21 – 22	(Rating)d6 (Piercing)
23 – 24	(Rating + 3)d6
25 – 26	(Rating + 2)d6
31 – 32	(Rating + 1)d6
33 – 34	(Rating)d6
35 – 36	10
41 – 42	20
43 – 44	30
45 – 46	10 (Piercing)
51 – 52	20 (Piercing)
53 – 54	30 (Piercing)
55 – 56	(Rating + 1)d6 Recovery
61 – 62	(Rating + 2)d6 Recovery
63 – 64	(Rating + 3)d6 Recovery
65 – 66	GM's Choice

Penalty (d66)

This determines the penalty that PCs in the scene take if the dispel attempt should fail.

11 – 12	None
13 – 14	Strength -1 (stacking)
15 – 16	Strength -2 (stacking)
21 – 22	Strength -1
23 – 24	Strength -2
25 – 26	Agility -1 (stacking)
31 – 32	Agility -2 (stacking)
33 – 34	Agility -1
35 – 36	Agility -2
41 – 42	Intellect -1 (stacking)
43 – 44	Intellect -2 (stacking)
45 – 46	Intellect -1
51 – 52	Intellect -2
53 – 54	Will -1 (stacking)
55 – 56	Will -2 (stacking)
61 – 62	Will -1
63 – 64	Will -2
65 – 66	GM's Choice

Positive Fallout (d66)

This determines the positive effect that PCs in the scene take if the dispel attempt is successful, or if the anomaly is breached. For Material Gain A and B and Item Gain A and B, the PCs receive just the listed amount of items, not "per PC."

11 – 12	None	Nothing happens.
13 – 14	Recover HP	Recover 20 HP.
15 – 16	Restore HP	Recover all HP.
21 – 22	Spirit Shift A	Change 1 spirit die to any value.
23 – 24	Spirit Shift B	Change 2 spirit dice to any value.
25 – 26	Material Gain A	Gain 1 material (pg. 212)
31 – 32	Material Gain B	Gain 2 materials (pg. 212)

33 – 34	*Spirit Alteration A	Change X number of "6"s in spirit pool to "1"s and X number of "1"s to "6"s.
35 – 36	*Spirit Alteration B	Change X number of "5"s in spirit pool to "2"s and X number of "2"s to "5"s.
41 – 42	*Spirit Alteration C	Change X number of "4"s in spirit pool to "3"s and X number of "3"s to "4"s.
43 – 44	Item Gain A	Gain one Sacraments item. (The GM decides what it is; if unable to decide, default to a talisman.)
45 – 46	Item Gain B	Gain one consumable item. (The GM decides what it is; if unable to decide, default to water of life.)
51 – 52	Crest Recovery A	Recover Crest equal to rating -2.
53 – 54	Crest Recovery B	Recover Crest equal to rating.
55 – 56	Crest Recovery C	Recover Crest equal to rating +2.
61 – 62	Crest Recovery D	Recover Crest equal to twice rating.
63 – 64	Item Alter	Change the sell value of one consumable item or material to be 1,OOOG (the players decide item).
65 – 66	GM's Choice	-

***Spirit Alteration**

To determine what "X number" is, roll 1d6 on the following table.

1	One
2	Two
3	Three
4	All
5	Player's choice
6	GM's choice

Negative Fallout (d66)

This determines the negative effect the invoker of the anomaly gains at the final battle if the PCs fail to dispel the anomaly, or if they breach it.

11 – 12	None	Nothing happens.
13 – 14	Empower A	Gain +10 maximum HP (stacking).
15 – 16	Empower B	Gain +20 maximum HP (stacking).
21 – 22	Empower C	Gain +30 maximum HP (stacking).
23 – 24	Extra Abilities	Gain one boss Talent (stacking).
25 – 26	Strengthen A	Damage +1d6.
31 – 32	Strengthen B	Damage +2d6.
33 – 34	Strengthen C	Damage +3d6.
35 – 36	Harden A	Guard +5.
41 – 42	Harden B	Ward +5.
43 – 44	Harden C	Guard and Ward +5.
45 – 46	Minions A	Gain two Mononoke with a level at least one lower (min 1) than party's average level.
51 – 52	Minions B	Gain three Mononoke with a level at least one lower (min 1) than party's average level.
53 – 54	Minions C	Gain four Mononoke with a level at least one lower (min 1) than party's average level.
55 – 56	Minions D	Gain one Mononoke with a level equal to the party's average level.
61 – 62	Command A	Place two minion Mononoke anywhere in the combat zone (stacking). No effect if no minions.
63 – 64	Command B	Place three minion Mononoke anywhere in the combat zone (stacking). No effect if no minions.
65 – 66	GM's Choice	-

Description

The GM may decide for themself what the description of the anomaly is, based on the needs of the scenario.

Materials

This section both explains the rules for materials, and also serves to provide random creation charts for those anomalies that grant materials as a positive fallout.

Using Materials

Someone with a material can use it with a Start Timing, targeting one character in the combat zone. This does not spend the character's start timing. Once used, the material is lost. However, the effects of the material persist for an entire combat (or scene, if used out of combat).

The effects of materials stack, so long as the effects are different. For example, using two materials with "PD +1" would be the same effect and thus would not stack; however, using a material with "PD +1" and "PD +2" count as different effects, and do stack.

Material Effects

Main Stat +X

The material grants a +X bonus to the result of checks made with the listed main stat.

PD +X

The material grants a +X bonus when calculating physical damage.

MD +X

The material grants a +X bonus when calculating magical damage.

INIT +X

The material grants a +X bonus to Initiative.

HP +(X*3)

The material grants a +(X*3) bonus to maximum HP. If used during combat, the target's maximum HP increases by the listed amount, and then they are healed for the same amount.

Guard +X

The material grants a +X bonus to Guard.

Ward +X

The material grants a +X bonus to Ward.

Speed +X

The material grants a +X square bonus to the speed of the target's combat moves. This effect only applies to combat moves.

Add Y

The material infuses the target's attack actions with the listed element, or causes the target's attack actions to inflict the listed Condition.

Halve Y

The material grants an effect that halves the damage the target takes from attack actions infused with the listed element.

Ignore Y

The material grants an effect that allows the target to nullify the damage and all other effects from attack actions infused with the listed element, or that inflict the listed Condition.

Material Tables

When any effect gives materials to the PCs without specifying what those materials are, the following tables can be used to randomly determine what the material is, as well as its effects.

Material Name (d66)

The first part of the material's name is derived from its color, texture, temperature, or other characteristic. Then, add that word to the word "fragment."

11	Crimson	41	Molten
12	Coarse	42	Fire
13	Azure	43	Frozen
14	Razor	44	Ice
15	Golden	45	Warm
16	Squishy	46	Wind
21	Silver	51	Cold
22	Spiked	52	Lightning
23	White	53	Earth
24	Hard	54	Phantom
25	Black	55	Chitinous
26	Glimmering	56	Runed
31	Hyaline	61	Toothy
32	Darkened	62	Scaled
33	Fuzzy	63	Petrified
34	Evil	64	Jeweled
35	Sticky	65	Fleshy
36	Holy	66	Feathered

Material Effect (d6)

After determining the name of the material, roll 1d6 to begin determining its effect.

1 – 5	Roll on common effects
6	Roll on rare effects

Common Effects (d66)

Roll		Roll	
11 – 13	Strength +X	42 – 43	INIT +X
14 – 16	Agility +X	44 – 46	HP +(X*3)
21 – 23	Intellect +X	51 – 53	Guard +X
24 – 26	Will +X	54 – 56	Ward +X
31 – 33	Luck +X	61 – 63	Speed +X Sq.
34 – 35	PD +X	64 – 66	PC's Choice
36 – 41	MD +X	-	-

Rare Effects (d6)

1 – 3	Add X
4 – 5	Halve X
6	GM's Choice

Find +X (d6)

If the material has an effect that says +X, this table determines what the value is. Roll 1d6 to find the row on the following table, then find the column based on the rating of the Anomaly the material comes from.

Rating	1 – 4	5 – 8	9+
1	1	1	1
2	1	1	2
3	1	2	3
4	2	2	3
5	2	3	4
6	3	3	5

Find Y (d6)

This table determines which element the material provides for.

Roll	Element
11 – 21	Flame
22 – 33	Frost
34 – 43	Shock
44 – 53	Wind
54 – 56	Psychic
61 – 62	Blight
63 – 64	Force
65 – 66	Radiant

Sell Value

The final table shows the sell value and potency of the material, based on its effect.

X = 1	500G (Potency 1)
X = 2	1,000G (Potency 2)
X = 3	1,500G (Potency 3)
X = 4	2,000G (Potency 4)
X = 5	3,000G (Potency 5)
Add Y	1,500G (Potency 3)
Halve Y	2,000G (Potency 4)

Mononoke

This section will explain Mononoke stats. GMs should utilize Mononoke by selecting them from this book or in expansion materials, and have them appear in the events of the scenario.

As a guideline, an easy encounter will have 0-2 more Mononoke than PCs, with levels generally 0-1 below the party average. A hard encounter will have two Mononoke less than the PCs, but with levels 1-2 over the party average.

The following will explain how to read Mononoke stat blocks. The stat block below is used as an example.

1. Name

The common name or "category" of Mononoke. Note that if a Mononoke has "x5" or similar in the name, it is referred to in the rules as a swarm Mononoke. GMs should feel free to change the name of a Mononoke to a divine name as they desire.

2. Class

A Mononoke's class denotes their general physical characteristics and ecology.

Humanoid

This class includes humans who have been overwhelmed by a shard and have become monsters, as well as collaborators with some skill over spirit energy, incarnated Legendary Souls and Divine Spirits, and Mononoke who have forms very close to humans.

Beast

This class covers animals that have changed into nightmarish forms after gaining a shard. They're known to have incredible vitality, mobility, and agility, and are highly dangerous in combat, excelling in physical attacks.

Insectoid

This class covers insects that have mutated after coming into contact with a shard. They're known for having tough exoskeletons, and many can spit acid or exhale toxic vapors. This class also includes crustaceans, arthropods, as well as annelidists and others with control over bugs.

Plant

This class covers vegetation, sacred trees, and godswood that, after coming into contact with a shard, changed into man-eating plants. It is not limited to flora, however, and includes fungi, as well as certain elementals.

Machine

This class covers non-living things and objects which have come to life due to a shard, such as machinery, Regalia, golems, animated dolls, inorganic substances, and even buildings. They are often seen guarding certain areas, and mercilessly attack any intruders. The class also covers modern military vehicles designed to exterminate Mononoke.

Undead

This class covers souls unable to return to the spiritual flow of the world, or the dead who have gained some semblance of a non-life due to a shard. Most of them have high resistance against physical as well as magical attacks, and they are notoriously difficult to kill.

Myth

This class covers divine beasts, spiritual creatures, youkai, and primordial elements that have been spoken of in legends since antiquity. They often incorporate elements of multiple animals in their appearance, yet have breathtaking forms of unnaturally beautiful symmetry.

Abomination

This class covers the spawn of Aramitama, or any otherwise unclassifiable monster believed to be related to the Aramitama. They can come in any shape or form, and often never in the same form twice, making them literal aberrations. Most of them shrug off wounds that should be fatal, and are unusually intelligent.

3. Level

The level of the Mononoke. The number printed in parentheses to the right is the amount of Crest all PCs recover at the end of combat after defeating that Mononoke.

4. Size

This number represents how big the Mononoke is. The numbers have the following meanings.

(1) Shard Prisoner x5

(2) Class: Humanoid

(3) LV: 1 (1)

(4) Size: 2 (5) Cunning: Low (6) Perception: Normal (7) Speech: Yes (8) Reaction: Hostile

(9) ID: 9 (10) Weakness: Shock, Blight (11) Movement: Walk

	ACC	EVA	IVC	RES	CHK
(12) Combat Stats	5	4	3	3	4
(13) Fixed Values	12	11	10	10	11

(14) Initiative	5 (4)	(16) Guard	1
(15) HP	40	(17) Ward	1

(18) Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+10 physical damage, hammer.

Rampage I: Physical Attack / Engaged / Area

- 2d6+10 physical damage, hammer. 1/Round.

Elemental Attack I: Physical Attack / Engaged / One

- 2d6+16 physical damage, hammer, flame. 1/Round.

(19) Materials (2d6)

2-7	None
8+	Fragment of Primal Urges/PD +1: 500G (Potency: 1)

(20) Description

Sometimes an Innocent will come into contact with the motes of a Shard and be driven to derangement by the deluge of memories. When this happens, they lose all reason, and their primal urges to destroy are heightened. Worse, the Shard's influence gives them enhanced strength, making them far more dangerous than the typical innocent.

Size 0

Mononoke of this size are on the level of a small animal. At this size, Mononoke may always perform breakaways, and they may declare an engagement once per round.

Size 1

Mononoke of this size are the equivalent of a human child. Because of their small bodies, they can slip into narrow spaces, or suddenly appear from unexpected places. At this size, Mononoke may declare an engagement once per round.

Size 2

Mononoke of this size are roughly equivalent to a grown, adult human. At this size, Mononoke may declare an engagement up to twice per round.

Size 3

Mononoke of this size are around twice that of an adult human. At this size, Mononoke may declare an engagement up to three times per round.

Size 4

Mononoke of this size are giants, reaching anywhere from eight to fifteen meters in height. At this size, Mononoke may declare an engagement up to four times per round.

Size 5

Mononoke of this size are massive, exceeding sixteen meters in height. At this size, Mononoke may declare an engagement up to five times per round.

5. Cunning

This represents the Mononoke's level of intelligence. The following types exist.

Low

At this level of cunning, a Mononoke is like a feral animal. When faced with multiple opponents, they always try to attack the closest. If they can't immediately reach their target, they do nothing except try to get closer, and they ignore any downed opponents rather than finishing them off.

If capable of speech, even should the Mononoke be willing to talk, it won't be able to express important information clearly.

Typical

At this level of cunning, a Mononoke is more like a trained animal. When faced with multiple opponents, they always try to attack the closest. If they can't immediately reach their target, they do all they can to get closer, and they ignore any downed opponents rather than finishing them off. However, if they cannot reach a target, they will switch to someone they can target.

If capable of speech, they can give only key information in broken, halting words.

High

At this level of cunning, a Mononoke is akin to a rational human. When attacking, they will select targets with an eye for fighting as efficiently as possible. Because they prioritize gaining control of the battlefield, they will ignore downed opponents instead of finishing them off.

If capable of speech, they can provide information more or less fluently.

Devious

This level of cunning represents that the Mononoke is unusually clever and dangerous. When attacking, they will choose their targets opportunistically, choosing the most effective means at their disposal, and tend to focus on targets with the lowest HP, or ones that are squishy. Moreover, they will always try to take the opportunity to finish off downed opponents.

If capable of speech, they can provide information more or less fluently, but often will lie to the PCs in order to trick them.

6. Perception

This represents the means through which the Mononoke perceives the surrounding situation. The following types exist.

Normal

These Mononoke have the same five senses as a human does. They can see, hear, touch, taste, and smell. As such, they are vulnerable to dim lighting penalties.

Heat

These Mononoke act by sensing heat sources. They perceive warmer areas as bright, and cooler areas as dark. As such, they ignore dim lighting penalties. They also can see right through a thin enough wall, and as such can see hidden characters who roll 15 or less on their hide checks.

Magic

These Mononoke act by reading the surrounding spirit, not relying on physical eyes. They perceive the world as lines of light, which makes everything transparent to them. As such, they see through walls and floors, and can spot whether anything is beyond them. As such, they ignore dim lighting penalties. They also can see hidden characters who roll 20 or less on their hide checks.

Domain

These Mononoke have a wholly supernatural perception. Their vision is akin to having a complete map rising up in their minds that displays an overhead view of their surroundings. As such, they ignore dim

lighting penalties, and ignore any character's attempts at hiding.

7. Speech

This represents whether the Mononoke is capable of talking and communicating thoughts. "Yes" means the Mononoke can speak, "No" means they can't.

8. Reaction

This represents the actions the Mononoke will take upon encountering a human. "Friendly" means the Mononoke will greet the PCs amiably. "Neutral" means the Mononoke will try to avoid unnecessary contact. "Hostile" means the Mononoke will instantly try to attack the PCs. "Mercurial" means that the Mononoke's reaction will depend on their mood at the time, or even just how their stomach feels.

9. Discernable

This represents the difficulty value to discern what kind of creature the Mononoke is, and what it's capable of in a fight. Upon noticing the Mononoke's Spirit Crest, the PCs can try to identify it using Intellect, and if they roll equal to or higher than the Mononoke's ID, they learn its divine or common name, as well as all of its stats. The GM may arbitrarily decide the ID of any other NPC.

10. Weakness

This represents the elements the Mononoke is weak to. Whenever the Mononoke is inflicted with damage infused with one of the listed elements, the damage gains +1 rank.

11. Movement

This represents through what methods the Mononoke gets around with, listed below. If a Mononoke has multiple types listed, the GM may have them use any of those. Switching between them costs a prep timing during combat.

Walk

The Mononoke uses their own limbs, pseudopods, or other appendage to move across the ground. Walking Mononoke may spend a prep timing to take a combat move, or an attack timing to take a full move.

Fly

The Mononoke flies through the air using wings or spirit. Flying Mononoke can ascend to an elevation equal to their level times their Initiative in meters (this, however, does not apply in combat). In addition, they ignore bad footing penalties, and can move while engaged without withdrawing. They may spend a prep timing to take a combat move, or an attack timing to take a full move.

Swim

The Mononoke can freely swim about while submerged in liquid, using their arms or fins. These Mononoke, while submerged, always succeed at swimming and suffocation checks, and ignore all penalties related to swimming, suffocation, or being submerged. In addition, when submerged they can move while engaged without withdrawing, and can spend a prep timing to take a combat move, or an attack timing to take a full move.

12. Combat Stats

The combat stats of the Mononoke. "ACC" is used for Accuracy checks, "EVA" for Evasion check, "IVC" for Invocation checks, and "RES" for Resistance checks, while "CHK" is used as the modifier for any other check the Mononoke is called upon to make.

13. Fixed Stats

This value is used as a result for a check in place of rolling dice. GMs should use this value for Mononoke and NPC checks, making as few rolls as possible.

14. Initiative

The Mononoke's Initiative value. The number to the right in parentheses is the speed of the Mononoke's combat moves (the number of squares they can move).

15. HP

The Mononoke's HP. Unless the PCs specifically declare they are holding back, once a Mononoke's HP is reduced to 0 or less, they die.

> **Holding Back:** A PC can pull their punches or use the flat of a blade to hold back, and to do so only requires a free timing. Mononoke defeated in this fashion don't die, but rather are taken out. This method is also valid for any effects of Talents that say the user "may kill" their target.

16. Guard

The Mononoke's Guard value.

17. Ward

The Mononoke's Ward value.

18. Attack Options

This part lists the weapon attacks available to the Mononoke, as well as what Talents they can use at each timing.

When PCs use Talents that nullify other Talents, this cancels the effect of Talents and boss Talents that Mononoke use. In other words, if a Talent a Mononoke uses to attack is canceled, the Talent is nullified and the effects of the attack action resolve as though they had failed to hit.

Each entry on the Mononoke's attack options have the following, in order, written to the right of the entry's

name: attack type (physical or magical attack) / range / target / resist effect (for magical attacks only).

Attack Types: Attacks that say they are physical attacks deal their effects to the target with an Accuracy check, and if the target succeeds at an Evasion check, those effects are nullified. Likewise, attacks that say they are magical attacks deal their effects to the target with an Invocation check, and if the target succeeds at a Resistance check, those effects are either nullified or halved.

Furthermore, an attack will list the weapon form if a physical attack, or the element (if any) if a magical attack, to the right of the damage. Talents or weapon attacks may be used once each time their timing occurs, unless they have a limitation, such as "1/Round."

Limitations – When a Talent has a limitation , it means that the Talent may only be used that many number of times per the given unit. The given unit may be round, combat, or session. As an example, if an attack option says 1/session, it may only be used once per session.

Free Timing Talents: Like with normal rules, Talents used with a free timing are universally considered to be 1/round.

19. Materials

This part shows the materials the Mononoke offers. When the PCs defeat the Mononoke, roll 2d6, add them together, and gain the material listed for that value. The 2d6 rolled for this is not considered to be a check.

Materials have the following things, listed in order: the 2d6 value: name / effect / sell value / potency.

Amount Gained

If a Mononoke is level 1-5, the PCs gain one material for defeating it. Level 6-9 grants two materials, level 10-14 grants three materials, level 15-20 grants four materials, and level 21 or above grants five materials. Roll 2d6 for each material individually.

Note that for swarm Mononoke, the number in the swarm does not matter for materials gained, only the level of the swarm.

20. Description

Finally, this describes how the Mononoke looks and explains any distinguishing characteristics about it.

Boss Talents

The following are boss Talents that can be acquired by Aramitama and boss enemies.

Spiritual Emanation

"Spirit, pouring out of it like a wave. Every time I attacked, it felt like chopping through ooze!"

Timing: Start

Range: User

Target: User

Cost: None

- **Unique Effect.** The creature gains +1 to the result of its active checks, and it halves all damage taken from weapon attacks. This Talent may be acquired multiple times. It may only be used a number of times per combat equal to the number of times it has been acquired.

Reserved Power

"Every time I thought we had it, it just kept finding new ways to kill us."

Timing: Prep

Range: User

Target: User

Cost: None

- **Unique Effect.** The creature gains +1 to the result of its active checks, and a bonus to damage calculation equal to twice its level. This Talent may be acquired multiple times. It may only be used a number of times per combat equal to the number of times it has been acquired.

Eye of the Dark God

"All the folks in that building were smiling... right until that demon glanced at them. Then they had way more mouths to smile with."

Timing: Attack

Range: Other

Target: Other

Cost: None

- **Unique Effect.** May only be used while out of combat. The creature may erase or manipulate the memories and consciousness of any Innocent in the scene (GM's discretion). Also, the creature may transform Innocents into Mononoke Abominations (they return to normal after being downed).

Calamity Call

"They were dead! I struck those monsters down myself! But then that Aramitama... it sang. It sang, and then...!"

Timing: End

Range: Combat Zone

Target: One

Cost: None

- **Unique Effect.** The creature selects one dead, downed, or taken out swarm Mononoke. That Mononoke removes all negative Conditions, and recovers all HP. No additional materials, XP, or Crest can be gained from this Mononoke.

Death's Squall

"Techniques like that... they're forbidden for a reason. Try telling that to an aramitama when it's laying waste to whole teams, though."

Timing: Attack

Range: 7 Sq.

Target: Four

Cost: None

- **Use to Attack.** The creature makes a weapon attack, and gains one of the following effects as appropriate. This Talent may only be used once per round.

  Physical Attack: Damage +2d6

  Magical Attack: Range +3 Sq.

Soul Shatter

"I'm telling you, it could manifest concepts directly! It was like my soul suddenly remembered what it was like to be... broken."

Timing: Free

Range: User

Target: User

Cost: None

- **Unique Effect.** Use when the creature declares an Attack Timing Talent. Characters who succeed on their reactive check against that Talent lose 2d6 Crest (if the target is an NPC, they lose 2d6 HP instead). There is no effect from this Talent if the reactive check fails. This Talent may only be used once per combat.

Proclamation of Ruin

"It spoke in this odd language, and he just... died. Like death rode upon its words."

Timing: Free

Range: Combat Zone

Target: One

Cost: None

- **Use On Damage Calculation.** If the target is an Innocent, this Talent may instead be used at any time to inflict downed, taken out, or dead on the Innocent. If the target is Awakened, then the creature gains a number of d6s equal to their level (max 5) at damage calculation. After using this Talent, the creature loses IO HP. This Talent may only be used once per round.

Savage Assault

"It never let up. It was relentless, like crashing waves in a storm. Can't believe I survived."

Timing: Free

Range: User

Target: User

Cost: None

- **Unique Effect.** Use after the creature uses an Attack Timing. The creature may move up to 4 Sq., and use an additional Attack Timing. This Talent may be used once per combat.

