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NEON IN THE DARK

THE STRANGE HEROES OF THE
BLACK TOKYO CAMPAIGN SETING

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Neon in the Dark

The Strange Heroes of the Black Tokyo Campaign Setting

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Cover Illustration by: John Picot

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Fully Compatible with the PFRPG.

Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast.

Anyone can be a hero.

Anything can be a weapon.

The *Black Tokyo Campaign Setting* is built upon equal measures of anime homage, hentai in-jokes and traditional Japanese folklore and the dangerous world's heroes are some of the most diverse in gaming. Daring catgirl ninjas walk the shadows with the half-alive children of vampires or the mournful ghosts of women who died during childbirth.

The seductive school-girl corpses of suicide might team up with hulking Oni to battle other dimensional horrors, or to challenge a local Yakuza gang for dominance of the back alleys. Minor goddesses might pilot transforming mecha into battle against (or alongside) lithe monks whose bodies are covered in 108 all-seeing eyes. Filth-licking ghouls and heavy industrial robots share the urban night with enslaved catgirls and glamorous sex androids whose origins are far more magical than their assemblers like to admit.

Neon in the Dark is the definitive guide to building characters for the *Black Tokyo Campaign Setting*. Inside you'll find details on the myriad races native to the setting. Unlike other campaign worlds, the heroes of Black Tokyo will likely be monstrous and strange. There are several Outsider and Undead races to choose from, as well as an assortment of created races created by occult techno-magic or supernatural engineering. Unique powers such as shapechanging, flight and innate magical talents are common.

After you meet the player races available in this setting, you'll discover an assortment of unique traits and feats for Black Tokyo's heroes. Learning the right talents will let Black Tokyo's heroes shapeshift into fairy-like animal forms, transform their bodies into sexual weapons of war, slip between worlds and more effectively battle the myriad horrors unique to the setting.

Finally, **Neon in the Dark** closes with an assortment of unique cultural templates. Adding one of these templates can turn an ordinary hero (if there is such a thing) into an internationally acclaimed *Idol*, a resolute *Samurai*, or even a hapless (but cute) *Love Magnet*, or more.

Species	Size and Type	Summed Up in One Sentence....
Akaname	Medium Undead	Pathetic, shit-devouring undead, who see more than anyone suspects.
Bloodstrong Men	Large Humanoid (human)	A race of huge, yellow-skinned demon hunters who prefer incest to sex with outsiders.
The Daughters of Kirin	Medium Monstrous Humanoid	Strong and good hearted daughters of the Blessed Unicorn of the East.
Dhampir	Medium Humanoid	The mortal children of vampires, forced by circumstance into the role of hunter.
Dodoma	Medium Humanoid (human)	Natural thieves with 108 eyes across their bodies found in all the Realms if there's profit to be made.
Doujinishi	Medium Outsider (native)	Oversexed refugee from an anime fantasy, brought to life by passion.
Futakuchi	Medium Outsider (good, native)	Severe, two-mouthed celestial harbingers, who travel the mortal world to train human heroes.
Goryohime	Medium Undead	Adorable undead school