Forbidden Miracle

"That thing, it could somehow influence fate itself. My friend struck it, but it somehow twisted causality to overwrite the effect."

Timing: Free

Range: Combat Zone

Target: One

Cost: None

- **Unique Effect.** Use after the creature makes an opposed check against the target. The creature and the target swap results. This Talent may only be used once per combat.

Enduring Flesh

"We just kept hitting it, and somehow its body kept changing, adapting. Nothing worked!"

Timing: Defense

Range: User

Target: User

Cost: None

- **Unique Effect.** Use at any time. The creature may remove any negative Condition it is suffering from, other than downed, taken out, or dead. It then loses 5 HP for each Condition removed in this way. This Talent doesn't spend a Defense Timing, and may only be used twice per round.

Dire Divinity

"Have you ever seen a truly angry god? Their rage is so calm, so pure that you're the one who goes rabid."

Timing: Constant

Range: User

Target: User

Cost: None

- **Passive Effect.** Once the creature is reduced to 200 or less HP, it gains +1 to the result of its active checks, and during each of its turns, it gains an additional Attack Timing.

Ravening Violence

"Some of them, their body itself sort of... becomes a concept. Know what I mean? No? Imagine murder made flesh."

Timing: Constant

Range: User

Target: User

Cost: None

- **Passive Effect.** Once the creature is reduced to 200 or less HP, it gains +1 to the result of its active checks, and +2d6 when calculating damage.

Beyond the Bounds

"What the hell was it? I still don't know. All I know is it was real tough to kill."

Timing: Constant

Range: User

Target: User

Cost: None

- **Passive Effect.** Aramitama may not acquire this Talent. The creature gains +100 HP.

Concept: Dark God

"She was human! A God Hunter like us! We killed her over and over again, and she just kept coming back!"

Timing: Constant

Range: User

Target: User

Cost: None

- **Passive Effect.** Until all non-persistent Anomalies are removed, or until the final battle, this creature cannot be killed. After combat ends, it removed all negative Conditions, and fully recovers HP. This Talent has no effect in scenarios where there are no Anomalies.

Concept: Undying

"Gods can't be killed. Otherwise they wouldn't be gods. Now imagine if you could wear that concept like armor."

Timing: Constant

Range: User

Target: User

Cost: None

- **Passive Effect.** The creature ignores all damage and other effects from any source other than Awakened.

Anomalies

The following section lists several example Anomalies.

Haunting

Sense: 12 / 14

Rating: 3

Requirement: All

Dispel: Strength 13

Target: Area

Special Damage: 4d6

Penalty: None

Fallout

- **Positive:** Recover Crest equal to the Anomaly's rating.
- **Negative:** Gain +10 maximum HP (stacking).

An Anomaly that afflicts a particular building or area with power and malice. Perhaps the place traps NPCs alive within it and spirits them away, or maybe it slowly siphons away the souls of those lost within it, feeding those souls to its invoker to strengthen them.

Doll Collection

Sense: 11 / 13

Rating: 4

Requirement: Four

Dispel: Strength 12

Target: Participants

Special Damage: 20 (piercing)

Penalty: Will -1 (stacking)

Fallout

- **Positive:** Gain 1 material (see pg. 212).
- **Negative:** Place two minion Mononoke on any square within the combat zone (stacking). If there are no minion Mononoke, this has no effect.

An Anomaly that disrupts a local leyline, making its energies affect the minds of NPCs. The affected NPCs (there's no limit to how many) may act strangely while unconscious, or perhaps are directly controlled by the invoker's will.

Den of Monsters

Sense: 12 / 14

Rating: 3

Requirement: All

Dispel: Intellect 12

Target: Area

Special Damage: 2d6 (Piercing)

Penalty: Luck -2 (stacking)

Fallout

- **Positive:** Recover Crest equal to the Anomaly's rating +2.
- **Negative:** Gain three minion Mononoke with a level no greater than the party's average level -1 (minimum 1).

An Anomaly that continually creates a certain type of Mononoke. Creatures born from this Anomaly continually wreak havoc under the command of the invoker.

Tyrant's Realm

Sense: 12 / 14

Rating: 5

Requirement: Three

Dispel: Agility 12

Target: Participants

Special Damage: 7d6

Penalty: Strength -1 (stacking)

Fallout

- **Positive:** Recover Crest equal to the Anomaly's rating -2.
- **Negative:** Gain one additional boss Talent (stacking, pg. 218).

An Anomaly that exerts influence upon a certain place or community. Across the affected region, supernatural phenomena occur as the invoker desires. Moreover, within a community, the Anomaly can direct thoughts and emotions to focus on a certain NPC, or the invoker may make it so people within the community just ignore certain actions.

Curse

Sense: 13 / 15

Rating: 4

Requirement: Three

Dispel: Agility 13

Target: Participants

Special Damage: 30 (piercing)

Penalty: Intellect -1 (stacking)

Fallout

- **Positive:** Recover Crest equal to the Anomaly's rating +2.
- **Negative:** Gain a minion NPC with a level +1-2 over the party's average level.

An Anomaly which makes an urban legend or a sinister folk tale real as an NPC (either as a God Hunter or a Mononoke). The manifested myth follows the invoker's commands. Whenever the NPC is downed, or whenever it is captured, it disappears, and then until this Anomaly is dealt with, it will continually revive and reappear elsewhere.

Repeating Time

Sense: 10 / 13

Rating: 5

Requirement: Four

Dispel: Intellect 11

Target: Participants

Special Damage: 5d6 (recovery)

Penalty: Agility -2

Fallout

- **Positive:** Recover all HP.
- **Negative:** Damage +2d6.

Once a certain event or time is reached, this Anomaly creates a disruption in space and time. Once the designated point occurs, time is rewound, and the world returns to previous point of the invoker's choosing.

Forgotten Place

Sense: 11 / 13

Rating: 4

Requirement: All

Dispel: Will 14

Target: Area

Special Damage: 5d6 (piercing)

Penalty: Intellect -1 (stacking)

Fallout

- **Positive:** Recover 20 HP.
- **Negative:** +5 to Guard and Ward.

An Anomaly that establishes a special barrier over a certain area or place, making it so it's somehow impossible to reach, or simply denies entry altogether. No matter what methods are employed, the space chosen by the invoker cannot be entered... or, if already within, cannot be escaped from.

Spatial Encroachment

Sense: 10 / 13

Rating: 5

Requirement: Three

Dispel: Will 12

Target: Area

Special Damage: 10 (piercing)

Penalty: Will -2 (stacking)

Fallout

- **Positive:** Gain two materials.
- **Negative:** Gain one additional boss Talent (stacking).

An Anomaly that causes the inside of the invoker's Spiritual Barrier to seep into reality. This effect imposes the environment of the barrier upon the surrounding area, creating a sanctum that can drain the souls of all present, strengthening the invoker.

Dimensional Door

Sense: 13 / 16

Rating: 5

Requirement: Two

Dispel: Luck 13

Target: Area

Special Damage: None

Penalty: None

Fallout

- **Positive:** Recover Crest equal to the Anomaly's rating.
- **Negative:** Place two minion Mononoke on any square within the combat zone (stacking). If there are no minion Mononoke, this has no effect.

This Anomaly allows its invoker to instantaneously create an invisible door that crosses time and space, letting them move freely. With this, the invoker can exit from a scene entirely unhindered whenever they wish, no matter what kind of situation they may be in.

Monster Lure

Sense: 15 / 18

Rating: 6

Requirement: Three

Dispel: Luck 12

Target: Area

Special Damage: 6d6

Penalty: None

Fallout

- **Positive:** Recover all HP.
- **Negative:** Gain two minion Mononoke with a level no greater than the party's average level -1 (minimum 1) (stacking).

An Anomaly that disrupts a local leyline, drawing in Mononoke that live nearby. Until this effect is removed, Mononoke will continually swarm a leyline, region, creature, or NPC of the invoker's choice.

Tainted Ground

Sense: 10 / 14

Rating: 1

Requirement: All

Dispel: Strength 11

Target: Area

Special Damage: 2d6 (piercing)

Penalty: Agility -2

Fallout

- **Positive:** Change the sell price of one material or consumable item to 1,000G (players may decide which item).
- **Negative:** Gain +20 maximum HP (stacking).

An Anomaly that disrupts a local leyline, causing ill luck to befall any human affected by its energies. Until this effect is removed, any NPC who visits the facility or area chosen by the invoker suffer from all kinds of bad luck.

Unbinding Ritual

Sense: 14 / 17

Rating: 4

Requirement: All

Dispel: Intellect 13

Target: Area

Special Damage: 20 (piercing)

Penalty: Strength -1

Fallout

- **Positive:** Recover Crest equal to the Anomaly's rating +2.
- **Negative:** Gain +30 maximum HP (stacking).

An Anomaly that will, upon the fulfillment of certain Conditions, release some ancient seal, or activate a thaumaturgical ritual. Once the Conditions are fulfilled, the invoker will gain unimaginable power, or some other, more terrible effect.

God Seal

Sense: 14 / 17

Rating: 6

Requirement: All

Dispel: Agility 13

Target: Area

Special Damage: 5d6 (piercing)

Penalty: Will -1 (stacking)

Fallout

- **Positive:** Recover Crest equal to twice the Anomaly's rating.
- **Negative:** Gain an additional boss Talent (stacking).

An Anomaly that seals a Divine Spirit with control over a leyline or a Mononoke powerful enough to be called a lord, and then robs them of their power. This effect grants the stolen Divine Spirit or Mononoke's power to its invoker, or provides some other powerful effect.

Malediction

Sense: 13 / 16

Rating: 4

Requirement: All

Dispel: Will 12

Target: Area

Special Damage: 5d6

Penalty: All main stats -2

Fallout

- **Positive:** Change one spirit die to any value.
- **Negative:** Damage +3d6.

An Anomaly that protects an area by inflicting a powerful curse upon intruders. It's primarily used to weaken opponents. Furthermore, if an Innocent is subjected to this effect, it wipes their memories, causing the poor soul to lose all memory of anything relating to Awakened.

Weather Breakdown

Sense: 13 / 16

Rating: 3

Requirement: Three

Dispel: Luck 12

Target: Participants

Special Damage: 4d6

Penalty: Strength -1

Fallout

- **Positive:** Recover Crest equal to the Anomaly's rating -2.
- **Negative:** Gain +20 maximum HP (stacking).

An Anomaly that disrupts the weather in a particular region. Just like more normal weather control Talents, this Anomaly can halt any kind of incliment weather. But through misuse, it can also cause massive flooding or droughts.

Dangerous Game

Sense: 11 / 14

Rating: 3

Requirement: All

Dispel: Intellect 15

Target: Area

Special Damage: 4d6 (piercing)

Penalty: Intellect -1

Fallout

- **Positive:** Gain one material.
- **Negative:** Place two minion Mononoke on any square within the combat zone (stacking). If there are no minion Mononoke, this has no effect.

An Anomaly that forcibly effects an inhumane, horrible game, puzzle, or other set of rules. From this effect, if an Innocent chosen by the invoker loses the game, they have their soul stolen by the invoker.

Cradle of Disaster

Sense: Persistent

Rating: 2

Requirement: None

Dispel: None

Target: Area

Special Damage: None

Penalty: None

Fallout

- **Positive:** None
- **Negative:** None

An Anomaly that creates a creature or facility that produces large amounts of aberrant fiends. The Mononoke created from this effect obey the will of the invoker, and seek to destroy those who oppose the invoker. Once the boss is defeated, this Anomaly is automatically dispelled.

Surging Leyline

Sense: 14 / 17

Rating: 6

Requirement: Three

Dispel: Strength 14

Target: Participants

Special Damage: 20 (piercing)

Penalty: Strength -2

Fallout

- **Positive:** Recover Crest equal to the Anomaly's rating.
- **Negative:** Damage +3d6.

An Anomaly that overclocks a leyline's spirit energy, then runs it dry by funneling all that power into its invoker. This makes the invoker extremely powerful themself.

Friend of a Friend

Sense: 13 / 15

Rating: 5

Requirement: All

Dispel: Will 14

Target: Area

Special Damage: None

Penalty: Will -2

Fallout

- **Positive:** Recover Crest equal to the Anomaly's rating -2.
- **Negative:** Gain two minion Mononoke with a level no greater than the party's average level -1 (minimum 1) (stacking).

An Anomaly that is the embodiment of a rumor that has no source. From this effect, whenever an Innocent hears the rumor, determined by the invoker, they unquestioningly believe in it, and may take actions that the invoker desires, arriving at the ultimate result that the invoker wishes.

Sacrificial Compensation

Sense: 12 / 14

Rating: 3

Requirement: Two

Dispel: Agility 14

Target: Bystanders

Special Damage: 6d6

Penalty: Agility -1 (stacking)

Fallout

- **Positive:** Change two spirit dice to any value.
- **Negative:** Gain +5 Guard and Ward.

An Anomaly that confers wealth and prosperity, or fame and influence to someone of the invoker's choosing. Through this effect, the target gains everything they want, so long as they continually supply the invoker with human souls.

Carnival of Horrors

Sense: 14 / 17

Rating: 5

Requirement: Two

Dispel: Luck 13

Target: Area

Special Damage: None

Penalty: Strength -1 (stacking)

Fallout

- **Positive:** Gain an item off table A.
- **Negative:** Gain +20 maximum HP (stacking).

An Anomaly that creates a grotesque celebration or feast, through which its target's spirit energy is alarmingly inflated. Due to this effect, the invoker can change the stats of an Innocent into that of a Mononoke or God Hunter with a level one lower than the invoker's level.

Localized Disaster

Sense: 13 / 15

Rating: 4

Requirement: All

Dispel: Any Stat 13

Target: Participants

Special Damage: 7d6

Penalty: Strength -2 (stacking)

Fallout

- **Positive:** Change one spirit die to any value.
- **Negative:** Gain +10 maximum HP (stacking).

An Anomaly that causes an abrupt change in the weather or the environment. This creates impossibly localized natural phenomena such as torrential rain and lightning, assailing a target chosen by the invoker. Worse, this Anomaly cannot be breached, and continues to affect its target until it is dispelled.

False Life

Sense: 13 / 15

Rating: 4

Requirement: Two

Dispel: Agility 14

Target: Participants

Special Damage: 6d6

Penalty: Agility -2

Fallout

- **Positive:** Gain one material.
- **Negative:** Gain one minion Mononoke with a level equal to the party's average level.

An Anomaly that infuses a doll, machine, building, or other object with a temporary soul. Through this effect, a target of the invoker's chosing becomes a machine Mononoke under the invoker's control.

Hallowed Ground

Sense: Persistent

Rating: 5

Requirement: None

Dispel: None

Target: Area

Special Damage: None

Penalty: None

Fallout

- **Positive:** Recover Crest equal to twice the Anomaly's rating.
- **Negative:** None

This Anomaly represents an object or location that has been consecrated over generations by a Mononoke or Divine Spirit, and now is filled with purified spirit energy. Through this effect, the invoker may grant a target the ability to recuperate a frayed Spirit Crest.

Blood Oath

Sense: Persistent

Rating: 6

Requirement: None

Dispel: None

Target: Area

Special Damage: None

Penalty: None

Fallout

- **Positive:** None
- **Negative:** None

An Anomaly that makes a promise or other agreement not to do something into a binding curse. The invoker chooses a vow made with the target of the Anomaly, and from then on, if the target breaks the vow, they forfeit their HP or something else of value (the GM may set the terms). The terms set must be achieveable by the target, however.

(Original)

Sense: Any

Rating: Any

Requirement: Any

Dispel: Any

Target: Any

Special Damage: Any

Penalty: Any

Fallout

- **Positive:** Any
- **Negative:** Any

An Anomaly that has an effect based upon its source. The physical effects of the Anomaly may be determined by the GM according to the needs of the scenario.

Mononoke: Humanoid

Shard Prisoner x5
Class: Humanoid

LV: 1 (1)

Size: 2 **Cunning:** Low **Perception:** Normal **Speech:** Yes **Reaction:** Hostile

ID: 9 **Weakness:** Shock, Blight **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	5	4	3	3	4
Fixed Values	12	11	10	10	11

Initiative	5 (4)	Guard	1
HP	40	Ward	1

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+10 physical damage, hammer.

Rampage I: Physical Attack / Engaged / Area

- 2d6+10 physical damage, hammer. 1/Round.

Elemental Attack I: Physical Attack / Engaged / One

- 2d6+16 physical damage, hammer, flame. 1/Round.

Materials (2d6)

2-7	None
8+	Fragment of Primal Urges/PD +1: 500G (Potency: 1)

Description

Sometimes an Innocent will come into contact with the motes of a Shard and be driven to derangement by the deluge of memories. When this happens, they lose all reason, and their primal urges to destroy are heightened. Worse, the Shard's influence gives them enhanced strength, making them far more dangerous than the typical innocent.

Secret Service
Class: Humanoid

LV: 2 (1)

Size: 2 **Cunning:** High **Perception:** Normal **Speech:** Yes **Reaction:** Mercurial

ID: 8 **Weakness:** Blight, Psychic **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	6	3	3	6	3
Fixed Values	13	10	10	13	10

Initiative	8 (5)	Guard	5
HP	41	Ward	0

Attack Options

Weapon Attack: Ranged Attack / 4 Sq. / One

- 2d6+8 physical damage, ranged.

Cover: Defense / Engaged / One

- **Use on Damage Reduction.** The creature takes the effects and damage of the attack in place of the target (treat Resistance checks as though they failed). This Talent cannot be used against attack actions that target an area or the combat zone.

Protective Measures: Free / User

- **Use on Damage Reduction.** The creature gains +5 Guard. 1/Round..

Materials (2d6)

2-5	None
6-9	Gun Parts/PD +1: 500G (Potency: 1)
10+	Black Suit/HP +6: 1,000G (Potency: 2)

Description

A police officer or other agent specialized in protection, clad in a black suit. They provide security not only for government officials and business VIPs, but scientists and thaumaturgists who strive to study Aramitama and Mononoke. As such, most of their combat skills revolve around defense.

Magical Girl
Class: Humanoid

LV: 2 (1)

Size: 2 **Cunning:** High **Perception:** Normal **Speech:** Yes **Reaction:** Mercurial

ID: 13 **Weakness:** Blight, Psychic **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	3	3	6	5	5
Fixed Values	10	10	13	12	10

Initiative	7(4)	Guard	2
HP	36	Ward	2

Attack Options

Weapon Attack: Magical Attack / 7 Sq. / One / Cancels

- 2d6+9 magical damage.

Big Spell: Magical Attack / Combat Zone / Combat Zone / Cancels

- The user gains +2 to their Invocation check. 14 magical damage. 1/Combat.

Recovery Spell I: Magical Attack / 7 Sq. / One / Cancels

- The target recovers 2d6+9 HP. 1/Round..

Materials (2d6)

2-5	None
6-9	Magical Girl Dress/Luck +1: 500G (Potency: 1)
10+	Magical Girl Wand/Invocation +1: 1,000G (Potency: 2)

Description

Girls who gained a Shard, and awakened to an ancient form of spirit control called "magic." With innocence still in their hearts, they try to wield that magic for righteousness. And while they act as heroes, protecting the livelihoods of their school and where they live, many allow the uncertainty of puberty to taint them, little by little. Thanks to their spirit energy, even should they be seen, no Innocent ever realizes their true identity.

Suiko
Class: Humanoid

LV: 3 (1)

Size: 2 **Cunning:** Typical **Perception:** Heat **Speech:** Yes **Reaction:** Hostile

ID: 10 **Weakness:** Flame, Psychic **Movement:** Walk, Swim

	ACC	EVA	IVC	RES	CHK
Combat Stats	8	3	4	3	3
Fixed Values	15	10	11	10	10

Initiative	9 (5)	Guard	3
HP	47	Ward	1

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+11 physical damage, axe.

Elemental Attack I: Physical Attack / Engaged / One

- 2d6+19 physical damage, axe, frost. 1/Round.

Serpent's Malice: Magical Attack / 4 Sq. / One / Cancels

- 2d6+7 magical damage, blight. Targets who take at least one point of damage from this attack are staggered. 1/Round..

Materials (2d6)

2-5	None
6-9	Rubbery Flesh/Guard +1: 500G (Potency: 1)
10+	Webbed Hand/Speed +1: 1,000G (Potency: 2)

Description

Suiko (literally "water tigers") are humanoid water goblins with a blackish-green, rubbery hide, and have webbed hands and feet. Once, long ago, they were the servants of elder dragons, but today the suiko seen are the descendents of those who were cast out from that position and made into lesser Mononoke. Overall, they have an appearance somewhat like humans, but with wide, googly eyes, and a mouth full of fangs that stretches across its whole face. Suiko favor human innards, and will drag their victims back to the Spirit Barrier where they make their homes before feasting. They are often confused with kappa.

Hinoenma
Class: Humanoid

LV: 3 (1)

Size: 2 **Cunning:** High **Perception:** Normal **Speech:** Yes **Reaction:** Hostile

ID: 13 **Weakness:** Radiant, Blight **Movement:** Walk, Fly

	ACC	EVA	IVC	RES	CHK
Combat Stats	6	7	3	3	3
Fixed Values	13	14	10	10	10

Initiative	12 (6)	Guard	2
HP	37	Ward	0

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+9 physical damage, sword.

Nightstalker's Bloodfeast: Prep / User

- When this creature uses a selective target physical attack Talent, increase the number of targets by two.

Underhanded Strike: Physical Attack / Engaged / One

- The creature gains +2 to their Accuracy check. 2d6+9 physical damage, sword.

Materials (2d6)

2-5	None
6-9	Bat Wings/Initiative +1: 500G (Potency: 1)
10+	Vampire's Talons/PD +2: 1,000G (Potency: 2)

Description

Hinoenma are the descendents of Nightstalkers who morphed into blood-sucking Mononoke after contact with Shard motes. Essentially, they are vampires, appearing as beautiful men and women with delicately pale skin. They use their charm to seduce hapless victims and drink their blood. They possess bat wings that they can both produce and retract from their shoulders, can make their sharp fingernails extend like blades, and when they attack, they move with quick, agile motions reminiscent of a beast.

Oni
Class: Humanoid

LV: 4 (1)

Size: 3 **Cunning:** Typical **Perception:** Normal **Speech:** Yes **Reaction:** Hostile

ID: 11 **Weakness:** Psychic, Blight **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	10	3	3	3	3
Fixed Values	17	10	10	10	10

Initiative	9 (5)	Guard	4
HP	53	Ward	0

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 3d6+14 physical damage, hammer.

Oni Smash: Physical Attack / Engaged / One

- 2d6+19 physical damage, hammer, shock. Targets who take at least one point of damage from this attack can be moved up to two squares, ignoring engagements.

Rampage I: Physical Attack / Engaged / Area

- 2d6+14 physical damage, hammer. 1/Round.

Materials (2d6)

2-5	None
6-9	Oni Claws/PD +1: 500G (Potency: 1)
10+	Oni Horn/Strength +2: 1,000G (Potency: 2)

Description

When a human forges an incomplete Bond with a Shard, their dormant genes awaken a primal instinct within them, amping up their destructive impulses to their utmost limit. They thus become a Mononoke known as an oni. Oni stand over two meters in height, and have a huge, muscular body. They likewise sprout a single horn from their foreheads, though some may grow several. An oni's strength is enough that they can easily break steel plates with a single blow, a feat that goes beyond mere muscle. There are also cases where some oni grow fiendishly clever, and gain an understanding of magecraft.

Society Warden
Class: Humanoid

LV: 5 (1)

Size: 2 **Cunning:** High **Perception:** Normal **Speech:** Yes **Reaction:** Mercurial

ID: 15 **Weakness:** Blight **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	9	8	5	3	3
Fixed Values	16	15	12	10	10

Initiative	15 (7)	Guard	5
HP	58	Ward	3

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+14 physical damage, sword.

Combat Arts II: Physical Attack / Engaged / One

- The creature gains +2 to their Accuracy check. 2d6+19 physical damage, sword.

Secret Arts II: Physical Attack / Combat Zone / One

- The creature gains +3 to their Accuracy check. 33 physical damage, sword. 1/Combat.

Spellcleave: Free / User

- Use on Resistance Check. The creature may make an Accuracy check in place of a Resistance check. 1/Round.

Materials (2d6)

Auto	Exorcism Talisman/Ward +1: 500G (Potency: 1)
2-10	None
11-12	Sword of Abjuration/Strength +4: 2,000G (Potency: 4)

Description

A modern day warrior who, having inherited the innermost secrets of their Facet, has trained diligently to exterminate Mononoke. They usually carry magical or spiritual swords enchanted for abjuration, and are often seen in a tight-fitting, coordinated ensemble that speaks to a modern chic. Sometimes, they can be allies to God Hunters.

Mononoke: Beast

Mouki x10
Class: Beast

LV: 1 (1)

Size: 1 **Cunning:** Low **Perception:** Heat **Speech:** No **Reaction:** Hostile

ID: 8 **Weakness:** Flame, Radiant **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	5	6	1	3	4
Fixed Values	12	13	8	10	11

Initiative	12 (6)	Guard	2
HP	46	Ward	0

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 1d6+10 physical damage, sword.

Elemental Attack I: Physical Attack / Engaged / One

- 2d6+16 physical damage, hammer, blight. 1/Round.

Goblin's Opportunity: Free / 7 Sq. / One

- Use on Damage Calculation. The target gains +1d6 to their damage calculation. 1/Round.

Materials (2d6)

2-5	None
6-9	Black Pelt/Strength +1: 500G (Potency: 1)
10+	Red Eye/Instinct +1: 1,000G (Potency: 2)

Description

With their bodies covered in fur and being one meter in height, these Mononoke have an appearance similar to a monkey, but possess only one large eye in the middle of their face. They are known to be particularly weak to sunlight, so they dwell in dark, lightless places. Once the sun sets, they crawl from their lairs to scrounge through garbage bins for food scraps, or simply dine on the corpses of small animals. They're normally cowards and flee easily, but will attack if threatened, their single eye glowing red as they show their true colors.

Izuna
Class: Beast

LV: 1 (1)

Size: 1 **Cunning:** Typical **Perception:** Normal **Speech:** No **Reaction:** Mercurial

ID: 12 **Weakness:** Flame, Shock **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	7	6	1	1	4
Fixed Values	14	13	8	8	11

Initiative	12 (6)	Guard	3
HP	36	Ward	1

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 1d6+9 physical damage, sword.

Cruel Wind: Start / Combat Zone / Combat Zone / No Reaction

- The target reduces their Initiative by 3.

Izuna Swipe: Physical Attack / Engaged / One

- 2d6+12 physical damage, sword, wind. Targets that take at least one point of damage from this attack are staggered.

Materials (2d6)

2-5	None
6-9	Sharp Fang/PD +1: 500G (Potency: 1)
10+	Izuna Pelt/Luck +2: 1,000G (Potency: 2)

Description

These Mononoke, with their long tails and disproportionately large, pointed ears, look similar to a ferret of about one meter in length. Their coat can be a variety of colors, such as golden brown, reddish, or even white. As magical creatures, they cause all sorts of mischief by possessing humans, while making others believe that the possessed person has simply gone insane. Izuna are often created as familiars for Magi who have an interest in divination and death curses, and those Magi are often referred to as "ferret tamers."

Kamaitachi x3
Class: Beast

LV: 2 (1)

Size: 1 **Cunning:** Typical **Perception:** Normal **Speech:** No **Reaction:** Hostile

ID: 11 **Weakness:** Flame, Blight **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	5	9	1	1	4
Fixed Values	12	16	8	8	11

Initiative	15 (7)	Guard	3
HP	42	Ward	1

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 1d6+10 physical damage, sword.

Ride the Wind: Physical Attack / Engaged / One

- 2d6+15 physical damage, sword, wind. Targets that take at least one point of damage from this attack are staggered.

Swirling Winds: Free / 7 Sq. / One

- **Use on Accuracy Check.** The target is primed. 1/Round

Materials (2d6)

2-5	None
6-9	Sharp Fang/PD +1: 500G (Potency: 1)
10+	Windcomb Claw/Initiative +2: 1,000G (Potency: 1)

Description

Kamaitachi (literally "sickle weasels") are Mononoke that look like weasels about one meter in length. They are cautious creatures, constantly vigilant of their surroundings, and will always act in groups rather than alone. Once they spot prey, rather than attack immediately, they're known to patiently wait for an opportunity to strike. When they see their chance, they strike like a whirlwind, cutting off their prey and tearing into them with fangs and claws like sickles.

Itsumade
Class: Beast

LV: 2 (1)

Size: 2 **Cunning:** Low **Perception:** Normal **Speech:** No **Reaction:** Hostile

ID: 12 **Weakness:** Frost, Wind **Movement:** Walk, Fly

	ACC	EVA	IVC	RES	CHK
Combat Stats	8	5	1	2	4
Fixed Values	15	12	8	9	11

Initiative	11 (6)	Guard	3
HP	47	Ward	2

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+10 physical damage, spear.

Elemental Resistance: Start / Combat Zone / One

- The target halves blight damage they take.

Wicked Strike: Physical Attack / Engaged / One

- 2d6+10 physical damage, spear, blight. Targets that take at least one point of damage from this attack are poisoned.

Materials (2d6)

2-5	None
6-9	Scaled Feathers/HP +3: 500G (Potency: 1)
10+	Spirit Crest Feathers/Resistance +1: 1,000G (Potency: 2)

Description

Itsumade are birds of prey Mononoke, with a wingspan of over two meters. They have sharp talons not only on their feet but on the tips of their wings, and their bodies are covered in snake-like scales. Their most striking Feature are their long tailfeathers, upon which their Spirit Crest glows with a pale blue light. When Itsumade soar through the night, their tailfeathers faintly outline their strange bodies against the sky. As carrion eaters, they steal corpses from graves or find abandoned bodies, and the rotting flesh on their beaks and talons makes for a potent poison.

Guhin
Class: Beast

LV: 3 (1)

Size: 1 **Cunning:** Typical **Perception:** Normal **Speech:** Yes **Reaction:** Mercurial

ID: 13 **Weakness:** Flame, Blight **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	7	6	2	4	5
Fixed Values	14	13	9	11	12

Initiative	14 (7)	Guard	3
HP	43	Ward	1

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 1d6+13 physical damage, sword.

Cruel Strike I: Physical Attack / Engaged / One

- 2d6+15 physical damage, sword. Targets that take at least one point of damage from this attack reduce the result of their Evasion checks by 1 for the rest of the combat.

Spirit Shaping/Netzah: Magical Attack / 5 Sq. / One / Cancels

- Change one of the target's spirit dice to 1, 3, or 5. 1/ Round.

Materials (2d6)

2-5	None
6-9	Sharp Fang/PD +1: 500G (Potency: 1)
10+	Dog's Hide/HP +6: 1,000G (Potency: 2)

Description

Guhin are Mononoke that resemble a dog walking on two legs and wearing clothes. Though classified as a beast, they have fingers and opposable thumbs, and are not only capable of using tools, but have intelligence enough to understand human speech. In truth, they are Shard-bearing mountain dogs who have lived for much longer than they should have, and over time gained divine powers. Guhin usually live in the deep forests and mountains where leylines converge, though some of them serve Magi, or higher Divine Spirits. As an aside, Magus families that keep a Guhin are known as "dogbloods."

Yato-no-Kami
Class: Beast — **LV:** 5 (1)

Size: 4 **Cunning:** Typical **Perception:** Heat **Speech:** No **Reaction:** Hostile
ID: 15 **Weakness:** Frost, Shock **Movement:** Walk, Swim

	ACC	EVA	IVC	RES	CHK
Combat Stats	11	7	5	7	5
Fixed Values	18	14	12	14	12

Initiative	15 (7)	Guard	5
HP	74	Ward	2

Attack Options

Weapon Attack: Melee Attack / Engaged / One
- 4d6+19 physical damage, spear.

Blinding Gaze: Start / 4 Sq. / Area / No Resist
- The target is blinded.

Nightblade Strike: Physical Attack / Charge 5 Sq. / One
- 2d6+19 physical damage, spear, blight. 1/Round. Targets that take at least one point of damage from this attack are poisoned.

Elemental Spell I: Magical Attack / 4 Sq. / One / Cancels
- 2d6+10 magical damage, blight. 1/Round.

Condition Immunity: Constant / User
- This creature can never be staggered.

Materials (2d6)

2-5	Scales of the Serpent/Guard +1: 500G (Potency: 1)
6-9	Golden Eyes of the Serpent/Instinct +1: 1,000G (Potency: 2)
10+	Bladehorn of the Serpent/PD +3: 1,500G (Potency: 3)

Description

Yato-no-Kami are great serpents that reach ten meters in length, and are known for the sharp, blade-like horn on their head. Their fangs are venomous, capable of dissolving flesh with one bite, they can curse anyone unfortunate enough to be caught in the gaze of their golden eyes. Most commonly, the great serpents set up their habitat barriers in forests and swaps, and terrorize neighboring populations. As such, there are regions which have enshrined Yato-no-Kami, offering up living sacrifices to appease them.

Nekomata
Class: Beast — **LV:** 6 (2)

Size: 2 **Cunning:** Devious **Perception:** Normal **Speech:** Yes **Reaction:** Mercurial
ID: 14 **Weakness:** Flame, Blight **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	7	12	10	4	4
Fixed Values	14	19	17	11	11

Initiative	18 (8)	Guard	3
HP	65	Ward	4

Attack Options

Weapon Attack: Melee Attack / Engaged / One
- 2d6+16 physical damage, sword.

Instant Disguise: Start / User
- The creature becomes hidden with a result of 20.

Underhanded Strike: Physical Attack / Engaged / One
- The creature gains +2 to their Accuracy check. 2d6+16 physical damage, sword.

Elemental Spell II: Magical Attack / 4 Sq. / Three / Cancels
- 2d6+21 magical damage, force. 1/Round.

Mana of the Long-Lived: Constant / User
- The creature gains one additional attack timing on their turn and can never be staggered or blinded.

Materials (2d6)

2-8	None
9+	Forked Tails/Invocation +1: 1,000G (Potency: 2)

Description

Nekomata occur when a cat obtains a Shard. They look like large housecats, but with two or more tails. They can walk on two legs, and understand human speech. In addition, due to their divine powers, they can transform themselves into humans, but none seem able to hide their ears or tail in this form. When a domesticated cat turns into a nekomata, it's said they watch over their home, and protect their family from falling into misfortune.

Mononoke: Insectoid

Bloodsucker Locusts x10
Class: Insectoid — **LV:** 1 (1)

Size: 1 **Cunning:** Low **Perception:** Heat **Speech:** No **Reaction:** Hostile

ID: 9 **Weakness:** Flame, Frost **Movement:** Walk, Fly

	ACC	EVA	IVC	RES	CHK
Combat Stats	5	7	1	3	1
Fixed Values	12	14	8	10	8

Initiative	10 (5)	Guard	0
HP	36	Ward	4

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 1d6+10 physical damage, spear. Extra Effect: After damage calculation, make an additional weapon attack. 1/Round.

Swarm: Prep / User

- The creature changes their attack actions to target an area.

Insect Wall: Free / Combat Zone / One

- **Use on Damage Reduction.** The target gains +5 Guard. 1/Round.

Materials (2d6)

2-5	None
6-9	Gossamer Wings/Agility +1: 500G (Potency: 1)
10+	Chitinous Shell/Guard +2: 1,000G (Potency: 2)

Description

These bloodsucking insect Mononoke are each roughly fifty centimeters in length. The chitinous shell that covers their whole body is extremely durable, and moreover, the beating of their wings can disrupt the flow of spirit around them. They hunt after prey with quick movements, then swarm around it, piercing it with their sharp proboscis to suck their blood. A single bloodsucker locust can completely drain its victim dry within ten seconds, leaving behind a desecrated corpse like that of a mummy.

Gold Bug x5
Class: Insectoid — **LV:** 2 (1)

Size: 1 **Cunning:** Low **Perception:** Heat **Speech:** No **Reaction:** Hostile

ID: 10 **Weakness:** Flame, Frost **Movement:** Walk, Fly

	ACC	EVA	IVC	RES	CHK
Combat Stats	6	5	5	2	1
Fixed Values	13	12	12	9	8

Initiative	10 (5)	Guard	5
HP	37	Ward	0

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 1d6+9 physical damage, axe.

Elemental Attack I: Physical Attack / Engaged / One

- 2d6+9 physical damage, axe, radiant. 1/Round.

Elemental Spell I: Magical Attack / 4 Sq. / One / Cancels

- 2d6+4 magical damage, radiant. 1/Round.

Soaring Defense: Defense / 5 Sq. / One

- **Use on Damage Reduction.** The target gains +5 Guard.

Materials (2d6)

2-5	None
6-9	Gossamer Wings/Agility +1: 500G (Potency: 1)
10+	Golden Exoskeleton/HP +6: 1,000G (Potency: 2)

Description

Gold Bugs are a carnivorous insect Mononoke, named for the dull golden sheen of their exoskeleton. They are roughly thirty centimeters long. Their primary hunting method lies in their ability to transform spirit within their own bodies in order to emit a golden light, which they do at night in order to lure in their pray. A gold bug's exoskeleton is thick enough to deflect most weapons, and their fangs are sharp enough that they can easily rip through the flesh of their prey.

Paradise Butterfly x3
Class: Insectoid — **LV:** 3 (1)

Size: 1 **Cunning:** Typical **Perception:** Heat **Speech:** No **Reaction:** Neutral

ID: 11 **Weakness:** Flame, Frost **Movement:** Walk, Fly

	ACC	EVA	IVC	RES	CHK
Combat Stats	5	5	7	3	1
Fixed Values	12	12	14	10	8

Initiative	10 (5)	Guard	4
HP	38	Ward	2

Attack Options

Weapon Attack: Magical Attack / 7 Sq. / One / Cancels

- 1d6+10 magical damage.

Numbing Dust: Start / Combat Zone / Combat Zone / No Reaction

- The target reduces their Evasion checks by 1.

Recovery Spell I: Magical Attack / 7 Sq. / One / Cancels

- The target recovers 2d6+10 HP. 1/Round.

Netherworld Butterfly: Constant / User

- The creature may make magical attacks even after making a combat move. The creature also halves all physical damage they take of rank 1 (1d6) or less.

Materials (2d6)

2-5	None
6-9	Ephemeral Butterfly Scales/MD +1: 500G (Potency: 1)
10+	Iridescent Wings/Luck +2: 1,000G (Potency: 2)

Description

These Mononoke resemble large butterflies, one meter in wingspan, with wings that have a beautiful, iridescent hue. They ordinarily can be found living on sacred grounds or even dominions where pure leylines flow together. They're normally harmless, but it's prudent to watch out for the paralyzing toxins on their scales, which can cause one's whole body to go numb. As paradise butterflies are so ephemeral on top of being beautiful to look at, they were once thought to be the souls of humans, and were worshiped as such.

Kanibozu
Class: Insectoid

LV: 3 (1)

Size: 3 **Cunning:** Low **Perception:** Heat **Speech:** No **Reaction:** Hostile

ID: 13 **Weakness:** Frost, Shock **Movement:** Walk, Swim

	ACC	EVA	IVC	RES	CHK
Combat Stats	7	4	1	7	1
Fixed Values	14	11	8	14	8

Initiative	9 (5)	Guard	8
HP	43	Ward	2

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 3d6+12 physical damage, axe.

Judecca's Pincers: Physical Attack / Engaged / Two

- 2d6+21 physical damage, axe, frost. 1/Round.

Pincer Catch: Defense / Engaged / One

- Use on Damage Reduction. The target gains +5 Guard.

Extra Attack I: Constant / User

- The creature gains one additional attack timing on its turn.

Materials (2d6)

2-5	Crab Shell/Guard +1: 500G (Potency: 1)
6-9	Crab Pincer/PD +2: 1,000G (Potency: 2)
10+	Crab Meat/Will +2: 1,000G (Potency: 2)

Description

Kanibozu (literally "crab priest") are Shard-bearing crabs who have lived for over a hundred years. They grow to be giant, easily reaching three meters in height, and their viciously sharp pincers can readily snap through iron bars. Needless to say, their shells are so thick as to be nearly impenetrable. Moreover, the faces of its victims arise in the patterns of its shell, and if one listens, a moan like a Buddhist prayer can be heard coming from the mouths of the dead.

Annelidist
Class: Insectoid

LV: 5 (1)

Size: 2 **Cunning:** Devious **Perception:** Heat **Speech:** Yes **Reaction:** Mercurial

ID: 16 **Weakness:** Flame, Wind **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	10	6	1	7	2
Fixed Values	17	13	8	14	9

Initiative	15 (7)	Guard	6
HP	62	Ward	3

Attack Options

Weapon Attack: Ranged Attack / 5 Sq. / One

- 2d6+19 physical damage, ranged.

Call Insects: Start / User

- The creature causes an insectoid Mononoke of level 4 or less to appear, then places them in an adjacent unoccupied square. 1/Combat.

Venom Spray: Physical Attack / 5 Sq. / One

- The creature gains +2 to its Accuracy check. 2d6+19 physical damage, ranged, blight.

Bug Swarm: Free / 5 Sq. / One

- **Use on Damage Calculation.** The target gains +1d6 to their damage calculation. 1/Round.

Insectoid Regeneration: End / User

- The creature regains 20 HP, and if they have it, removes the pained Condition.

Materials (2d6)

2-11	Chitinous Shell/Guard +2: 1,000G (Potency: 2)
12+	Mysteries of the Worm/Intellect +3: 1,500G (Potency: 3)

Description

Annelidists are Magi who have studied forbidden works to learn annelidism, the secret techniques of controlling not just insects, but fantastical bugs as well. Countless insects make their nest inside of bodies of annelidists, which they in turn control as easily as wiggling their fingers. The more bizarre insects not only enhance their host's physical capabilities, but also work to repair their home, healing the annelidist's injuries the moment they're hurt.

Giant Mantis
Class: Insectoid

LV: 7 (2)

Size: 2 **Cunning:** Low **Perception:** Heat **Speech:** No **Reaction:** Hostile

ID: 15 **Weakness:** Flame, Frost **Movement:** Walk, Fly

	ACC	EVA	IVC	RES	CHK
Combat Stats	13	10	1	5	2
Fixed Values	20	17	8	12	9

Initiative	22 (9)	Guard	4
HP	74	Ward	1

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+17 physical damage, axe.

Primal Instinct: Start / User

- The creature gains +2 to its active checks.

Mantis Scythe: Physical Attack / Charge 4 Sq. / One

- 2d6+23 physical damage, axe, force. 1/Round.

Shearing Strike: Free / User

- **Use after the creature succeeds at a reactive check.** The creature may make a Weapon attack against the character that attacked them if they're engaged. 1/Round.

Artistry in Blood: Constant / User

- This creature gains two additional attack timings on its turn. In addition, this creature may make any physical attack as a special attack with a range of engaged and a target of one.

Materials (2d6)

2-9	Gossamer Wings/Agility +1: 500G (Potency: 1)
10+	Bloody Scythe/PD +4: 2,000G (Potency: 4)

Description

These mantis Mononoke are notable for their abnormally large size, as well as their exceptional viciousness and savagery. The moment they spot prey, they charge forward, then slice their victims apart with their scythe arms, which are as sharp as any blade. Their motions are so fast that it's close to impossible to see, much less even sense coming. It's often said that a certain legendary martial artist developed their own techniques through battle with one of these giant mantis Mononoke.

The Ultimate Creation
Class: Insectoid

LV: 11 (3)

Size: 2 **Cunning:** Devious **Perception:** Magic **Speech:** Yes **Reaction:** Hostile

ID: 22 **Weakness:** Frost, Wind **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	17	12	7	7	2
Fixed Values	24	19	14	14	9

Initiative	19 (8)	Guard	8
HP	110	Ward	2

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+30 physical damage, hammer.

Battle Form: Start / User

- For the rest of the combat, the creature gains +2d6 to their Initiative, and at damage calculation.

Buster Blow: Physical Attack / Charge 7 Sq. / One

- 2d6+42 physical damage, spear, force.

Regeneration II: End / User

- The creature regains 30 HP.

Bloodstained Fate: Constant / User

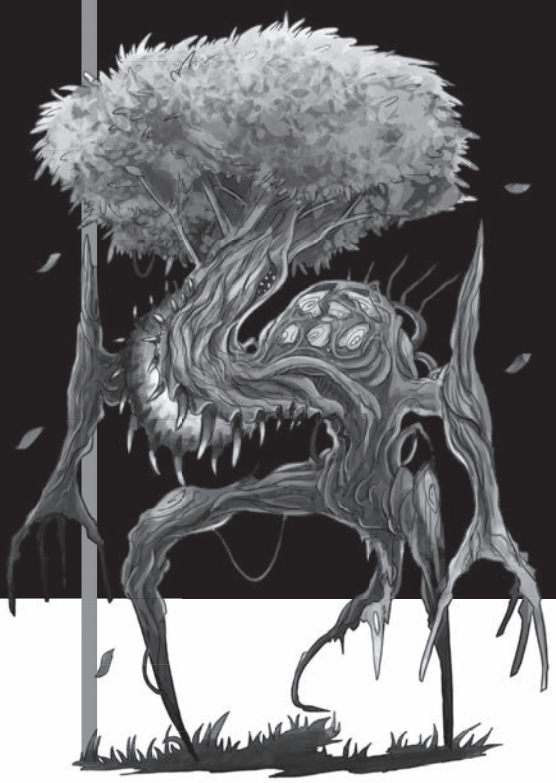
- The creature gains one additional attack timing on its turn. In addition, the creature always halves force element damage it takes.

Materials (2d6)

2-9	Chitinous Butcher Blade/Add Force: 1,500G (Potency: 3)
10+	Chitinous Exoskeleton/Halve Force: 2,000G (Potency: 4)

Description

Originally, these Mononoke were God Hunters. Then, an evil faction implanted a unique Shard into their bodies, twisting them into this hideous shape. Now, their immeasurable power has made them into a threat to everyone. They look like a human-insect hybrid, covered in a rigid exoskeleton. Yet many believe that the God Hunter inside still lives, and that each of these "masterworks" awaits the day when their control spells are removed.



Mononoke: Plant

Gnome x3
Class: Plant

LV: 1 (1)

Size: 1 **Cunning:** Low **Perception:** Domain **Speech:** No **Reaction:** Neutral

ID: 12 **Weakness:** Flame, Shock **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	5	1	5	5	1
Fixed Values	12	8	12	12	8

Initiative	6 (4)	Guard	2
HP	43	Ward	3

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 1d6+9 physical damage, hammer.

Unearth Stone: Attack / User

- The creature may place a large boulder obstacle (20 HP/4 guard) into one adjacent unoccupied square. 1/Round.

Elemental Spell I: Magical Attack / 4 Sq. / One / Cancels

- 2d6+6 magical damage, force. 1/Round.

Materials (2d6)

2-5	None
6-9	Wiggling Root/Strength +1: 500G (Potency: 1)
10+	Earthen Flower/Invocation +1: 1,000G (Potency: 2)

Description

Gnomes are vaguely humanoid in shape, about the size of a human child, but are entirely made up of clumps of soil. Looking closer, multitudes of thin roots lace through the soil like blood vessels, binding the soil to give it its humanoid shape. Further distinguishing them are the small brown flowers that bloom over their "heads" like hair. Gnomes can manipulate their roots, sending them down into the ground to search for more nutrients. And, if they feel threatened, they can use those same roots to haul up rocks to protect themselves.

Maneating Plant
Class: Plant

LV: 2 (1)

Size: 3 **Cunning:** Low **Perception:** Domain **Speech:** No **Reaction:** Hostile

ID: 11 **Weakness:** Flame, Frost **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	5	2	5	2	2
Fixed Values	12	9	12	9	9

Initiative	4 (3)	Guard	2
HP	44	Ward	3

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 3d6+7 physical damage, sword.

Entangle I: Physical Attack / 3 Sq. / One

- 2d6+7 physical damage, sword. Targets who fail their Evasion check against this attack reduce their Initiative by 2 for the rest of the combat. This effect stacks per failure, maximum -6, to a minimum of 1.

Super-Natural Ability: Magical Attack / Combat Zone / Combat Zone / Halves

- 2d6+5 magical damage, psychic. 1/Round.

Cannibalize I: End / Engaged / One / No Resist

- The creature can kill one swarm Mononoke within range to recover 10 HP.

Materials (2d6)

2-10	Purple Maneating Flower/MD +1: 500G (Potency: 1)
11+	Victim's Remains: Add Force: 1,500G (Potency: 3)

Description

These Mononoke were originally venus fly traps, before they were twisted into massive Mononoke by the influence of a Shard. They hunt by blooming lush, but toxic-looking purple flowers that emit a sweet scent. Then, once their prey is lured in by the smell, they entangle them in their long vines and stuff them into their maw, where the prey is digested. Slowly.

Demon Tree
Class: Plant

LV: 3 (1)

Size: 3 **Cunning:** Low **Perception:** Domain **Speech:** No **Reaction:** Hostile

ID: 11 **Weakness:** Flame, Shock **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	7	1	3	6	1
Fixed Values	14	8	10	13	8

Initiative	7 (4)	Guard	7
HP	45	Ward	1

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 3d6+15 physical damage, axe.

Flailing Branches: Prep / User

- The creature changes their attack actions to target an area.

Branch Whip: Physical Attack / 5 Sq. / One

- 2d6+15 physical damage, hammer, wind. Targets who take at least one point of damage from this attack may be placed in one unoccupied square adjacent to the creature.

Materials (2d6)

2-5	None
6-9	Hard Bark/Guard +1: 500G (Potency: 1)
10+	Red Sap/Agility +2: 1,000G (Potency: 2)

Description

These Mononoke used to be typical trees before being influenced by a Shard. Now it moves around using its roots as legs, and its branches to assault prey, human and animal alike, killing them for their nutrients. However, this hunting behavior only happens at night, as during the day they can make their own nutrients through photosynthesis. Alarmingly, sap with the color and consistency of blood oozes out whenever their trunks or branches are cut.

Mandragora
Class: Plant

LV: 4 (1)

Size: 1 **Cunning:** Low **Perception:** Domain **Speech:** No **Reaction:** Neutral

ID: 15 **Weakness:** Flame, Frost **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	9	4	3	5	1
Fixed Values	16	11	10	12	8

Initiative	10 (5)	Guard	4
HP	46	Ward	3

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 1d6+13 physical damage, hammer.

Power Reservoir I: Prep / User

- The creature gains +1d6 to its physical damage.

Elemental Attack I: Physical Attack / Engaged / One

- 2d6+22 physical damage, sword, blight. 1/Round.

Mental Anguish: Magical Attack / Combat Zone / Combat Zone / Halves

- 2d6+8 magical damage. Targets that take at least one point of damage from this attack are pained. 1/Combat.

Materials (2d6)

2-6	Wiggling Roots/Strength +1: 500G (Potency: 1)
7-11	Ethereal Flowers/Intellect +1: 500G (Potency: 1)
12+	Mandragora/HP +12: 2,000G (Potency: 4)

Description

Mandragoras look like tubers, if tubers looked like ugly children with purple flowers blooming out of their heads. They use the spirit flowing through the ground as nutrients in order to grow. After they've exhausted the spirit in an area, they pop out of the ground and waddle off in search of a new suitable place to live. Mandragoras are highly prized as an alchemic reagent, and are often found in black market auctions. It's profitable enough that more than a few God Hunters specialize in hunting mandragoras, but also risky enough that many end up dead.

Yamabiko
Class: Plant

LV: 5 (1)

Size: 2 **Cunning:** Low **Perception:** Domain **Speech:** No **Reaction:** Hostile

ID: 14 **Weakness:** Flame, Frost **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	4	4	10	8	2
Fixed Values	11	11	17	15	9

Initiative	12 (6)	Guard	1
HP	71	Ward	10

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+18 physical damage, spear.

Elemental Resistance II: Start / Combat Zone / One

- The target halves all wind or psychic damage they take.

Yamabiko's Cry: Magical Attack / Combat Zone / Four / Cancels

- 2d6+20 magical damage, wind. 1/Round.

Yamabiko's Echo: Free / User

- Use on Damage Reduction. When taking magical damage, the creature targets the one who did the damage calculation within the combat zone, and inflicts the same amount of magical damage upon them. 1/Round.

Materials (2d6)

2-9	Wiggling Root/Strength +1: 500G (Potency: 1)
10+	Emerald Flesh/Resistance +1: 1,000G (Potency: 2)

Description

These Mononoke look like green-skinned humans. However, instead of arms, they have vines, and instead of legs, they have roots. Further, where their mouth should be is only the Japanese kanji for mouth. While they can say words, those words are only ever echoes of what others say to them, making communication impossible. When a yamabiko captures prey with its vine arms, they simply chow down with loud smacking noises while the creature is alive. Yamabiko are also sometimes called kodama.

Sakabashira
Class: Plant — **LV:** 7 (2)

Size: 3 **Cunning:** Low **Perception:** Domain **Speech:** No **Reaction:** Hostile

ID: 18 **Weakness:** Flame, Radiant **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	13	1	4	10	1
Fixed Values	20	8	11	17	8

Initiative	10 (5)	Guard	7
HP	103	Ward	7

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 3d6+21 physical damage, hammer.

Follow the Pillar: Start / 7 Sq. / One

- Place the target in any unoccupied square up to 7 squares away from their current square.

Pillar Drop: Physical Attack / Engaged / One

- 2d6+49 physical damage, hammer, force. 1/Round.

Pillar Rush: Physical Attack / Combat Zone / Area

- 2d6+26 physical damage, hammer, shock. 1/Round

A Pillar's Mana: Constant / User

- The creature gains one additional attack timing on its turn. In addition, the creature always halves force damage it takes.

Materials (2d6)

2-9	Hard Bark/Guard +1: 500G (Potency: 1)
10+	The Black Pillar/Strength +4: 2,000G (Potency: 4)

Description

These Mononoke are what happens when the lumber for a support column in a house is installed opposite to the way it grew as a tree. So installed, sakabashira (literally "upside-down pillar") are easily tainted by impure spirit, and over time they develops consciousness, their first thoughts of hatred towards humans. Eventually, the grain of their wood twists into wide, staring eyes, and their knots crack open into fanged mouths. It's common wisdom that sakabashira are the source of the strange groaning noises when a house shifts, and that such a creature will bring only misfortune to the residents of the home.

Ya-Te-Veo
Class: Plant — **LV:** 11 (3)

Size: 4 **Cunning:** Low **Perception:** Domain **Speech:** No **Reaction:** Hostile

ID: 24 **Weakness:** Frost **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	16	2	4	10	5
Fixed Values	23	9	11	17	12

Initiative	18 (8)	Guard	8
HP	118	Ward	11

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 4d6+28 physical damage, axe. Extra Effect: Change the range of an attack to "Charge 4 Sq." 1/Combat.

Fearsome Tendril: Physical Attack / 7 Sq. / Three

- Until the end of the current round, the target reduces their Initiative by 10 (to a minimum of 1).

Slicing Tendril: Physical Attack / 7 Sq. / Area

- 2d6+33 physical damage, sword, wind.

Mana of the Blackbark: Constant / User

- The creature gains two additional attack timings on its turn. In addition, the creature halves all flame damage they take.

Materials (2d6)

2-9	Sq.uirming Tendril/Agility +1: 500G (Potency: 1)
10+	Glossy Blackbark/Null Paralysis: 4,000G (Potency: 5)

Description

These Mononoke are carnivorous plants with a short, stout trunk and countless writhing branches. When they capture prey with their powerful tendrils, they devour it with their massive, fanged maw located within their trunk. Strangely, their black bark contains materials not found on Earth, so they are thought to be extraterrestrial. In certain countries, some tribes conduct horrifying rituals to this day of providing a Ya-Te-Veo with live sacrifices.

Mononoke: Machine

Killer Doll x5
Class: Machine

LV: 1 (1)

Size: 1 **Cunning:** Low **Perception:** Magic **Speech:** No **Reaction:** Hostile

ID: 9 **Weakness:** Flame, Shock **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	5	6	2	5	2
Fixed Values	12	13	9	12	9

Initiative	10 (5)	Guard	4
HP	31	Ward	6

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 1d6+10 physical damage, axe.

Spiritual Speed: Start / 7 Sq. / One

- The target gains +2d6 to Initiative. 1/Combat.

From Your Nightmares: Constant / User

- The creature may make any physical attack as a special attack with a range of engaged and a target of one.

Materials (2d6)

2-5	None
6-9	Infused Cloth/Will +1: 500G (Potency: 1)
10+	Doll Head/Instinct +1: 1,000G (Potency: 2)

Description

These Mononoke are dolls or stuffed toys about thirty centimeters to one meter in height, which were animated through the influence of a Shard or someone's spirit. They have neither thought nor will, and will indiscriminately attack any living thing nearby in order to try and steal its spirit. Some unusual Magi utilize killer dolls as weapons or even assassination tools, and such Magi are often known as Puppet Masters.

Ungaikyou
Class: Machine

LV: 2 (1)

Size: 1 **Cunning:** High **Perception:** Magic **Speech:** Yes **Reaction:** Hostile

ID: 12 **Weakness:** Flame, Force **Movement:** Walk, Fly

	ACC	EVA	IVC	RES	CHK
Combat Stats	4	8	2	8	1
Fixed Values	11	15	9	15	8

Initiative	10 (5)	Guard	4
HP	37	Ward	6

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 1d6+8 physical damage, hammer.

Physical Reflection I: Free / User

- **Use after an Evasion check.** Upon a successful Evasion check, the creature targets the one who made the physical attack within the combat zone and inflicts the physical damage they would have taken on the target. 1/Round.

Magical Reflection I: Free / User

- **Use after a Resistance check.** Upon a successful Resistance check, the creature targets the one who made the magical attack within the combat zone and inflicts the magical damage they would have taken on the target. 1/Round.

Materials (2d6)

2-4	None
5-11	Sliver of the Mirror/Ward +1: 500G (Potency: 1)
12+	Shining Mirror/Null Blinded: 2,000G (Potency: 4)

Description

These Mononoke are old mirrors which have gained a Shard, making it a kind of tsukumogami, or artifact spirit. Ungaikyou (literally "mirror beyond the clouds") are highly dangerous creatures. When a human peers into one of these mirrors, a human face wearing a hideous smile peers back at them, then drains them of their spirit. Moreover, any physical attacks or spells levied against them are simply reflected back at the attacker. However, if the miasma and impurity can be purged from an ungaikyou, they become a shining mirror that can expel darkness.

Terracotta Warrior
Class: Machine

LV: 2 (1)

Size: 2 **Cunning:** Low **Perception:** Magic **Speech:** No **Reaction:** Hostile

ID: 13 **Weakness:** Frost, Force **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	7	6	2	4	1
Fixed Values	14	13	9	11	8

Initiative	8 (5)	Guard	6
HP	42	Ward	6

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+10 physical damage, sword.

Thaumaturgical Circuitry: Start / 3 Sq. / One

- The creature gains a +5 bonus to Initiative and damage. 1/Combat.

Charged Slice: Physical Attack / Engaged / One

- 2d6+18 physical damage, sword, shock. 1/Round.

Materials (2d6)

2-5	None
6-9	Magisteel Plate/Guard +1: 500G (Potency: 1)
10+	Famous Teaware/Add Psychic: 1,500G (Potency: 3)

Description

The analysis of the Godforged Arahabaki led to attempts to reproduce it using spell programs that were based on the data collected, and these killing machines are the result. They appear as an armed terracotta warrior standing a meter and a half tall, however upon a closer look it proves to be made of a special kind of steel, rather than ceramics. Unfortunately their capabilities don't stack up to the Arahabaki, their power and durability rather lacking. However their appearance is rather popular with some western Magi, so they are sometimes found guarding their ateliers.

Automaton
Class: Machine

LV: 3 (1)

Size: 2 **Cunning:** High **Perception:** Magic **Speech:** Yes **Reaction:** Mercurial

ID: 13 **Weakness:** Shock, Force **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	7	8	2	4	2
Fixed Values	14	15	9	11	9

Initiative	11 (6)	Guard	6
HP	42	Ward	6

Attack Options

Weapon Attack: Ranged Attack / 7 Sq. / One

- 2d6+10 physical damage, ranged. Extra Effect: Change the target of an attack to area. 1/Combat.

Precise Shot: Ranged Attack / 5 Sq. / One

- 2d6+17 physical damage, ranged.

Cover: Defense / Engaged / One

- **Use on Damage Reduction.** The creature takes damage in place of the target (treat Resistance checks as though they failed). This Talent cannot be used against attack actions that target an area or the combat zone.

Materials (2d6)

2-4	Broken Parts/Intellect +1: 500G (Potency: 1)
0	Numinal Circuits/Will +2: 1,000G (Potency: 2)
0	Clockwork Heart/Intellect +3: 1,500G (Potency: 3)

Description

These mechanical dolls, built to look exactly like humans, were given their false-lives by being implanted with a Shard. Though they were given an artificial intelligence through the use of spell programs and therefore are rather smart, they have no emotions and will follow orders dispassionately. The intelligence, however, allows them to assess situations and adjust their actions accordingly, making them very different from a typical golem. Periodically, rumors arise about how some eccentric Magus falls madly in love with their automaton.

Tank x1
Class: Machine

LV: 5 (1)

Size: 4 **Cunning:** High **Perception:** Heat **Speech:** Yes **Reaction:** Mercurial

ID: 14 **Weakness:** Force **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	10	8	2	9	1
Fixed Values	17	15	9	16	8

Initiative	15 (7)	Guard	10
HP	76	Ward	2

Attack Options

Weapon Attack: Ranged Attack / 10 Sq. / One

- 4d6+16 physical damage, ranged.

Rampage I: Physical Attack / Engaged / Area

- 3d6+16 physical damage, hammer. 1/Round.

120mm Cannon: Physical Attack / 10 Sq. / Area

- 3d6+21 physical damage, ranged, flame. 1/Round.

Moving Shot: Constant / User

- The creature may make ranged attacks even after making a combat move.

Materials (2d6)

Auto	Armor Plate/Guard +1: 500G (Potency: 1)
2-6	Electronic Sensor/Instinct +1: 1,000G (Potency: 2)
7-11	Water-Cooled Engine/Speed +1: 1,000G (Potency: 2)
12+	120mm Shell/PD +3: 1,500G (Potency: 3)

Description

These main battle tanks are cutting-edge. They're designed for urban combat, equipped with composite armor plating that offers all-around protection, a 120mm cannon, and a heavy machine gun. In addition to these high-performance, powerful armaments, each one is tactically operated by a crew of trained soldiers.

Cyborg
Class: Machine

LV: 7 (2)

Size: 2 **Cunning:** High **Perception:** Heat **Speech:** Yes **Reaction:** Mercurial

ID: 16 **Weakness:** Shock, Force **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	12	12	2	5	3
Fixed Values	19	19	9	12	10

Initiative	16 (7)	Guard	12
HP	73	Ward	2

Attack Options

Weapon Attack: Ranged Attack / 7 Sq. / One

- 2d6+21 physical damage, ranged.

Accelerator: Start / User

- The creature immediately takes its turn, ignoring Initiative values, and gains one additional attack timing during the turn.

Steel Strike: Physical Attack / Engaged / One

- 2d6+49 physical damage, hammer.

Heat Crusher: Physical Attack / Engaged / One

- 2d6+49 physical damage, hammer, flame.

Pseudo Spirit II: Free / User

- **Use on Check.** The creature gains +2 to the result of the check. 2/Round.

Materials (2d6)

2-10	Electronic Sensor/Instinct +1: 1,000G (Potency: 2)
11+	Pseudospiritual circuit/Luck +4: 4,000G (Potency: 4)

Description

These cyberized warriors were created in an experiment, fusing cutting-edge science and technology with magecraft. The latest spiritual armament is installed in each unit, seen in their accelerator and heat crusher abilities. Of particular note is the Ether System incorporated in each unit, which uses a Shard to allow the biological components to control the mechanical ones. This has limited functionality compared to a true Awakened, but it allows anyone to manipulate spirit energy.

Machine Dragon
Class: Machine

LV: 11 (3)

Size: 3 **Cunning:** Typical **Perception:** Magic **Speech:** No **Reaction:** Hostile

ID: 22 **Weakness:** Shock, Wind **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	17	12	2	9	8
Fixed Values	24	19	9	16	15

Initiative	20 (9)	Guard	12
HP	93	Ward	8

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 3d6+28 physical damage, spear.

Magnetic Storm: Physical Attack / Combat Zone / Area

- 2d6+33 physical damage, spear, force. 1/Round.

Missile: Physical Attack / 10 Sq. / Area

- 3d6+27 physical damage, spear, flame.

Self-Adapting: End / User

- The creature recovers 10 HP, and gains +1d6 to physical damage it deals for the rest of the combat. The damage bonus stacks (up to 5d6).

Automated Death: Constant / User

- The creature gains two additional attack timings on its turn. In addition, it immediately nullifies poisoned, pained, or paralyzed.

Materials (2d6)

2-4	Ether Hydragyrum/HP +9: 1,500G (Potency: 3)
5-9	Contaminated Parts/Add Blight: 1,500G (Potency: 3)
10+	Machine Heart/Halve Frost: 2,000G (Potency: 4)

Description

These Mononoke began using a Shard as their core, then cobbled together their own body out of the parts of various machines, guns, and other armaments. The result is a twisted thing that suggests a dragon. The real danger is how they never stop adding to their own bodies, pulling in surrounding machines, growing larger and more deadly.

Mononoke: Undead

Shibito x3
Class: Undead

LV: 1 (1)

Size: 2 **Cunning:** Low **Perception:** Magic **Speech:** No **Reaction:** Hostile

ID: 10 **Weakness:** Flame, Radiant **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	6	2	5	5	4
Fixed Values	13	9	12	12	11

Initiative	8 (5)	Guard	2
HP	41	Ward	1

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+11 physical damage, hammer.

Corpse Touch: Physical Attack / Engaged / One

- 2d6+18 physical damage, hammer, frost. 1/Round.

Unnatural Regeneration: End / User

- The creature recovers 10 HP.

Materials (2d6)

2-5	None
6-9	Maggot-Ridden Flesh/HP +3: 500G (Potency: 1)
10+	Zombie Eyeball/Accuracy +1: 1,000G (Potency: 2)

Description

Shibito (literally "corpse people") are human corpses that came to life thanks to tainted spirit, or in some cases the miasma of an Aramitama. Their only want is to wander aimlessly in search of warm flesh to feed on. They possess terrifying strength, as when they strike they hold no regard for their own safety. Grotesquely, the spirit that fills their decaying bodies holds their meat together, preventing them from simply falling apart. Some Magi, known as necromancers, defy magecraft taboos and use shibito as familiars. Shibito are sometimes called zombies.

Death Mask
Class: Undead

LV: 2 (1)

Size: 1 **Cunning:** Devious **Perception:** Magic **Speech:** Yes **Reaction:** Hostile

ID: 14 **Weakness:** Shock, Radiant **Movement:** Walk, Fly

	ACC	EVA	IVC	RES	CHK
Combat Stats	5	4	7	4	4
Fixed Values	12	11	14	11	11

Initiative	12 (6)	Guard	3
HP	37	Ward	0

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+8 physical damage, axe.

Command I: Start / Combat Zone / Combat Zone

- Swarm Mononoke gain +3 to their Initiative.

Elemental Spell I: Magical Attack / 4 Sq. / One / Cancels

- 2d6+8 magical damage, wind. 1/Round.

Assume Control: Magical Attack / Combat Zone / Combat Zone / No Resist

- The creature changes one NPC into any humanoid Mononoke of level 2 or lower, then takes control of them. This effect persists until the creature is killed, at which point the NPC returns to normal. (Meaning their HP and any limitations on their Talents or other resources reset to how they were prior to this effect.) 1/Session.

Materials (2d6)

2-5	None
6-9	Broken Plaster/Luck +1: 500G (Potency: 1)
10+	Facial Adipocere/MD +2: 2,000G (Potency: 2)

Description

These Mononoke were originally masks made in the likeness of one who had died. But then the combination of a Shard and the lingering regrets and desires of their "previous life" brought them to life as a Mononoke. As such, their mentality is inherently twisted, their only reason for existing being survival. Since they likewise possess the knowledge of their previous life, they seek out the living to trick someone into putting on the mask, and thus take over their body.

Skeletal Soldier
Class: Undead

LV: 2 (1)

Size: 2 **Cunning:** Typical **Perception:** Magic **Speech:** No **Reaction:** Hostile

ID: 12 **Weakness:** Shock, Radiant **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	7	3	5	5	4
Fixed Values	14	10	12	12	11

Initiative	8 (5)	Guard	3
HP	42	Ward	1

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+10 physical damage, sword.

Staggering Gaze: Start / 4 Sq. / Area / No Resist

- The target is staggered.

Frozen Blade: Physical Attack / Engaged / One

- 2d6+16 physical damage, sword, frost. 1/Round.

Weapon Resistance I: Constant / User

- The creature halves all physical damage taken from spears.

Materials (2d6)

2-5	None
6-9	Rusted Tachi/PD +1: 500G (Potency: 1)
10+	Grinning Skull/Instinct +1: 1,000G (Potency: 2)

Description

These Mononoke are the bones of warriors who were killed on the battlefield, their bodies abandoned, their deaths unmourned. They gained new life due to the influence of tainted spirit energy, or in some cases the miasma of an Aramitama. Clad in crumbling armor and clutching rusted weapons, they lurk in ancient battlegrounds, or sometimes near where they lived in life. Emerald light burns within their eyesockets, and whomsoever meets that gaze finds themselves unable to stand.

Ghost x3
Class: Undead

LV: 3 (1)

Size: 2 **Cunning:** Typical **Perception:** Magic **Speech:** No **Reaction:** Hostile

ID: 11 **Weakness:** Radiant, Force **Movement:** Walk, Fly

	ACC	EVA	IVC	RES	CHK
Combat Stats	4	2	8	5	5
Fixed Values	11	9	15	12	12

Initiative	13 (6)	Guard	0
HP	38	Ward	3

Attack Options

Weapon Attack: Magical Attack / 5 Sq. / One / Cancels

- 2d6+14 magical damage.

Area Attack: Prep / User

- The creature changes their attack actions to target an area.

Physical Resistance III: Constant / User

- The creature halves all physical damage they take of rank 3 (3d6) or less.

Materials (2d6)

2-5	None
6-9	Piece of a Soul/Will +1: 500G (Potency: 1)
10+	Ashes of the Dead/Invocation +1: 1,000G (Potency: 1)

Description

Ghosts are the souls of the departed who were trapped in the miasma of a tainted Shard and thereby transformed into a Mononoke. Even normal souls, once tainted by miasma, will change into evil spirits that detest the living. Ghosts appear as they did while alive, though their faces will be twisted into expressions of anguish and rage, screaming incoherent lamentations. Then, they indiscriminately attack any living thing they find, wanting to make others like themselves.

Shiki
Class: Undead

LV: 3 (1)

Size: 2 **Cunning:** High **Perception:** Magic **Speech:** Yes **Reaction:** Hostile

ID: 12 **Weakness:** Radiant, Psychic **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	7	6	5	4	4
Fixed Values	14	13	12	11	11

Initiative	12 (6)	Guard	3
HP	43	Ward	0

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+10 physical damage, axe.

Underhanded Strike: Physical Attack / Engaged / One

- The creature gains +2 to their Accuracy check. 2d6+10 physical damage, axe.

Poisoned Strike: Physical Attack / Engaged / One

- 2d6+10 physical damage, axe. Targets who take at least one point of damage from this attack are poisoned.

Extra Attack I: Constant / User

- The creature gains one additional attack timing on its turn.

Materials (2d6)

2-4	None
5-9	Inflamed Skin/Ward +1: 500G (Potency: 1)
10+	Dirty Nails/PD +2: 1,000G (Potency: 2)

Description

Shiki (literally a blood-drinking "corpse demon") occur when a human joins with a tainted Shard, thereby becoming a creature that is dead despite being alive. They're afflicted with ceaseless hunger and thirst, and find that the only thing that sates them even temporarily is the blood of the living. Despite being evil creatures with unbearably twisted mentalities, they possess a human-like appearance and know how to live among them, so they lurk in the underbelly of society, engaging in every vice they can.

Necromancer
Class: Undead

LV: 5 (1)

Size: 2 **Cunning:** Devious **Perception:** Magic **Speech:** Yes **Reaction:** Mercurial

ID: 15 **Weakness:** Flame, Radiant **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	4	4	10	11	7
Fixed Values	11	11	17	18	14

Initiative	14 (7)	Guard	5
HP	55	Ward	5

Attack Options

Weapon Attack: Magical Attack / 5 Sq. / One

- 2d6+16 magical damage.

Summon Undead: Start / User

- The creature summons one level 4 or lower undead Mononoke into an unoccupied adjacent square. 1/Combat.

Soul Burial: Magical Attack / 7 Sq. / One / Cancels

- The creature makes two Weapon attacks infused with blight element on the target.

Resurrection: Defense / User

- The creature changes the damage they're about to take to 0 and ignores all other effects they were to be subjected to, then changes their remaining HP to 10. 1/Combat

Half-Dead Already: End / User

- The creature recovers 20 HP.

Materials (2d6)

2-9	Piece of a Soul/Will +1: 500G (Potency: 1)
10+	Necromantic Grimoire/Will +3: 1,500G (Potency: 3)

Description

Necromancers are semi-immortal Magi who utilize secret spiritual techniques to wield the powers of necromancy, a forbidden school of magecraft that strives to reach full immortality. In their pursuit of the deepest levels of this heinous art, they obey no morality nor common decency. To them, there is only the conviction to perfect their craft.

Wight
Class: Undead

LV: 8 (2)

Size: 2 **Cunning:** Devious **Perception:** Magic **Speech:** Yes **Reaction:** Hostile

ID: 20 **Weakness:** Flame, Radiant **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	15	9	6	6	4
Fixed Values	22	16	13	13	11

Initiative	18 (8)	Guard	6
HP	83	Ward	2

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+21 physical damage, sword.

Paralyzing Gaze: Start / 4 Sq. / Area / No Resist

- The target is paralyzed.

Frozen Blade: Physical Attack / Engaged / One

- 2d6+47 physical damage, sword, frost. 1/Round.

Drain II: Physical Attack / Engaged / One

- 26 physical damage, sword. If the target takes at least one point of damage from this attack, the creature recovers 15 HP.

Flesh of a Shade: Constant / User

- The creature gains one additional attack timing on its turn. In addition, the target automatically nullifies pained or paralyzed.

Materials (2d6)

2-9	Wight Claws/Agility +2: 1,000G (Potency: 2)
10+	Heirloom Sword/PD +4: 2,000G (Potency: 4)

Description

Purely evil, wights are the corpses of ancient royalty, aristocratic nobility, or other person of high enough wealth to be buried in a tomb, and then were reanimated by a Shard. Appearing as spectral figures with ashen skin draped in opulent finery, with golden, glowing eyes, they are truly worthy of being known as the lords of the undead. In order to maintain these forms, they attack the living to steal their spirit energy.

Mononoke: Myth

Ratatoskr
Class: Myth

LV: 1 (1)

Size: 1 **Cunning:** Devious **Perception:** Normal **Speech:** Yes **Reaction:** Neutral

ID: 13 **Weakness:** Shock, Blight **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	5	6	7	3	4
Fixed Values	12	13	14	10	11

Initiative	12 (6)	Guard	3
HP	41	Ward	2

Attack Options

Weapon Attack: Magical Attack / 5 Sq. / One / Cancels

- 1d6+8 magical damage.

Distracting Image: Free / Combat Zone / One

- **Use on Reactive Check.** The target gets +2 to the reactive check. 1/Round.

Elemental Spell I: Magical Attack / 4 Sq. / One / Cancels

- 2d6+8 magical damage, psychic. 1/Round.

Materials (2d6)

2-5	Sharp Fang/PD +1: 500G (Potency: 1)
6-9	Fruit of the Sacred Tree/HP +3: 500G (Potency: 1)
10+	Squirrel Pelt/Luck +2: 1,000G (Potency: 2)

Description

Ratatoskr look like a squirrel of roughly one meter in length, with pointed ears and a large tail. They're known to be rather smart, can understand language, and can even cast spells to some degree. Ratatoskr inhabit sacred trees, such as those that grow on holy grounds, and are known to be protective of their territory. When someone invades, they will use illusions to mislead them, or lie and play tricks to get them to go away. While not evil themselves, the tricks ratatoskr play are sometimes fatal.

Komainu
Class: Myth

LV: 2 (1)

Size: 2 **Cunning:** High **Perception:** Normal **Speech:** No **Reaction:** Friendly

ID: 12 **Weakness:** Blight, Psychic **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	7	7	5	3	4
Fixed Values	14	14	12	10	11

Initiative	11 (6)	Guard	4
HP	47	Ward	1

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+10 physical damage, axe.

Lightning Slam: Physical Attack / Charge 4 Sq. / One

- 2d6+13 physical damage, axe, shock.

Komainu Dance: Physical Attack / Engaged / Area

- 2d6+10 physical damage, axe, shock.

Cover: Defense / Engaged / One

- **Use on Damage Reduction.** The creature takes damage in place of the target (treat Resistance checks as though they failed). This Talent cannot be used against attack actions that target an area or the combat zone.

Materials (2d6)

2-9	Sharp Fang/PD +1: 500G (Potency: 1)
10+	Komainu Mane/Guard +2: 1,000G (Potency: 2)

Description

Komainu have the appearance of a canine crossed with a lion. They have a thick red mane from their head down to their back, and a small horn protrudes from their foreheads. They are known to protect the holy places where leylines gather, and there are many tales of them befriending the true of heart. Yet despite their friendly demeanors, they give no mercy to evil, tearing such creatures limb from limb with their sharp fangs and claws. Statues of these mythical creatures are often placed in pairs at shrines and temples to act as wards against demons.

Pegasus
Class: Myth

LV: 3 (1)

Size: 2 **Cunning:** High **Perception:** Normal **Speech:** No **Reaction:** Friendly

ID: 11 **Weakness:** Shock, Blight **Movement:** Walk, Fly

	ACC	EVA	IVC	RES	CHK
Combat Stats	8	8	5	3	4
Fixed Values	15	15	12	10	11

Initiative	16 (7)	Guard	4
HP	48	Ward	1

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+10 physical damage, hammer.

Divine Stampede: Physical Attack / Charge 4 Sq. / One

- 2d6+15 physical damage, hammer, radiant. If the target takes at least one point of damage from this attack, the creature may place itself in any unoccupied square up to two squares away from its current square.

Divine Soar: Free / User

- Use after succeeding on an Evasion or Instinct check. The creature may move up to 3 squares, ignoring engagement, and is now flying.

Materials (2d6)

2-5	None
6-9	Pegasus Hoof/Agility +1: 500G (Potency: 1)
10+	Pegasus Wings/Speed +1: 1,000G (Potency: 2)

Description

The Pegasus is a winged horse. As one would expect from its appearance, it can fly through the sky like a bird by flapping its wings. Since ancient times, it has served as the steed for many heroes, however it is known to only grant that honor to true heroes. Those who try to mount it without that qualification immediately find themselves thrown to the ground.

Shen
Class: Myth

LV: 3 (1)

Size: 3 **Cunning:** Low **Perception:** Normal **Speech:** No **Reaction:** Hostile

ID: 15 **Weakness:** Frost, Wind **Movement:** Walk, Swim

	ACC	EVA	IVC	RES	CHK
Combat Stats	8	4	6	4	4
Fixed Values	15	11	13	11	11

Initiative	12 (6)	Guard	5
HP	43	Ward	3

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 3d6+17 physical damage, axe. Extra Effect: Change the target of one attack to area. 1/Combat.

Staggering Gaze: Start / 4 Sq. / Area / No Resist

- The target is staggered.

Mirage Rush: Physical Attack / Charge 2 Sq. / Area

- 2d6+17 physical damage, axe, psychic. 1/Round.

Breath I: Magical Attack / Combat Zone / One / Halves

- 2d6+17 magical damage, psychic. 1/Round.

Materials (2d6)

2-5	None
6-9	Lion's Mane/Ward +1: 500G (Potency: 1)
10+	Evil Eye of the Shen/MD +2: 1,000G (Potency: 2)

Description

Though the name is written with the character for clam, shen are more like aquatic dragons with four eyes, two small horns, and the mane of a lion. They often exceed three meters in length. These mythical creatures are highly dangerous, and are known to entrap victims by breathing an illusory fog, wherein those people have no choice but to wander into the shen's habitat barrier. Some say that the mirages often seen in deserts and on the ocean are products of an enormous shen that has lived for hundreds of years. However, researchers insist that can't be true, and that the more common shen are a subspecies, or even lesser form of dragons.

Griffon
Class: Myth

LV: 5 (1)

Size: 3 **Cunning:** Typical **Perception:** Normal **Speech:** No **Reaction:** Hostile

ID: 14 **Weakness:** Frost, Shock **Movement:** Walk, Fly

	ACC	EVA	IVC	RES	CHK
Combat Stats	11	11	5	6	8
Fixed Values	18	18	12	13	15

Initiative	20 (9)	Guard	2
HP	67	Ward	8

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 3d6+15 physical damage, sword.

Windstrider Strike: Physical Attack / Engaged / One

- 2d6+35 physical damage, sword, wind. 1/Round.

Rending Whirlwind: Physical Attack / Engaged / Area

- 2d6+15 physical damage, sword, wind. 1/Round.

Guardian of Gold: Constant / User

- The creature gains one additional attack timing on its turn. In addition, the target automatically nullifies staggered.

Materials (2d6)

2-5	Gold Jewelry/Luck +1: 500G (Potency: 1)
6-9	Lion Claw/PD +2: 1,000G (Potency: 2)
10+	Eagle's Crest/Null Stagger: 1,500G (Potency: 3)

Description

These Mononoke have the head, forelegs and wings of an eagle, and the hind legs and torso of a lion. They have strength enough to fly through the sky while gripping horses, and agility enough to race unchecked over a battlefield. Griffins are predisposed to gathering up precious metals, and it's commonly held that vast hordes of treasure lie waiting withint their habitat barriers. This has earned them the nickname "guardians of gold," and no end of those who try to hunt them down. It's worth it to note that very few of those greedy enough to try for the treasure make it back alive.

Shachi
Class: Myth — **LV:** 6 (2)

Size: 4 **Cunning:** High **Perception:** Normal **Speech:** Yes **Reaction:** Neutral

ID: 15 **Weakness:** Flame, Shock **Movement:** Walk, Fly, Swim

	ACC	EVA	IVC	RES	CHK
Combat Stats	11	5	7	10	6
Fixed Values	18	12	14	17	13

Initiative	14 (7)	Guard	10
HP	88	Ward	3

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 4d6+18 physical damage, axe.

Elemental Boost/Frost: Start / Combat Zone / Combat Zone

- The target gains +5 to frost damage they inflict.

Shachi's Dance: Physical Attack / Combat Zone / Area

- 2d6+23 physical damage, axe, frost. 1/Round.

Breath I: Magical Attack / Combat Zone / One / Halves

- 2d6+17 magical damage, frost. 1/Round.

Magical Resistance II: Constant / User

- The creature halves all magical damage they take of rank 2 (2d6) or less.

Materials (2d6)

2-5	Golden Scales of the Shachi/Ward +1: 500G (Potency: 1)
6-9	Pectoral Fin of the Shachi/Strength +2: 1,000G (Potency: 2)
10+	Caudal Fin of the Shachi/Strength +3: 1,500G (Potency: 3)

Description

Though the name is written with the character for whale, shachi are enormous carps. Their mouths are filled with teeth like a sabertooth tiger's fangs, and their bodies are covered in brilliant golden scales. Though they can in fact "swim" through the spirit of the air itself, they prefer to live within their aquatic habitat barriers. And, despite their looks, they can even move on land, using their pectoral and caudal fins to "walk." It's commonly held shachi ward away evil, and in many parts of Japan it's custom to place a statue of a shachi on the corner of the roof of your house.

Tenko
Class: Myth — **LV:** 11 (3)

Size: 2 **Cunning:** Devious **Perception:** Domain **Speech:** Yes **Reaction:** Mercurial

ID: 23 **Weakness:** Blight **Movement:** Walk, Fly

	ACC	EVA	IVC	RES	CHK
Combat Stats	6	7	17	17	6
Fixed Values	13	14	24	24	13

Initiative	21 (9)	Guard	15
HP	112	Ward	2

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+19 physical damage, spear.

Flash of the Divine: Start / User

- The creature may make ranged and magical attacks even after making a combat move.

Kitsune's Spark: Magical Attack / 7 Sq. / Area / Cancels

- 2d6+38 magical damage, radiant. 2/Round.

Spirit Revitalization II: End / Combat Zone / Combat Zone

- The target may change one exhausted spirit die to any value, then return it to their pool.

Divinity of the Kitsune: Constant / User

- The creature gains one additional attack timing on its turn. In addition, the creature halves all physical damage they take of rank 4 (4d6) or less.

Materials (2d6)

2-6	Kitsune Pelt/Ward +2: 1,000G (Potency: 2)
7-11	Chalice of Virtue/Luck +4: 2,000G (Potency: 4)
12+	Four-Tailed Crest/Ward +5: 3,000G (Potency: 5)

Description

Tenko (literally "celestial fox") are magical foxes who have, over time, accumulated virtue and ascended to a higher, more powerful state thereby. They are covered in sublime golden fur, and naturally have the shape of a large fox. They are not to be confused with nine-tailed foxes, who cherish corruption and immorality. While tenko are fundamentally virtuous creatures, they adhere to a different definition of "virtue" than humans do.

Mononoke: Abomination

Larva x4
Class: Abomination

LV: 1 (1)

Size: 2 **Cunning:** Typical **Perception:** Magic **Speech:** No **Reaction:** Hostile

ID: 11 **Weakness:** Shock, Radiant **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	5	5	5	4	4
Fixed Values	12	12	12	11	11

Initiative	8 (5)	Guard	2
HP	41	Ward	1

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+11 physical damage, axe.

Elemental Attack I: Physical Attack / Engaged / One

- 2d6+18 physical damage, axe, flame. 1/Round.

As One: Constant / User

- For each Mononoke with the same in an engagement with the creature (including itself), the creature gains +1 to Accuracy checks, and +3 to physical damage.

Materials (2d6)

2-5	None
6-9	Exoskeletal Spirit Crest/Ward +1: 500G (Potency: 1)
10+	Obsidian Crystal/Strength +2: 1,000G (Potency: 2)

Description

These Mononoke are malice and the memories of atrocities given humanoid form by a Shard. Though their bodies suggest human shape, they are grotesque creatures, with heads of nothing but countless mouths, their bodies made of an angular, black exoskeleton. Upon the surface of their bodies, their Spirit Crests emerge, shining with a dim, black light. Larva are the lowest form of abomination, obeying Aramitama implicitly, or those worshipers the Aramitama chooses to favor.

Incubator
Class: Abomination

LV: 2 (1)

Size: 1 **Cunning:** Devious **Perception:** Magic **Speech:** Yes **Reaction:** Hostile

ID: 15 **Weakness:** Wind, Radiant **Movement:** Walk, Fly

	ACC	EVA	IVC	RES	CHK
Combat Stats	5	3	6	5	7
Fixed Values	12	10	13	12	14

Initiative	11 (6)	Guard	2
HP	42	Ward	2

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 1d6+7 physical damage, sword.

Elemental Spell I: Magical Attack / 4 Sq. / One / Cancels

- 2d6+11 magical damage, wind. 1/Round.

Spirit Shaping/Keter: Magical Attack / 5 Sq. / One / Cancels

- Change one of the target's spirit dice to 1. 1/Round.

Unavoidable Fate: Free / 4 Sq. / One

- **Use on Evasion Check.** The target takes a -2 penalty to the Evasion check. 1/Round.

Materials (2d6)

2-6	None
7-11	Black Pelt/Guard +1: 500G (Potency: 1)
12+	Soul Pact Scroll/Will +3: 1,500G (Potency: 3)

Description

Incubators look like black kittens with long, drooping ears, a small horn on their heads, and bat wings on their back. However, they are in fact twisted creatures summoned from another world and used as familiars by Aramitama. Their purpose is to get close to those with dark desires and unrealized dreams and tempt them with honeyed words into forming a Soul Pact with their master. They are pure evil, their cruelty unthinkable when looking upon their adorable features.

Larva Huntsman x4
Class: Abomination

LV: 3 (1)

Size: 2 **Cunning:** Typical **Perception:** Magic **Speech:** No **Reaction:** Hostile

ID: 13 **Weakness:** Shock, Radiant **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	7	3	5	6	4
Fixed Values	14	10	12	13	11

Initiative	11 (6)	Guard	5
HP	43	Ward	1

Attack Options

Weapon Attack: Melee Attack / 3 Sq. / One

- 2d6+15 physical damage, spear.

Weapon Mutation: Prep / User

- The creature changes the form of their attacks to sword, spear, axe, or hammer.

Flaming Arm: Physical Attack / 3 Sq. / One

- 2d6+24 physical damage, spear, flame.

Spirit Crest Shield: Defense / 5 Sq. / One

- Use on Damage Reduction. The target gains +5 Guard.

As One: Constant / User

- For each Mononoke with the same in an engagement with the creature (including itself), the creature gains +1 to Accuracy checks, and +3 to physical damage.

Materials (2d6)

2-5	Exoskeletal Spirit Crest/Ward +1: 500G (Potency: 1)
6-9	Obsidian Crystal/Strength +2: 1,000G (Potency: 2)
10+	Corpulent Arm/Accuracy +1: 1,000G (Potency: 2)

Description

These creatures are basic larvae that have managed to live long enough to get stronger. While outwardly they appear more or less the same as their lessers, a number of twisting horns have begun to grow out from within their bodies, and either one or both arms have enlarged, becoming corpulent in appearance. The larva huntsmen are capable of mutating these arms into whatever form necessary to kill their prey.

Empusa
Class: Abomination

LV: 4 (1)

Size: 2 **Cunning:** Devious **Perception:** Magic **Speech:** Yes **Reaction:** Hostile

ID: 15 **Weakness:** Shock, Radiant **Movement:** Walk, Fly

	ACC	EVA	IVC	RES	CHK
Combat Stats	7	4	9	4	4
Fixed Values	14	11	16	11	11

Initiative	12 (6)	Guard	3
HP	49	Ward	2

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 2d6+11 physical damage, sword.

Blinding Gaze: Start / 4 Sq. / Area / No Resist

- The target is blinded.

Underhanded Strike: Physical Attack / Engaged / One

- The creature gains +2 to their Accuracy check. 2d6+11 physical damage, sword.

Bewitching Visions: Magical Attack / 4 Sq. / Three / Cancels

- 2d6+13 magical damage, psychic. 1/Round.

Extra Attack I: Constant / User

- The creature gains one additional attack timing on its turn.

Materials (2d6)

2-5	Bat Wing/Initiative +1: 500G (Potency: 1)
6-9	Brass Talon/Agility +2: 1,000G (Potency: 2)
10+	Succubus Horn/Will +2: 1,000G (Potency: 2)

Description

Empusae are abominations in the shape of irresistably beautiful men or women, and have long claws like blades, a single leg made of brass resembling that of an eagle's, and a single, spiraling horn. They are humanity's fear of the darkness within their own hearts given form. Empusae lure their victims in with their good looks, then give them nightmares. The spirit energy they then drain from their victims is flavored by their fear, and in turn the victim is drained until nothing is left.

Debauchery Toad
Class: Abomination

LV: 7 (2)

Size: 3 **Cunning:** Devious **Perception:** Magic **Speech:** Yes **Reaction:** Hostile

ID: 18 **Weakness:** Frost, Wind **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	7	5	12	9	4
Fixed Values	14	12	19	16	11

Initiative	16 (7)	Guard	4
HP	83	Ward	5

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 3d6+14 physical damage, hammer.

Poisonous Miasma: Magical Attack / 7 Sq. / Three / Cancels

- 2d6+26 magical damage, blight. 1/Round.

Moment of Ruin: Free / 4 Sq. / One

- **Use on Check.** The target takes a -1 penalty to the check. 1/Round.

Retreat: End / User

- The creature places itself up to four squares away from its current square. 1/Combat.

Scaled Skin: Constant / User

- The creature negates all blight damage it takes. In addition, the creature may make make any physical attack as a special attack with a range of 4 squares and a target of one.

Materials (2d6)

2-9	Sq.uirming Tongue/Initiative +1: 500G (Potency: 1)
10+	Black Stele/Add Blight: 1,500G (Potency: 3)

Description

These Mononoke look like toads with fanged mouths and scales over their skin. Their hindlegs are hooved like a horse's, and several overlapping hands make up their arms. They constantly are slobbering, and when they speak, they croak in an odious, laughing tone. These toads only exist in our world when they are summoned by depraved persons. They do this because they know if they feed the toad the blood of a live sacrifice, it will reveal hidden knowledge.

A Thing of Iridescent Bubbles
Class: Abomination

LV: 10 (2)

Size: 4 **Cunning:** Typical **Perception:** Domain **Speech:** No **Reaction:** Hostile

ID: 22 **Weakness:** Flame, Wind **Movement:** Walk, Swim

	ACC	EVA	IVC	RES	CHK
Combat Stats	15	10	6	17	4
Fixed Values	22	17	13	24	11

Initiative	18 (8)	Guard	10
HP	107	Ward	1

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 4d6+27 physical damage, hammer.

Iridescent Tentacle: Physical Attack / 5 Sq. / One

- 2d6+20 physical damage, hammer, frost. Targets that fail their Evasion check are pained.

Discharge: Physical Attack / Combat Zone / Area

- 2d6+32 physical damage, hammer, shock. 1/Round.

Regeneration II: End / User

- The creature recovers 30 HP.

Amoeba-like Body: Constant / User

- The creature gains one additional attack timing on its turn. In addition, the creature halves all damage it takes of rank 2 (2d6) or less.

Materials (2d6)

2-9	Iridescent Mucus/Strength +3: 1,500G (Potency: 3)
10+	Iridescent Meat/HP +12: 2,000G (Potency: 4)

Description

These nameless Mononoke look like giant amoebas formed out of an iridescent substance that is both elastic and ductile. They can freely change their shape, and can form any kind of organ as necessary. While unable to understand speech, they continually issue a dread cry of, "Tekeli-li!" It is believed that they were created well before the birth of humanity.

The Faceless Grinning Beast
Class: Abomination

LV: 12 (3)

Size: 3 **Cunning:** Devious **Perception:** Domain **Speech:** Yes **Reaction:** Hostile

ID: 24 **Weakness:** Wind, Radiant **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	15	11	17	8	4
Fixed Values	22	18	24	15	11

Initiative	20 (9)	Guard	3
HP	104	Ward	15

Attack Options

Weapon Attack: Melee Attack / Engaged / One

3d6+25 physical damage, axe.

Edge of Ruin: Physical Attack / Charge 4 Sq. / One

2d6+23 physical damage, sword, frost. Targets that take at least one point of damage from this attack are pained.

The Chill of Chaos: Magical Attack / 7 Sq. / Area / Cancels

2d6+39 magical damage, frost. 1/Round.

Reversal of Fate: Free / Combat Zone / One

Use on Check. The creature swaps results with the target. 1/Combat

One Thousand Faces: Constant / User

The creature gains one additional attack timing on its turn. In addition, the creature negates all force or psychic damage it takes.

Materials (2d6)

2-11	Robes of the Faceless One/Initiative +4: 2,000G (Potency: 4)
12+	Crown of Chaos/Null Pain: 4,000G (Potency: 5)

Description

The beast has the appearance of an onyx sphinx: the head and breasts of a human, the body of a lion, the wings of an eagle, and a tail that ends in the head of a snake. However, its face is Featureless and smooth as though painted over in black. It wears a crown like a headdress, and jewelry adorns its form like it were a king. But do not be fooled by this creature, for it is the shadow of a powerful Aramitama, its emanation sent forth to deliver dark power upon its faithful.

Scenarios

We recommend using the sample scenarios when playing this game for the first time. Please do not read this section if you're not going to be the GM.

How to Read Scenarios

Let's explain how to read the sample scenarios and other scenarios that appear in supplements. The GM should read the scenario through in advance to understand the overall flow of it.

Also, the sample scenarios in this book and those in other books are structured as follows:

Scenario Summary

This section has a basic summary of the supernatural incident, some of the NPCs who appear, etc. that the GM can share with the players.

The GM should read this to the players before they make characters.

Scenario Overview

This is an overall description of how the scenario flows and what is needed to finish it. You should not show this to the players; it's there so the GM can understand what the scenario involves overall.

Creating PCs

These are things players should keep in mind when creating PCs for this scenario, plus recommended sample PCs. Some scenarios also have special requirements for PCs.

Handouts

A scenario will have some handouts. The GM should read these and either let each player pick one in turn, or assign one to each player.

Handouts are structured as follows:

1. PC Number/Title

This is the number assigned to the PC for the scenario, and the handout's title. The included scenarios are made for groups with 3 to 5 players. If you have fewer people, start with the handouts with the lowest numbers.

2. Connections

This is a list of the characters in the scenario that PCs can have Bonds with. The character's name appears to the left of the slash, while the contents of the Bond is to the right.

Once the GM gives out the handouts, or after selecting them, the player should write the character's name in the Bond box.

3. Sample PCs

Here you'll find suggestions for when you use sample PCs.

4. Requirements

This has any requirements for when players make their own PCs. What this entails depends on the scenario, but they often involve the PCs' organizations, covers, Ancestries, Facets, etc. When there are multiple requirements, characters need to meet all of them.

5. Handout Main Text

These are the various setting info, circumstances, etc. that appear in the players' handouts. Before giving these to the players, the GM should read them over.

6. Handout Objectives

These are the objectives given to the PCs. The players can complete these to get Experience Points.

Clues

These are the Clues that will lead to the Truth in the scenario. During the scenario introduction, the scene player doesn't need to make checks, and will get the first Clue without having to roll.

If the GM allows, once the Scene Player has found that Clue, other players can make checks and such to find it as well. The info isn't public to start with, but with the GM's permission the PCs can share Clues.

You need to be careful with Clues in this game. When creating and running an original scenario, the GM should check the Clues for any inconsistencies. Once you have the hang of creating scenarios and setting up Clues, you can try giving them special effects or guidance towards certain actions. Try to skillfully use Clues to craft a scenario that will surprise your players.

Also, if the PCs try to pursue Clues that aren't already in the scenario, the GM can provide info based on the scenario's background and NPCs. Furthermore, if you accidentally give away a Clue, just let the players have it and move things along.

The Truth

This is an explanation of the truth behind the supernatural incident. Sometimes there are multiple

Truths to find. In these cases, they'll be listed as "Truth: #" so the GM should be careful not to read the numbers.

Scenes

This is a quick outline of the scenes that appear in the scenario. Scenes are structured as described below. Scenarios may have descriptions, dialogue, etc., and the order and quantity can vary.

Title

The title of the scene. It's for the GM to keep track of things, and not something the players need to worry about.

Scene Player

The PC who will be the Scene Player for this scene. It will use a number or other indicator, but the GM should of course use the character's name.

If it lists more than one, the GM will need to pick one to be the scene player. It's often best to go for one of the PCs who hasn't had as many chances to appear.

There are also Master Scenes that the GM brings into the story as needed.

Notes

These are notes for the GM. They'll typically explain the objectives of the scene, give a summary, etc.

Description

This is a summary of the situation in the scene. The GM should read it to the players. However, depending on the PCs and their actions, the GM should be ready to change the contents of these.

Dialogue

These are lines of dialogue for NPCs. The GM can read them to the players. However, depending on the PCs and their actions, the GM should be ready to change the contents of these.

Conclusion

This is how the scene ends.

Sample Scenario 1: God Hunters

PC 1: Alliance Mage

Connection	Kirino Mizuhara (Friendship)		
Sample PC	Modern Wizard	Requirements	High School Student

You're a skilled mage from the Alliance and a student at Nanamori Academy.

While you're heading home with your good friend Kirino Mizuhara, you're suddenly attacked by an evil god.

You're going to need to protect her.

Objective	Protect Kirino

PC 2: Exorcist Who Resides in Darkness

Connection	Aramitama (Hostility)		
Sample PC	Blademaster of Slaughter	Requirements	The Exorcist Society

You're an exorcist from the Society.

At night, gods and monsters come out to the darkened world.

On such a night in Hisashiro City, you come across the dangerous god known as Hell's Jaws.

You suddenly find yourself in a battle to the death.

Objective	Defeat the Aramitama

PC 3: Special Agent

Connection	God Hunters (Aspiration)		
Sample PC	Chosen of Shadows	Requirements	Office of Special Investigations

You're a government agent who specializes in the supernatural.

Information has come in that an evil god has appeared in Hisashiro City, and Misato Urabe, the section chief, had you rush over there.

There have already been victims it seems, so you'd better deal with this ASAP.

Objective	Collect God Hunters, resolve the situation.

PC 4: Society Knight

Connection	"Red Ghost" (Hatred)		
Sample PC	Silvershot Cleric	Requirements	Knights Templar

You hunt evil gods as part of the Knights Templar, a global group of monster hunters.

One day, deputy director Teresa Cross summoned you.

An Aramitama called the "Red Ghost" is somewhere in Hisashiro City.

You will have to deal with this threat.

Objective	Defeat the Aramitama

PC 5: Hero of Justice

Connection	Hisashiro City Residents (Protection)		
Sample PC	Rime Devil	Requirements	None

You're a God Hunter with a powerful sense of justice, and you secretly protect the city.

A special agent named Kukuri Kuroi came to you to ask you to help resolve the situation.

There's a supernatural creature, which means they need God Hunters to deal with it.

You're ready to face this fight to protect the city.

Objective	Protect Hisashiro City

Sample Scenario 1 Clues

Clue 1

In Hisashiro City, a Mononoke known as "Hell's Jaws" has been causing trouble. At the scene there's been pitch, the remnants of those whose souls have been taken. The only way to restore the victims is to defeat the Aramitama that took their souls.

Clue 2

In Hisashiro City there have been several incidents of young people going missing. Just before the disappearances started, a friend or acquaintance of one of the victims saw a giant wolf and a dark red beast serving it.

Clue 3

There have been a number of disappearances of young people. Also, a friend or acquaintance of one of the victims saw a monster in the neighborhood. Hearing that gives you a premonition. If you share with the PC who got Clue 4, once during this session you can change the result of a roll to a success for a main stat check.

Clue 4

The Aramitama called the "Red Ghost" is hiding somewhere in Hisashiro City. Also, just before the six

victims' souls were taken, a hazy black seal was cut into them.

Clue 5

The black seal cut into Kirino Mizuhara is an Aramitama marking called a Mark of Offering. This marking means that the Aramitama is taking Kirino's soul. The only with way to prevent this is to defeat the Aramitama. That means you'll have to find out about the victims and property damage it's caused.

Clue 6

There's something the six victims have in common. All were female students at Nanamori Academy. Kirino Mizuhara and PC 1 are both students at Nanamori Academy.

Clue 7

"Hell's Jaws" appears in Residential Area D, Business District (where the PCs run into it), and Residential Area C (where the PCs run into it), in that order. There's also a path for jogging, walking dogs, and so on that goes by these places, ending at the park behind Nanamori Academy in Residential Area E.

Clue 8

Of the places where Hell's Jaws has appeared, Residential Area D is dotted with small leyline sites. The area is currently a vacant lot for public works.

Scenario Summary

A golden beast lurks in the darkness. A hideous creature serves it. Teeth like steel, raining down. Its form inspires fear, there is a rainbow Spirit Crest covering its body. This is proof of an Awakened "god."

When such red-eyed monsters have come to Hisashiro, they have tainted girls' beautiful memories. Here begins a tale of a clash between people and gods.

Scenario Overview

One day PC 1 and Kirino Mizuhara, the story's heroine, are attacked by the Mononoke called "Hell's Jaws," and the mysterious creature accompanying it, the Aramitama known as the "Red Ghost."

The Red Ghost makes contact with Kirino. It has put a Mark of Offering on her. The PCs will be able to defeat Hell's Jaws, but after that the Mark of Offering appears on Kirino's neck.

As the investigation continues, it's revealed that Hell's Jaws is actually Kirino's pet dog Jiro. Jiro died, Kirino had to move because of her parents' work, but since they buried Jiro on the grounds of the old house, he became a guardian spirit, and wished to be with his former master.

However, the Aramitama called Red Ghost took advantage of his pure wish to make a Soul Pact that turned the guardian into a force of destruction.

The PCs head to Kirino's old house. With Kirino's help, or through stopping Destruction of Law: Tyrant's Domain, Jiro temporarily returns to his old self.

The Red Ghost then uses Jiro or another creature to manifest. This will be the scenario's final battle. Once the PCs beat the Red Ghost, the story comes to a close.

Creating PCs

This scenario is for 3 to 5 PCs of Level 1. If you're using the sample PCs, the players will select from the following:

- PC 1: Modern Wizard (pg. 50)
- PC 2: Blademaster of Slaughter (pg. 52)
- PC 3: Chosen of Shadow (pg. 54)
- PC 4: Silvershot Cleric (pg. 58)
- PC 5: Rime Devil (pg. 56)

Handouts and Clues

For this scenario, the GM should copy the Handouts and Clues and cut them out.

The GM should read these and either reveal them to the players in advance or distribute them to the players.

If the GM allows, once the Scene Player has found that Clue, other players can make checks and such to find it as well.

The Truth

The immortal monster called Hell's Jaws is actually Kirino Mizuhara's pet dog Jiro. Jiro passed on 5 years ago, and Kirino buried him herself, on what was actually a small leyline site. Jiro became a guardian spirit, and waited for her to come home so he could protect her. However, the Aramitama called Red Ghost took advantage of his pure wish to see her again to make a Soul Pact.

The Red Ghost's curse, an anomaly, made Jiro immortal. Not only that, but it stripped him of all his senses except touch, so that he had no other way to know who he was dealing with. While trying to find Kirino, the Red Ghost, having removed Jiro's senses via the anomaly, devoured the souls of other girls of the same age.

NPC Introductions

Kirino Mizuhara

- Age: Same as PC 1
- Gender: Female
- Occupation: Normal Student

A friend and classmate of PC 1. A friendly, cheerful high school girl. She's closest to PC 1, but she has a lot of friends.

Hell's Jaws

- Age: 18
- Gender: Male
- Occupation: Guardian Spirit

A monster that suddenly appeared in town. He is a silver wolf about 10 meters long, with a third eye in his forehead and a glowing Spirit Crest. He has no senses except touch, and it shows in how he moves.

The Red Ghost

- Age: 100
- Gender: Male
- Occupation: Demon

A newly spawned monster. He appears as a faceless man about 3 meters tall, with pale skin and a glowing Spirit Crest on his chest like an evil eye. In terms of personality, he is pure evil. Normally he makes himself look like a hungry ghost covered in red hair, and uses Hell's Jaws to gather souls.

Scenario Introduction

Once the players are done making characters, the GM starts introducing the scenario to them. The GM should also make a copy of the Hisashiro City map on pg. 40 and show it to the players. Also, unless the scenario makes a special exception, only the Scene Player can appear in a scene.

Scene 1: Darkness Hunter

- Scene Player: PC 2
- Event: Information Gathering

Notes

In this scene, PC 2 defeats Hell's Jaws.

At this point Hell's Jaws and Red Ghost are working together from the start. The GM points out Shopping District B on the map and starts with Description 1.

Also, once Description 3 is done, if the PC and the girl are able to get safely away, they need to make a Difficulty 15 Accuracy check to cut through the falling steel beams. The GM should remind the player about Spirit Burn. If the check is successful, they're able to find an opening while facing the creature. If the check fails, PC 2 has to cover for the girl, and takes 20 damage.

Description 1

It's night, in a shopping district near Hisashiro Station. As an exorcist, you've come to the shopping district tonight to hunt a dangerous monster known as Hell's Jaws.

You're following its aura, weak and strange as it is. There was a sighting of Hell's Jaws and a swarm of crimson creatures. (At this point the GM should tell the player that the NPC saw Hell's Jaws and the crimson creatures.)

- Hell's Jaws: "Grrrr... RAAAAAH!" (Moves as though searching for something.)
- Crimson Beast (Red Ghost): "Hehehehe... Heeheehee." (Approaching the girl.)
- Normal Girl: "N... No... Monster! Someone help me!"

Description 2

When Hell's Jaws walks, it's vast spiritual power scorches the asphalt and distorts the scenery. Hell's Jaws and the creatures attack a girl who seems to be a high schooler. (At this point the GM should ask the player if they're going to try to save the girl; if they do, go to Description 3, if not Description 4.)

Description 3 (Rescue)

Your sudden appearance makes the crimson beasts falter. However, you feel spirit energy like a gale, and Hell's Jaws comes at you.

Hell's Jaws lets out a sound like a howl so intense that it destroys the half-completed buildings and sends countless steel rods down at you and the girl! (The player makes an Accuracy check. If they succeed, they're able to find an opening and successfully deliver a finishing blow.)

- Hell's Jaws: "Rowwrrr...!" (After the Counterattack/ Surprise Attack, the effect of Anomaly (Curse) makes it vanish/get annihilated. The PC doesn't know about the anomaly, however.)
- Normal Girl: (Only if she was rescued) "Th-Thank you... Who are you?" (She provides Clue 1.)

Description 4 (Abandoned the Girl)

As you watch... Hell's Jaws catches the girl. And then a crimson beast rips out her soul.

Normal Girl: "Ah... Ahhhh..." (Her body is reduced to pitch. At this point, Hell's Jaws is open to a finishing blow.)

Completion Requirements

If PC 2 isn't able to defeat Hell's Jaws, it disappears. If PC 2 is able to save the girl, they can talk to her, gaining Clue 1 before the scene ends.

Scene 2: The Looming Threat

- Scene Player: PC 1
- Event: Information Gathering

Notes

In this scene, PC 1 and Kirino Mizuhara are attacked by Hell's Jaws. The GM should tell them that this scene takes place a day later.

Description 1

It's after school, and you're heading home. You're walking with your classmate, Kirino Mizuhara. It's a pretty typical day, and the two of you chat as you walk. Though you spend part of your life in the world of the supernatural, just now you're not thinking about that.

- Kirino: "Oh, nice! Your place is huge!"
- Kirino: "I just moved, but my room is smaller than before."
- Kirino: "By the way, isn't your place near that nice park?" (Let their conversation continue for a little while.)
- Kirino: "Heehee. That reminds me of something from a while back. So cute..."

Description 2

As you walk and chat, something changes, and you feel uneasy. There's a Spirit Barrier, a pocket dimension, which could only be the work of some kind of Awakened. You're now inside this Spirit Barrier.

- Kirino: "Huh? When did it get so gloomy?"
- Kirino: (Pointing at the air) "Something's... weird? Like a flash of red lightning... And is the writing on that billboard backwards?"
- Kirino: (Realizing a monster is coming closer) "What is that...? Am I dreaming?"
- Hell's Jaws: (Appearing in front of PC 1) "Grrrrr..."
- Crimson Beast (Red Ghost): (Appearing to block the only escape route) "Heheheh... Heeheehee..."

Completion Requirements

The scene ends when PC 1 confronts the monsters and tries something to deal with the situation.

Scene 3: A New Mission

- Scene Player: PC 3
- Event: Information Gathering

Notes

In this scene Masato Urabe, the section chief of the Hisashiro office of the Ministry of the Environment's Office of Special Investigations, gives PC 3 orders to start an investigation.

Description

Hisashiro City City Hall. In the underground levels, the OSI has a small office. There, section chief Masato Urabe awaits you with a serious expression.

- Urabe: "[NAME], thank you for coming. I'll get down to business. You have an assignment."
- Urabe: "We've learned that a number of people have disappeared in Hisashiro City. There have also been sightings of some kind of monster."
- Urabe: "We've provisionally designated it 'Hell's Jaws,' and selected you to deal with it."
- Urabe: "Your colleague Kuroi will support you and deal with the clean up. [NAME]. You'll need to work with other God Hunters to resolve this."
- Urabe: "I'm sure you're aware, but you're dealing with a 'god,' so this will be dangerous." (He then provides Clue 2.)

Completion Requirements

The scene ends when PC 3 receives Clue 2 and sets out to start the investigation. Also, if there is no PC 5, the GM gives them Clue 3.

Scene 4: The Shadow Over Hisashiro City

- Scene Player: PC 5
- Event: Information Gathering

Notes

PC 5 is an OSI agent, sent to work with Kukuri Kuroi (pg. 33) to resolve this issue.

Description

This is your usual spot. You're minding your own business when a girl dressed in a black suit—the OSI agent Kukuri Kuroi of the Office of Special Investigations—comes in without a sound. There's only one reason you can think of for her to pay a visit: the city is in danger.

- Kukuri: "[NAME], long time no see. I'm here to deliver a request from the OSI."
- Kukuri: "As I'm sure you've guessed, it's something supernatural. You'll need to work with other God Hunters to get this situation under control."
- Kukuri: "There's already been a lot of damage. So... good luck." (She provides Clue 3.)

Completion Requirements

The scene ends when PC 5 receives Clue 3 and sets out to start the investigation.

Scene 5: Machinations of an Evil God

- Scene Player: PC 4
- Event: Information Gathering

Notes

PC 4 receives information about an Aramitama from Teresa Cross (pg. 32), a deputy head of the Knights Templar, in this investigation request scene.

Description

You've been called to see Teresa, a deputy head of the Knights Templar, at Kawabe Church. You've headed to the Hisashiro City division of the Knights Templar.

- Teresa: "Sorry to call you all this way. We have a bit of a situation."
- Teresa: "There's an Aramitama in Hisashiro City. It was only born a short while ago, so Templar HQ doesn't have much information. We know it exists mainly through sightings of a Spirit Crest by the victims."
- Teresa: "So. I want you to find out what it's doing and how it's getting souls... and then stop it."
- Teresa: "I'm counting on you, [Brother/Sister]! Godspeed!" (She provides Clue 4.)

Completion Requirements

The scene ends after PC 4 gets Clue 4 from Teresa.

Main Part

This is the main part of the scenario. Once the GM gives the players the following explanation, you can start the scenario proper.

For this scenario, Appearance Checks will be Luck checks against a difficulty of 8.

PCs who are appearing in a scene can, with the GM's permission, share Clues.

When a scene ends, you can form only 1 Bond with a PC or NPC.

Bonds strengthen your Spirit Burn and let you restore lost Spirit Crest at the end of the scenario.

If you fail a Main Stat check, you can try again (pg. 155), but doing that too much will make the Final Battle harder. This is because as time passes, more souls will be taken. Also, each time you try again, the boss' maximum HP increases by 10. (Don't tell the players, but this tops out at +50 HP.)

Scene 6: Targeted Classmates

- Scene Player: PC 1
- Event: Battle

Note 1

This is a continuation of Scene 2. PC 3 automatically appears in this scene. Also, a Battle occurs in this scene. For more details, see Battle Map 1 at the end of the scenario. The battle ends when they defeat Hell's Jaws.

Description 1

You and Kirino are trapped in a Spirit Barrier. The massive creature's Spirit Crest illuminates its entire body as it draws near, moving as though searching for something. Though you're a skilled mage, fighting this thing while protecting the girl will not be easy.

At the same time, a swarm of dark red Mouki is at your heels! When you shake them off, the rampaging creature lets out a roar and bares its fangs as its eyes glow red!

- Kirino: "Eek! [NAME]!" (Grabs the hem of your shirt)
- Kirino: (When other PCs show up) "Wh-Where did they come from?!"
- Hell's Jaws: (Looking at the PCs) "RAAAAAAH!" (The battle begins)
- Hell's Jaws: "Rowwrrr...!" (After the battle, it uses Anomaly (Curse) to vanish. The Pcs don't know about the anomaly, however.)
- Crimson Beast (Red Ghost): "Heheh! Heehee!" (The monsters escape. At this point, the GM awards Materials, and lets the PCs recover Spirit Crest based on the enemies' Levels.)

Description 2 (After Awarding Materials)

With the destruction of Hell's Jaws, the few remaining creatures flee, and the Spirit Barrier comes undone. In the aftermath of this display of spiritual power, Kirino faints. However, at that moment there's a sound like gold hitting water, and a black mark appears on Kirino's neck.

Completion Requirements

Once the PCs see and react to the black mark, the scene ends.

Scene 7: The Investigation Begins

- Scene Player: PC 3
- Event: Information Gathering

Notes

In this scene, PC 3 takes the lead. The PCs who've already appeared also take part in this scene. It can take

place anywhere you like, but if you don't have anything in mind, it can be at the OSI office. To investigate the Spirit Crest on Kirino, the PCs will need to make a Recall (Intellect) check against a difficulty of 8. If they succeed, they get Clue 5; if there's no PC 4, they also get Clue 4 now. After that, Urabe pays a visit to PC 3 (or calls their cell phone).

Also, if the PCs don't protect Kirino or if they leave her in the care of an NPC, she will be attacked in the next scene.

Description

The monster is gone like it was all a dream. That's strange, since every other time the monster's body has turned to black coal tar, to pitch. But before you worry too much about that, you'd better get to somewhere safe.

- Urabe: "Well done. How did it go? Was it 'Hell's Jaws'... or rather, the Knights Templar are calling it 'Red Ghost'? Based on what with we've heard, it seems very likely that it'll be back."
- Urabe: "You should look into that black mark too."
- Urabe: (If they succeed at the check and she gives them Clue 5.) "I see. It's after her soul. You should probably protect her until this it over, right?"
- Urabe: (If the check fails) "...Take your time to figure this out." (Recommend the players try again.)
- Kirino: (Waking up after a successful check) "[NAME]... where are we?"

Completion Requirements

Once the PCs get Clue 5 and such, they've gotten the investigation under way, and the scene ends.

Scene 8: Things Heat Up

- Scene Player: PC 4 (or if there isn't one, PC 2)
- Event: Information Gathering

Notes

In this scene, they investigate the supernatural incident. Kirino and the PCs who've already appeared can also take part in this scene. If none of the other PCs come with them, they can get in touch with them by phone, though this will not be possible after the attack.

Keeping the Scene Player front and center, the GM should ask the players how they intend to investigate, and give a Clue from 6 to 8 accordingly. The GM should think carefully about which Clue to give them, and listen to the players' opinions.

Also, dialogue for NPCs who may be providing the Clues appears in quotes. As the PCs get each Clue, say these lines only when they reveal the information to Kirino.

Description

You decided to look for clues about the supernatural incident. Just what is the Aramitama planning to do in Hisashiro City?

(Clue 6) Similarities Between Victims

- Test: Luck/Difficulty 10
- Example: While investigating, you run into a friend from school (or work) who tells you about a rumor they heard. "Hey, did you hear that rumor?"

(Clue 7) Where the Incidents Happened

- Test: Will/Difficulty 10
- Example: An informant contacts you. "Hello there. Always a pleasure doing business with you. I've got something for you."

(Clue 8) Secrets of the Scenes of the Incidents

- Test: Intellect/Difficulty 12
- Example: You decided to try the police or an intelligence network. "We're working with the OSI. Here's what they gave us."

Kirino (If she's there): "That reminds me, in Nanamori (where there's that vacant lot), I swear there was something important... Sorry, I can't remember now." (This is an effect of the anomaly.)

Completion Requirements

The scene ends when the PC investigates the vacant lot or the park.

Also, if the PCs are not protecting Kirino, do not read her lines except for those in Scene 11.

Scene 9: Nanamori Grave

- Scene Player: PC 5 (or if there isn't one, PC 3)
- Event: Anomaly

Notes

This scene happens when they head to the vacant lot in Residential Area D. Anomaly (Tyrant's Realm) is in this scene. After Description 1 (or Dialogue 1), the PCs can deal with the anomaly (pg. 213).

Description 1

You're heading to a part of Nanamori being used for a public works project. The house was completely demolished, but there's a small hole in the wall where you can get in. Inside, there's a nameplate that says "Mizuhara."

When you're in front of it, you get a bad feeling. There's a mirror world here, which means a Spirit Barrier! Inside is a recreation of the Mizuhara residence as it was.

- Kirino: "This is... my old house? What's going on?"

Description 2 (After dealing with the anomaly)

Anomalies are a forbidden technique that distorts reality. The Aramitama may have used it to strip people of their memories and senses. Now that you've destroyed it, you can see a small grave in the shade of the trees. The gravestone has "Jiro" scratched into it. The size of the grave is about right for a dog.

- Kirino: "Jiro... He was great..."
- Kirino: "I remember now... It was awful. How could I have forgotten?" (She starts weeping. The GM can now read the Truth to the players.)
- Kirino: "...I had no idea! Jiro came to see me, and I...!"
- Kirino: "If he's not here, I bet Jiro is at the park. We used to go for walks there all the time, so we have so many memories there."

Completion Requirements

The scene ends when the PCs head to the park. Also, if the PCs aren't protecting Kirino, this becomes a Master Scene, and Kirino gets attacked.

Scene 10: Evil Strikes

- Scene Player: Master Scene
- Event: Information Gathering

Notes

This scene happens if Kirino is in the care of an NPC. A swarm of the red creatures attacks, defeating Kirino's protector and drag her off, making for a quick end to the scene. This also means that the Boss gets Boss Talent 2.

Scene 11: Memories at the Park

- Scene Player: PC 1
- Event: Anomaly

Notes

This scene is at the park by Nanamori Academy. Anomaly (Curse) (pg. 214) is in effect in this scene. After Description 1, the PCs can deal with the anomaly.

Description 1

You've come to the park behind Nanamori Academy. When you arrive, you can feel a power here, radiating in waves, as though some mysterious power is wafting in the air. The source seems to be in the clock tower in the center of the park.

Description 2 (After dealing with the anomaly)

It seems the anomaly here is what's making Hell's Jaws immortal. And the seal on the Spirit Barrier appears as a door. This is where the Red Ghost is hiding.

Completion Requirements

When the group enters, the GM moves on to the Final Battle scene. If they don't enter just yet and come back after another scene, treat it as though they'd made a second attempt at the battle. In any case, this scene ends when the PCs decide on a course of action.

Final Battle

Scene 12: Advent of a Dark God

- Scene Player: PC 2
- Event: Final Battle

Notes

This scene brings the Final Battle with Red Ghost. This is where the Final Battle happens. For more details, see Battle Map 2 at the end of the scenario.

If the PCs have gotten to the Truth and have Kirino with them, Kirino can try to persuade Jiro, but if the PCs have destroyed the Tyrant's Realm, the Soul Pact will let Red Ghost possess Jiro. With the Soul Pact intact, Red Ghost will forcibly try to possess Jiro, making this more difficult. In that case, one PCs needs to make a Magic Attack and another needs to make a Ranged Attack, both against a difficulty of 15. If they succeed, Jiro again becomes the spirit of the leyline at the Mizukara residence.

Red Ghost will reluctantly destroy 10 Mouki to become the Boss, reducing its base HP by 50. If it fails, Red Ghost forcibly possesses Jiro. Red Ghost's base HP goes down by 30. The battle ends when they defeat Red Ghost.

Description 1

Steeling yourselves, you enter the Spirit Barrier. You find yourselves facing the dark god Hell's Jaws, and countless small crimson beasts.

[Additional description for if Scene 10 happened] ...And the creatures have Kirino cornered in front of Hell's Jaws!

- Kirino (If Attacked): "Ow... Oh... You're... Jiro... I'm sorry." (Her body turns to pitch.)
- Kirino: "I'm sorry... I'm sorry, Jiro. You waited for me for so long." (She moves closer to Jiro)
- Jiro: "Grr.... Rowr?!" (Worried about Kirino)
- Jiro: "*whine whine*" (For a moment he comes back to his senses, taking the form of an ordinary shiba inu, touching either Kirino's cheek, or the pitch that she left behind.)

Description 2

The next instant, the sky turns red. The crimson beasts surrounding Hell's Jaws start to combine, taking on the shape of a pale humanoid who puts on a red cloak. The Aramitama Red Ghost has shown itself at last!

On a Failure

- Red Ghost: "Heh... An accident? Or intention? Either way, well done!"
- Red Ghost: "What a lovely, cruel reunion we have here... So be it!" (It attempts possession. It is possible to stop it.)
- Red Ghost (When it successfully possesses): "Humans! Give me your souls, as this mangy cur did!"
- Red Ghost (When it fails to possess): "Dammit... Dammit! Guess I'll have to kill you first!"

On a Success

- Red Ghost: "Heehee! ...Soul Pact complete! That mutt longed for a reunion with his master, and he got it! Now I get what I want!" (Possessing Jiro. It is not possible to stop it.)
- Red Ghost: "Heheheh... I've a long way to go before I become an Avatar of Ruin, but not a bad start! Once I finish with you, I should make a contract with the girl." (If the PCs haven't yet gotten the Truth, tell them now.)

Description 3

As Red Ghost calls out, a blood red mist comes from its robe, obscuring your vision. The mist is an unnatural cold created with supernatural power. You can hear the interior of the Spirit Barrier freezing over with unnatural speed. The strange mirror world is now full of creepy icicles, like some nightmare vision of a frozen hell!

- Red Ghost: "Hahahaha! Behold, the power of a god! You're going to make lovely ice sculptures!" (The battle begins)
- Red Ghost: (Defeated) "But I'm a god... How could I fall to mere humans?! What are you?!"
- Red Ghost: "[REPEAT OF PC's LINE]? ...AAAAAAH!" (Engulfed in blue-white flame, it turns to pitch.)

Completion Requirements

When the PCs defeat the Aramitama, the souls it took are released, and the scene ends as the real world reasserts itself. The GM lets the PCs acquire Materials, restore their Spirit Crests, and get one Shard each. Then the scenario ends.

Scenario Conclusion

In the Scenario Conclusion, you'll set up for future stories.

After the GM handles using Kushimitama and Spirit Crest Checks (pg. 186), you can move on to the Ending scene. You may want to suggest using Kushimitama to turn Jiro into a guardian for Kirino.

For the ending, ask the players what they want, and play it out. If you don't have any ideas for the ending, use the following scene.

Scene 13: The Peace We Protected

- Scene Player: PC 5

Notes

In this scene, PC 5 checks on the state of Hisashiro City.

Description

With that incident over, Hisashiro is peaceful once more. People smile, going about their ordinary lives.

Kukuri Kuroi is behind you.

- Kukuri: "[NAME], well done."
- Kukuri: "Thanks to you, all the people that got turned to pitch are back."
- Kukuri: "...And if something else happens, I'll be calling on you again."

Completion Requirements

This scene ends when PC 5 reacts to Kukuri.

Scene 14: Silver Bullet

- Scene Player: PC 4

Notes

In this scene, PC 4 reports on the defeat of Red Ghost.

Description

Rather than using the phone, you go to Kawabe Church to give your report to Teresa face to face. You find her in prayer.

- Teresa: "...[NAME]? Well done. Thank you."
- Teresa: "I'm glad you made it back safely."
- Teresa: "Of course, this doesn't mean that the damage the Aramitama caused is gone. There's no telling when the next one will come."
- Teresa: "But for now, you're earned a rest."

Completion Requirements

The scene ends when PC 4's conversation with Teresa finishes up.

Scene 15: Case Closed

- Scene Player: PC 3

Notes

In this scene, Urabe thanks PC 3.

Description

You're in an OSI office. You're working on your report when section chief Urabe comes in with green tea and a cake.

- Urabe: "Good work, [NAME]. Looks like you were able to take care of things."
- Urabe: "I know dealing with other God Hunters can be a pain, but you did a great job. It's another of your good points."
- Urabe: "Thanks to you there was minimal damage. I expect great things from the 'ace' of the OSI."

Completion Requirements

The scene ends when PC 3 responds to Urabe's words.

Scene 16: To Battle

- Scene Player: PC 2

Notes

In this scene, PC 2 uses the Shard they recovered to become stronger and prepares for the next battle.

Description

After defeating Hell's Jaws and Red Ghost, you were able to get a new Shard. The Shard gives you a new memory of the world, and with it, new power. However, the great magic that can grant any wish, the Transcendent Promise, is still a long way off. You're going to need even more power to face the Aramitama out there. You set out yet again to find more prey.

Completion Requirements

The scene ends when PC 2 gives their reaction.

Scene 17: The Facade of Daily Life

- Scene Player: PC 1

Notes

This is a scene of PC 1 and Kirino in their normal school life. Also, in this scene Kikuri Kiroi's Suggestion has already altered Kirino's memories of the incident.

Description

You're in the classroom, during a break. Your friends are with you, laughing and joking.

Part of you is a God Hunter, but part of you is a student. Which is the real you? All you can say for sure is that her smile is the real thing.

- Kirino: "Hey, [NAME], you okay? You look like you're thinking about something pretty intense."
- Kirino: "Hey! We should totally go do karaoke after class! I even have a coupon!"
- Kirino: "[NAME], how about it? Even you need to unwind sometimes."

Completion Requirements

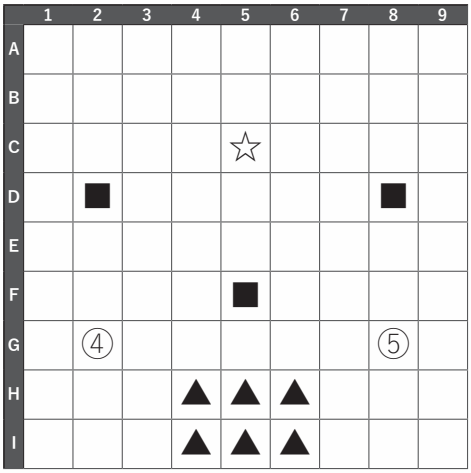
Once PC 1 answers Kirino, tell the group that the scenario is done.

Session End

Once the scenario is done, it's time to finish the session. Don't forget to clean up. Also, calculate Experience Points as follows:

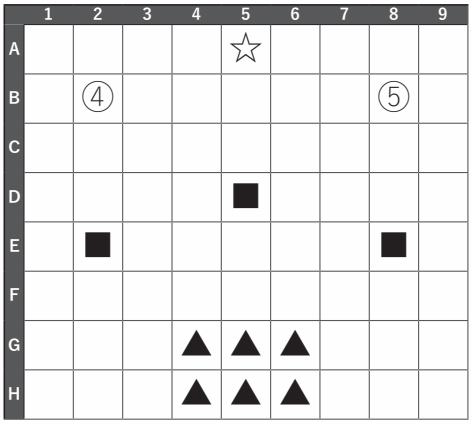
Completed Handout Objective	50
Got a Shard	50
Anomaly Count * 10	20
# of Bonds removed at End	Varies
Enemies Defeated	5 + (# of PCs * 2)

Battle Map 1



☆	Hell's Jaws (use Komainu stats, pg. 243)
■	Mouki x 10 (pg. 222)
④⑤	The # of Mouki depends on the # of PCs.
▲	PC Location

Battle Map 2



☆	Red Ghost
■	Mouki x 10 (pg. 222)
④⑤	The # of Mouki depends on the # of PCs.
▲	PC Location

Red Ghost
Class: Abomination — **LV:** 3 (1)

Size: 3 **Cunning:** Devious **Perception:** Magic **Speech:** Yes **Reaction:** Hostile

ID: 15 **Weakness:** Fire, Wind **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	8	6	6	5	6
Fixed Values	15	13	13	12	13

Initiative	17 (8)	Guard	6
HP	265	Ward	2

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 3d6+15 physical damage, sword.

Red Cloak Fragments: Physical Attack / Engaged / One

- 2d6+25 physical damage, sword. 1/Round.

Elemental Magic: Magical Attack / 5 Sq. / Three / Cancels

- 2d6+15 magical damage, frost. 1/Round.

Materials (2d6)

None

Boss Talents

- Spiritual Emanation (Timing: Start)
- Reserved Power (Timing: Prep)
- Death's Squall (Timing: Attack)
- Savage Assault (Timing: Free)
- Concept: Dark God (Timing: Constant)

If Kirino was attacked, add the following:

- Soul Shatter (Timing: Free)
- Forbidden Miracle (Timing: Free)

Sample Scenario 2: Do Androids Dream of Killing Gods

PC 1: Swordsman Protector

Connection	Amanda (Protection)		
Sample PC	Blademaster of Slaughter	Requirements	None

While at a street corner you had a chance meeting with a mysterious woman with black hair. She said her name was Amanda, and that she had no memory.

However, as soon as you laid eyes on her, you knew there was an Aramitama after her soul. You decided to protect her.

Objective	Protect Amanda

PC 2: Disciple of Justice

Connection	Charles Derleth (Cooperation)		
Sample PC	Chosen of Shadows	Requirements	Office of Special Investigations

Masato Urabe, the section chief of the OSI branch received a request to deal with a spell researcher from the Alliance named Yakou Nanashiro.

In order to keep the peace, you can't afford to leave this evil man do as he pleases.

Objective	Defeat Yakou

PC 3: Alliance Fixer

Connection	Yakou Nanashiro (Hostility)		
Sample PC	Modern Wizard	Requirements	None

You're a mage who acts as something of a fixer for the Alliance. You took a request from Charles Derleth to get into the atelier of his brilliant disciple Yakou Nanashiro.

Yakou used to be so kind, so how did this happen?

Objective	Defeat the Aramitama

PC 4: Templar Exorcist

Connection	Aramitama (Hatred)		
Sample PC	Silvershot Cleric	Requirements	Knights Templar

You hunt evil gods as part of the Knights Templar, a global group of monster hunters. One day, deputy director Teresa Cross summoned you.

It seems there's an Aramitama in Hisashiro City that can manipulate people through dreams. You will have to deal with this threat.

Objective	Defeat the Aramitama

PC 5: Transforming Hero

Connection	Hisashiro City Residents (Protection)		
Sample PC	Rime Devil	Requirements	None

You're a God Hunter dedicated to the cause of justice, who protects the city from the shadows. An OSI agent named Kukuri Kuroi came to you to ask you to help resolve the situation.

There's a magical researcher named Yakou Nanashiro who's hiding somewhere in Hisashiro and researching something dangerous. You're ready to face this fight to protect the city.

Objective	Protect Hisashiro City

Sample Scenario 2 Clues

Clue 1

You saw it. The ominous Spirit Crest on Amanda's hand. The black seal on Amanda is an Aramitama marking called a Mark of Offering. It is undeniable proof that an Aramitama is targeting her.

Clue 2

Yakou Nanashiro betrayed the Alliance to pursue forbidden magics. He's infiltrated a business in Hisashiro. That's given him access to a facility where he can work on his experiments in turning people into monsters.

Clue 3

Yakou Nanashiro, a mage who betrayed the Alliance, is not trying to help humanity, but rather seeks to create a new drug that will enslave mankind. Not only that, but there's an Aramitama behind this. Yakou has already made a Soul Pact with the Aramitama and gained the Concept: Dark God (pg. 212) skill, making him immortal. It will only be possible to defeat him by destroying the anomaly.

Clue 4

There is an Aramitama behind Yakou Nanashiro, the mage who betrayed the Alliance. Learning of this, you prepare for the worst. If you share Clue 4 with other PCs, once this session you can reduce all damage from an attack to zero and ignore any other effects from it.

Clue 5

You were able to check with the church's intelligence network about the Aramitama. Also, there were signs of the Aramitama's spirit energy at the atelier where the OSI and the Allliance attacked.

Clue 6

There was a file buried under the rubble at the site of the atelier with information about Amanda. She was a girl named Maya Katagiri who came from a family with strong spiritual power. Yakou already murdered everyone else in Maya's family, and she lost her memory due to his repeated experimentation. However, she could get her memories back if she learns her name.

Clue 7

Investigating the remnants of spirit energy reveals that the Aramitama's name is "Wilbur." The church has files about Wilbur. As an evil tree god, Wilbur prefers places with abundant nature, and has been seen at such places many times in the past. The place most like that in Hisashiro is the mountaineering club's nature reserve.

Scenario Summary

A lab in flames. A false name. Lost memories. A girl with no idea who she is flees, and runs into a god-killer.

A genius at magic. A wayward disciple. A time of reckoning approaching fast.

With the advent of a sacred tree fallen to evil, can this girl still have dreams?

Scenario Overview

Yakou Nanashiro, a genius at magic from the Apostles of Knowledge, lost his reason when pursuing forbidden research, leading the Sorcerer's Society Alliance to brand him a heretic. However, Yakou escaped the Alliance. He made a Soul Pact with Wilbur, an Aramitama that had once been a sacred tree, remaking a human body into a vessel for a god.

The Sorcerer's Society Alliance and the Office of Special Investigations, having learned of his project, raided Yakou's atelier, giving Amanda (Maya Katagiri), the girl he'd been using to create that vessel, a chance to escape.

Suffering amnesia, Amanda, seeking a reason for being, met PC 1, and as they head off, Yakou appears. The PCs protect Amanda and fend off Yakou. After that, an uneasy Amanda hears Wilbur whispering to her, and vanishes.

Looking for Amanda leads the PCs to Wilbur's Spirit Barrier. There, Wilbur has made a Soul Pact with Amanda. Once the PCs beat Yakou and Wilbur, the story comes to a close.

Creating PCs

This scenario is for 3 to 5 PCs of Level 2. If you're using the sample PCs, the players can select from those below. Also, before you run this scenario, you'll need to create stats for the NPC Yakou Nanashiro. If you're in a hurry, use the Modern Wizard (pg. 50), raised to Level 2.

- PC 1: Blademaster of Slaughter (p. 52)
- PC 2: Chosen of Shadow (p. 54)
- PC 3: Modern Wizard (p. 50)
- PC 4: Silvershot Cleric (p. 58)
- PC 5: Rime Devil (p. 56)

Handouts and Clues

For this scenario, the GM should copy the Handouts and Clues and cut them out. The GM should read these and either reveal them to the players in advance or distribute them to the players.

If the GM allows, once the Scene Player has found that Clue, other players can make checks and such to find it as well.

Also, if there is no PC 5, you won't use Clue 4.

The Truth

Using the power of Concept: Dark God, Yakou was researching a drug that can cause a person to mentally and physically transform into a monster in exchange for creating an artificial life form that could serve as a vessel for the Aramitama Wilbur, whose body is in a state of rot. At the end of Yakou's wicked research was the means to magically fuse a human with various animals, Mononoke, and so on to create an artificial life form with supernatural power to surpass even God Hunters, with Maya Katagiri becoming Amanda as his first success. This artificial vessel would let Wilbur become even more powerful, letting the corrupted sacred tree transform Hisashiro in an instant, slaughtering the people there.

NPC Introductions

Amanda

Age: 16

Gender: Female

Occupation: Runaway

A mysterious girl who can create light with healing properties. She has no memories apart from the name "Amanda." She has a kind personality, and looks sweet like autumn flowers.

Her real name is Maya Katagiri, and she comes from a family line with a long history of supernatural power.

Yakou Nanashiro

- Age: 27
- Gender: Male
- Occupation: Industrialist

A fellow disciple like PC 3. He is an attractive young man with an air of intelligence. He's a highly skilled mage whose forbidden research led them to call him the "Black Magic Master." However, his pursuit of forbidden knowledge led him to madness, and he fled the Alliance. He used to be a kind, compassionate young man.

Wilbur

- Age: 1,000
- Gender: None
- Occupation: Demon

An Aramitama that resides in a sacred tree. While on the run, Yakou made a Soul Pact with it. It has accumulated

so much spirit energy as a sacred tree that it now needs a new body. Amanda/Maya Katagiri was to be that vessel. It has the personality of an arrogant old man.

Scenario Introduction

Once the players are done making characters, the GM starts introducing the scenario to them. The GM should also make a copy of the Hisashiro City map on pg. 40 and show it to the players.

Also, unless the scenario makes a special exception, only the Scene Player can appear in a scene.

Scene 1: The Mystery Girl

- Scene Player: PC 1
- Event: Information Gathering

Notes

In this scene PC 1 meets a mysterious girl. They see the girl using some mysterious power to save a dying kitten. However, the PC notices a black Spirit Crest on her hand.

Description 1

You find this girl by a dying kitten, probably hit by a car.

- Girl: "It's okay. I'll save you." (She touches the kitten.)

Description 2

When she touches the cat, there's a pale light, and in an instant the cat's wounds are healed. She cradles the kitten, which is now sleeping peacefully.

The girl notices you, and turns around.

- Girl: (To PC 1) "Who... are you?"
- Girl: "Okay. You're [NAME]. I'm, um, Amanda."
- Girl: (Mournfully) "I... I can't remember anything except I was called that. Not my family, or what my purpose in life is."

Completion Requirements

The scene ends when PC 1 responds to the girl and receives Clue 1.

Scene 2: Common Cause with the Alliance

- Scene Player: PC 2
- Event: Information Gathering

Notes

A group of OSI agents, including PC 2, raid Yakou's atelier.

Description

In the dark of night, the building seems cold and inhuman. There's a mage's atelier hidden in this corporate facility. The agents report that they have the place completely surrounded.

Hearing the report, the British gentleman next to you—Charles Derleth of the Alliance—gives his thanks.

- OSI Agent: "[NAME], We've secured the perimeter! Awaiting orders!"
- Charles: "[NAME], I must thank you for going to all this trouble."
- Charles: "The Alliance prefers to clean up its own messes, but since private enterprise was dragged into this, it's become that much harder to limit the damage. Most embarrassing."
- Charles: "The pursuit of forbidden knowledge drove him to madness, and to betray the Alliance."
- Charles: "If he can realize his ambition, it will be a disaster for the world. We must put a stop to his heresy."
- Charles: "If there's damage, we'll deal with it, so we would ask you to work with our agent, [PC 3]."

Completion Requirements

The scene ends with PC 2 giving their response and receiving Clue 2. If there's no PC 4, they also receive Clue 5 at this time.

Scene 3: Follow Yakou Nanashiro

- Scene Player: PC 3
- Event: Information Gathering

Notes

In this scene, PC 3 confronts Yakou in the depths of the atelier. Here they will need to deflect Yakou's magical attacks with a Resistance (Target Number: 16) check. If the check is successful, tell the player that they deflected the attack and found an opening.

If they use it to attack Yakou, he dies, but quickly revives and escapes when the atelier explodes. On a failure, PC 3 takes 20 magic damage, and Yakou blows up the atelier and escapes.

Description 1

You've entered the atelier of the fellow disciple, who you must deal with. The atelier is full of transparent cases containing culture fluid, and the glowing, pulsing unrefined wonder drug. It's like some kind of unspeakable maternity ward.

You find yourself face to face with Yakou Nanashiro, who was once a fellow disciple.

- Yakou: "Long time no see, [NAME]. I guess the rumor about you becoming a fixer for the Alliance is true."
- Yakou: "It was a forbidden grimoire that opened my eyes at last. But the Alliance seems to think I've lost my mind." (His gaze is pure madness.)
- Yakou: "I will achieve my goal of salvation for mankind. [NAME], you of all people should understand. Heheheh." (He grins and lets out a creepy laugh)
- Yakou: "Now, let's see how strong I really am, [NAME]!"

Description 2

As he says that, Yakou's bracelet starts to glow. The intensity of the light increases at an astounding rate, spawning numerous magic circles. For a normal mage, producing one magic circle is a feat, yet Yakou is generating several in an instant. The first circle sends out bright rays of light. One of those rays cuts through a huge piece of steel machinery like so much paper and destroying a wall! The second and third circles also throw out deadly beams of light!

(The player makes a Resist check. If they succeed, the GM tells the player that Yakou is open to a finishing blow.)

- Yakou: (He takes a surprise attack to the heart, and dies. But then, not too much later, Concept: Dark God lets him revive. He slowly rises, and with a blank face lets out a chuckle.) "Haha... You're as good as I remember."
- Yakou: "Well? Incredible, isn't it? This is the fruit of my research."
- Yakou: "Even you can't kill that which cannot die."
- Yakou: (Regardless of whether the check succeeds or fails) "You can have the atelier. Let it be a nice tomb for you."

Completion Requirements

With Yakou's disappearance, the atelier starts exploding. When PC 3 escapes the atelier, the GM gives them Clue 3, and then the scene ends.

Scene 4: The Crisis Coming to Hisashiro

- Scene Player: PC 5
- Event: Information Gathering

Notes

In this scene, PC 5 gets a mission from Kukuri Kuroi. Kukuri pays PC 5 a visit and asks them to deal with Yakou.

Description

This is your usual spot. You're minding your own business when a girl dressed in a black suit—the OSI agent Kukuri Kuroi of the Office of Special Investigations—comes in without a sound. There's only one reason you can think of for her to pay a visit. The city is in danger.

- Kukuri: "[NAME], long time no see. I'm here to deliver a request from the OSI."
- Kukuri: "A heretic mage from the Alliance, Yakou Nanashiro, has fled to Hisashiro City. We cannot afford to ignore this."
- Kukuri: "We need to find and defeat Yakou as soon as possible."
- Kukuri: "Can I trust you with this?"

Completion Requirements

This scene ends when PC 5 receives Clue 4 and begins their investigation.

Scene 5: Silver Bullet

- Scene Player: PC 4
- Event: Information Gathering

Notes

In this scene, Teresa sends PC 4 to deal with an Aramitama.

Description

When you pay a visit to Kawabe Church Teresa, the deputy director of the Knights Templar, greets you. In the light of stained-glass images of saints, the church's nave has the stillness of the sacred. With is trace of the kind of smile she gives when gossiping, she orders you to go destroy an evil god.

- Teresa: "Sorry to make you come all this way."
- Teresa: "We've learned of a demon lurking in Hisashiro City, and we already have a lead."
- Teresa: "He's paranoid enough that he may have already fled, but that's where you come in."
- Teresa: "Give this demon a silver bullet."
- Teresa: "I'm counting on you, [NAME]! Godspeed!"

Completion Requirements

This scene ends once PC 5 receives Clue 5.

Main Part

This is the main part of the scenario. Once the GM gives the players the following explanation, you can start the scenario proper.

For this scenario, Appearance Checks will be Luck checks against a difficulty of 8.

PCs who are appearing in a scene can, with the GM's permission, share Clues.

When a scene ends, you can form only 1 Bond with a PC or NPC.

Bonds strengthen your Spirit Burn and let you restore lost Spirit Crest at the end of the scenario.

If you fail a Main Stat check, you can try again (pg. 155), but doing that too much will make the Final Battle harder. This is because as time passes, more souls will be taken. Also, each time you try again, the boss' maximum HP increases by 10. (Don't tell the players, but this tops out at +50 HP.)

Scene 6: At the Park

- Scene Player: PC 1
- Event: Battle

Notes

This is a continuation of Scene 1. PC 1 is questioning the girl when Yakou shows up. That leads to a battle breaking out. For more details, see Battle Map 1 at the end of the scenario.

Description 1

You and Amanda came to a nearby park. There she puts down the kitten she saved. The kitten looks up at her, then scampers into the bushes.

- Amanda: "Bye-bye now! And stay away from cars!"
- Amanda: "I bet even that kitten has a name and a purpose in life, right?"
- Amanda: "I was in that place the whole time, and he always called me Amanda."
- Amanda: "Every day, it was the same white walls and iron bars."
- Amanda: "I kept thinking, there has to be something more beyond those bars..."
- Amanda: "Oh, sorry. Here I'm going on like this when we just met."
- Amanda: "I just... I needed to tell someone. About me."
- Amanda: "I thought if I did, I'd have some kind of meaning."
- Amanda: "Is it weird, to think about my life's meaning?"

Description 2

Suddenly, the scenery seems to reverse, and a man appears, accompanied by several Mononoke. You and Amanda are trapped in a mirror world—a Spirit Barrier—that this man created. With an expression of confusion mixed with fear, the girl clings to you.

- Yakou: "So that's where you got to, and I've finally found you, Amanda."
- Yakou: "You know you're a vessel, so vital to the salvation of mankind?"
- Yakou: "Give me the girl. If you do, I'll spare your life."
- Amanda: "N-No... Help me, [NAME]!"
- Yakou: (When PC 3 shows up) "You... Another interloper I suppose."
- Yakou: (To his Mononoke) "Kill them, take the girl." (The battle begins.)
- Yakou: (After the battle. Yakou uses Concept: Dark God to revive.) "Urgh... Impressive..." (At this point, the PCs get Materials and can recover Crest based on the enemy's level.)
- Yakou: "Very well. Take good care of the girl."
- Yakou: (To PC 1) "A word to the wise. That girl is not human. She's a monster I created."
- Yakou: (To the girl) "You are a monster. Have you truly realized that you're not human? Heheheh..." (He vanishes.)
- Amanda: "No! I'm not a monster!" (She starts weeping.)

Completion Requirements

After that, Amanda loses consciousness, and the scene ends with the PCs making introductions.

Scene 7: Becoming Human

- Scene Player: PC 2
- Event: Information Gathering

Notes

In this scene, the PCs who protected Amanda discuss what to do with her. The previous PCs also take part in this scene. While they're discussing this, Kukuri comes to the infirmary to inform the PCs about how the comatose girl is doing.

Description

This OSI office is under Hisashiro City Hall. You're letting the unconscious girl sleep for now, and you need to make a report to Urabe, the section chief.

- Urabe: "So that's what it was."
- Urabe: (To the PCs) "Based on your report... I hate to say it, but we should consider... disposing of the girl."

- Urabe: "She's an artificial life form made through forbidden means. She's against the natural order of the world."
- Urabe: "And she has the potential to be a vessel for an Aramitama."
- Urabe: "It's hard to overstate how much of a threat an Aramitama manifesting through her body could be."
- Kukuri: "Woah there, chief. You're getting so caught up in talking about a divine vessel that you're forgetting about the girl sleeping in the infirmary."
- Urabe: (To Kukuri) "...What did you say?!"

Completion Requirements

The scene ends when the PCs give their reply.

Scene 8: The Girl Vanishes

- Scene Player: Master Scene
- Event: Information Gathering

Notes

This happens at the same time as Scene 7. Amanda opens her eyes in the infirmary, and the Aramitama's whispers make her disappear. No Appearance Checks are possible in this scene.

Description

In the infirmary, thick with the smells of medical supplies, the girl opens her eyes. Yakou's words, the secret of her past, fill her with fear. Before long, the black Spirit Crest on her hand begins to glow.

- Girl: "Where... am I?"
- Girl: (Wrapping her arms around herself) "Am I really a monster?"
- Girl: "My name, my reason for living... Someone tell me..."
- Wilbur: "Come to me, and I will tell you your name and your purpose."
- Wilbur: "Come to me. Lost child who opposes the providence of nature, dream a while."

Completion Requirements

This scene ends when the girl hears the Aramitama's call and vanishes from the infirmary.

Scene 9: Amanda's Whereabouts

- Scene Player: PC 3
- Event: Information Gathering

Notes

In this scene, the PCs get a report on what was recovered from the atelier from Urabe. He asks the PCs to both search for Amanda and find Yakou and whoever is pulling his strings, and resolve the matter.

Description

In the end, there was no sign of Amanda. You are again at the OSI office. The room is a little too bright as Urabe looks up from the report.

- Urabe: "The report on what we recovered from the atelier came in."
- Urabe: "A lot of it was unreadable because of the explosion of course."
- Urabe: "But according to this, the mage Yakou Nanashiro created a powerful artificial life form in the form of a girl, namely Amanda."

(The GM can now read the Truth to the players.)

- Urabe: "I need you to search for Amanda, Yakou, and who or what is pulling his strings."
- Urabe: "My idea before may have been... premature."
- Urabe: "We'll decide what to do with Amanda after we find her."

Completion Requirements

This scene ends after the PCs receive the Truth and Urabe's request.

Scene 10: Ruins of the Atelier

- Scene Player: PC 5 (or PC 1 if there isn't one)
- Event: Information Gathering

Notes

In this scene, the PCs check the atelier to search for clues that could lead them to Amanda. Have them make Difficulty 14 Sense (Luck) checks. If they succeed, they get Clue 6.

Description

You're visiting the site of Amanda's birth. The atelier is now a ruin. There's no sign of her though. But it's too early to get discouraged. You should look for clues.

Completion Requirements

If they can make the check, they get Clue 6. Regardless of whether they succeed or fail, the scene then ends.

Scene 11: Sacred Name

- Scene Player: PC 4 (or if there isn't one, PC 2)
- Event: Information Gathering

Notes

PC 4 searches for traces of the Aramitama, and continues searching the remains of the atelier. If they have Clues 2/3, have them make a Difficulty 8 Recall (Intellect) check. If they succeed, they get Clue 7.

Description

These ruins are what's left of the atelier after the explosion. According to the Church, there was an evil power used here. The steps taken to conceal it were downright ingenious, but it's nonetheless apparent that Awakened fought here.

(This is where they make the Difficulty 8 Recall (Intellect) check.)

Completion Requirements

If they succeed at the check, they receive Clue 7, and the scene ends.

Scene 12: Domain of a Dark God

- Scene Player: PC 3
- Event: Anomaly

Notes

In this scene, the PC discovers the Spirit Barrier that Wilbur created. Anomaly: Den of Monsters (pg. 213) is in this scene. After the GM reads the Description, the PCs can deal with the anomaly.

Description

Based on the information you've gathered, you've come to the nature reserve in Hisashiro City's mountain district. This deep in the woods the forest air is refreshing, but the Aramitama has woven its spirit energy into a massive cocoon. The cocoon throbs, as though something unnatural it going to hatch soon. Somewhere inside this cocoon is Wilbur.

Completion Requirements

The scene ends when the PCs deal with the anomaly and enter the Spirit Barrier.

Final Battle

Scene 13: Do Androids Dream of Killing Gods?

- Scene Player: PC 1
- Event: Final Battle

Notes

This scene is the final battle against Wilbur and Yakou. Wilbur has made a Soul Pact with Amanda. If the PCs have Clue 7, they can tell Amanda her real name to stop the Soul Pact. If that happens, Wilbur will fly into a frenzy and attack the PCs in its temporary form. If the Soul Pact remains, Wilbur will be stronger. Also, Yakou will be stronger regardless.

For more details, see Battle Map 2 at the end of the scenario.

Description 1

You enter Wilbur's Spirit Barrier. There you see the mage Yakou Nanashiro, who gives a creepy laugh. Then your eyes fall on the Aramitama called Wilbur. It looks like a crimson sacred tree covered in countless lumps that resemble human faces, with Amanda held in an empty eye socket!

- Yakou: "So you came, [PC 2]. The time has come."
- Yakou: "My research on Amanda was not only to create a vessel." (He pulls out a test tube containing a glowing liquid and gulps it down.)
- Yakou: "Ugh... AAAAAAAH!" (His body grows grotesquely muscular.)
- Yakou: "Well? Incredible, isn't it? This miraculous drug turns a common person like Amanda into a monster, and soon all mankind will be free of their shackles."
- Yakou: "Yes, this drug will be the salvation of humanity, and I will administer it to the world."
- Yakou: "But... Heh. Before that, I need to kill a few insects!" (Spirit Energy radiates from his entire body.)
- Wilbur: "Now, make a Soul Pact with me."
- Wilbur: "I will give you a name, a purpose. Come."
- Amanda: (If she hears her name) "Maya? Is that my name...?"
- Amanda: (Coming to) "[PC 1]... It's [PC 1]! Help!"
- Amanda: "I saw this in a dream! I saw you saving me!"
- Wilbur: (When the Pact is interrupted) "Accursed God Hunters... Those who would interfere... shall receive divine retribution!"
- Wilbur: (With the Pact intact) "Your name is Wilbur! You live to serve me!" (It possesses her. It is not possible to stop it.)

Description 2

Wilbur's entire body manifests scintillating spirit energy! Its spirit energy spreads out through the Spirit Barrier, with countless roots stabbing through the buildings like swords. The roots penetrate homes and other buildings, covering everything with tree bark, making the landscape even more otherworldly. If this power breaks out of the Spirit Barrier and reaches where people live, it'll be a disaster!

- Wilbur: "Now, face nature's judgement, and become nourishment. Foolish humans!" (The battle begins)
- Wilbur: (When defeated) "I am a god... How it this possible...?!"
- Yakou: (When defeated) "As expected... from a mage who envies my accomplishments."

Completion Requirements

When the PCs defeat Wilbur and Yakou, blue-white flame consumes their bodies, leaving only pitch. If the Soul Pact was still in effect, Maya also perishes. The scene ends when the PCs win the final battle.

The GM lets the PCs acquire Materials, restore their Crests, and get one Shard each. Then the scenario ends.

Scenario Conclusion

In the Scenario Conclusion, you'll set up for future stories. After the GM handles using Kushimitama and Crest Checks (pg. 186), you can move on to the Ending scenes.

For the ending, ask the players what they want, and play it out. If you don't have any ideas for the ending, use the following scenes.

Scene 14: Shining Peace

- Scene Player: PC 5

Notes

In this scene, PC 5 checks on the state of Hisashiro City.

Description

With that incident over, Hisashiro is peaceful once more. The sky is clear, and people are enjoying the morning sun and vibrant greenery. Kukuri Kuroi is behind you, taking in the scenery.

- Kukuri: "[NAME], well done."
- Kukuri: "Thanks to you, Yakou Nanashiro's plans were foiled."
- Kukuri: "...And if something else happens, I'll be calling on you again."

Completion Requirements

The scene ends when PC 5 responds to Kukuri.

Scene 15: Case Closed

- Scene Player: PC 2

Notes

In this scene, Urabe thanks PC 2.

Description

You're in an OSI office. You're working on your report when section chief Urabe comes to see you.

- Urabe: "Good work, [NAME]. Looks like you were able to take care of things."
- Urabe: "We managed to get on the Alliance's good side, and we have you to thank."
- Urabe: "Oh, right. The time off request you sent in was approved. There's no telling when the next case will pop up, so enjoy your rest while you can."
- Urabe: "Anyway, I'll finish up here. You can head home."

Completion Requirements

The scene ends when PC 2 responds to Urabe's words.

Scene 16: Silver Bullet

- Scene Player: PC 4

Notes

In this scene, PC 4 reports on the defeat of Wilbur.

Description

Rather than using the phone, you go to Kawabe Church to give your report to Teresa face to face. When you arrive, she's waiting for you in the church's nave.

- Teresa: "Well done, [NAME]. Thank you."
- Teresa: "Your work is always so dangerous."
- Teresa: "How about I treat you to a meal, to show my thanks?"

Completion Requirements

The scene ends when PC 4's conversation with Teresa finishes up.

Scene 17: A Mage's Reminiscence

- Scene Player: PC 3

Notes

In this scene, PC 3 is going about their everyday life, and they remember Yakou.

Description

You're having a pretty normal day. Your friends are with you, laughing and joking. You find yourself looking out the window. It was on a day like this that you first met him.

- Yakou (Memory): "Huh. You're the new student, huh? And you have some meat on you."
- Yakou (Memory): "A word of advice. Magic is simple, but it has depths... Well, you'll understand some day."
- Yakou (Memory): "Anyway, if you have any questions, feel free to ask." (He gives you an earnest smile.)

Completion Requirements

The scene ends once PC 3 expresses how they feel about those memories.

Scene 18: Maya Departs

- Scene Player: PC 1

Notes

Charles Derleth is taking custody of Maya, and in this scene she parts ways with PC 1.

Description

Maya Katagiri a.k.a. Amanda, the girl who was to be a vessel for a dark god, finished consulting with Urabe, and is now in Charles' care. She was created with forbidden magic, so living in normal society will be a bit hard for her. That's why she chose this path. You came to the airport to see her off as she departs for the UK.

- Maya: "I'm so glad you were able to help me. Thank you."
- Maya: "Its because of you that I'm able to be... myself."
- Maya: "Whatever happens, I won't give up!"
- Maya: "I'm no longer the girl who didn't even know who she was."
- Maya: "And it's because you called me 'Maya Katagiri.'"
- Maya: "See you later, [NAME]."
- Maya: "Next time we meet, I could be a great mage, don't you think?"
- Charles: "I'll take good care of her."
- Charles: "Now, parting is such sweet sorrow and all that, but we really must be going."

Completion Requirements

The scenario ends once PC 1 has seen her off.

Alternate Ending: PC 1 (If Amanda Dies)

This is another ending for if Amanda doesn't make it.

PC 1 is visiting the ruins of the atelier. There, they find a file in the wreckage. The file has records about the girl, and it gives her name, "Maya Katagiri."

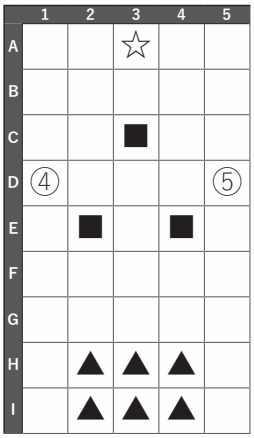
Charles shows up there, and murmurs, "If we'd had that, this might have ended differently."

Session End

Once the scenario is done, it's time to finish the session. Don't forget to clean up. Also, calculate Experience Points as follows.

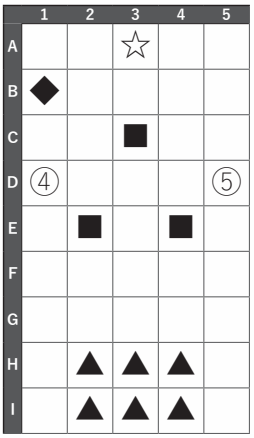
Completed Handout Objective	50
Got a Shard	50
Anomaly Count * 10	20
# of Bonds removed at End	Varies
Enemies Defeated	5 + (# of PCs * 2)

Battle Map 1



☆	Yakou
■	Larva x 4 (pg. 246)
④⑤	With 4 or 5 PCs, add more Larvae
▲	PC Location

Battle Map 2



☆	Wilbur (+2d6 damage if he has Soul Pact)
◆	Yakou (Has an additional +30 HP)
■	Larva x 4 (pg. 246)
④⑤	With 4 or 5 PCs, add more Larvae
▲	PC Location

Wilbur
Class: Abomination

LV: 4 (1)

Size: 4 **Cunning:** Devious **Perception:** Domain **Speech:** Yes **Reaction:** Hostile

ID: 15 **Weakness:** Fire, Wind **Movement:** Walk

	ACC	EVA	IVC	RES	CHK
Combat Stats	10	4	3	5	1
Fixed Values	17	11	10	12	8

Initiative	18 (8)	Guard	4
HP	246	Ward	3

Attack Options

Weapon Attack: Melee Attack / Engaged / One

- 1d6+21 physical damage, hammer.

Power Up I: Prep/User

- Target causes +1d6 Physical Damage.

Elemental Attack I: Magical Attack / Engaged / One / Halved

- 2d6+30 magical damage, poison. 1/Round.

Psyche Destruction: Magical Attack / Combat Zone / Combat Zone / Halved

- 2d6+16 magical damage, poison. 1/Battle.
- If target takes at least 1 damage from this attack, they suffer the Staggered condition.

Materials (2d6)

None

Boss Talents

- Death's Squall (Timing: Attack)
- Proclamation of Ruin (Timing: Free)
- Forbidden Miracle (Timing: Free)
- Concept: Dark God (Timing: Constant)
- Dire Divinity (Timing: Constant)

If Amanda was possessed, add the following:

- Reserved Power (Timing: Prep)
- Soul Shatter (Timing: Free)

KAMIGAKARI GOD HUNTERS

Character Name	
Player Name	
Faction	
Ancestry	
Ancestry Trait	
Facade	
Facade Trait	
Level	
Experience	

Main Stats

Strength	Agility	Intellect	Will	Luck
+	+	+	+	+
ACC Mod.	EVA	IVC	RES	INS Mod.
=	=	=	=	=
Accuracy	Evasion	Invoke	Resist	Instinct

Sub Stats

PD	MD	Init	HP
+	+	+	+
PD Mod.	MD Mod.	Init Mod.	HP Mod.
=	=	=	=
PD	MD	Init	HP

Facet (Group:)	Type

Equipped Items (Can be automatically equipped when activating Spirit Barrier)

Item		ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Weapon												
Form:	Type:	Range:	Target:	Resist:	Element:						Rank:	
Additional Effects:												

Weapon												
Form:	Type:	Range:	Target:	Resist:	Element:						Rank:	
Additional Effects:												

Armor												
Protector												
Accessory 1												
Accessory 2												

Other Modifiers

Name		ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Modifiers												

	ACC	EVA	IVC	RES	INS	PD	MD	INIT	HP	Guard	Ward
Totals without Items											
Totals with Items											

Spirit Crest	
	Location
	Divine Name

Simple Move	Combat Move	Full Move

Talents						
Name		Timing	Range	Target	Cost	Effect
	Spirit Barrier	Start	Combat Zone	Combat Zone	None	1/combat: equip items; target cannot Die. Does not consume Timing.
	Spirit Burn	Free	User	User	None	Effect varies based on Bonds; see Page 163.
△						
△						
⁘						
⁘						
1						
1						
2						
3						
4						
5						
△						
6						
7						
8						
9						
10						
△						
⁘						
11						
12						
13						
14						
15						
△						
16						
17						
18						
19						
20						
△						
⁘						

Equipment

Money

Materials

Hit Points			
Maximum		**Current**	

Spirit Crest			
Maximum		**Current**	

Bonds

	Bonded Character	Spirit Burn Effect	Spent Crest
1		**Physical Transcendence:** Must use before check. Add from one to three additional d6 (your choice) to a given roll.	Lose 1d6 Spirit Crest for each 1d6 you added to the check.
2			
3			
4		**Vital Ignition:** Use at any time. Once per combat, remove Shift: Downed, then set your HP equal to your Strength.	Lose 2d6 Spirit Crest.
5			
6			
7		**Concept Destruction:** Gain +1d6 Ranks at Damage Calculation.	Lose 2d6 Spirit Crest.

Damage Rate

Rank Die	1	2	3	4	5	6	Crit
1	0	2	3	4	5	6	10
2	0	4	6	8	10	12	20
3	0	6	9	12	15	18	30
4	0	8	12	16	20	24	30
5	0	10	15	20	25	30	40
6	0	12	18	24	30	36	50
7	0	14	21	28	35	42	70
8	0	16	24	32	40	48	80
9	0	18	27	36	45	54	90
10	0	20	30	40	50	60	100

Age	
Gender	
Height	
Weight	
Hair Color	
Eye Color	
Skin Color	

Description

Origins

Goal and Personality

Combat Zone Sheet

	1	2	3	4	5	6	7	8	9	10	11	12	13
A													
B													
C													
D													
E													
F													
G													
H													
I													
J													
K													
L													
M													

Initiative

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
															15
															16
															17
30	29	28	27	26	25	24	23	22	21	20	19	18	17		

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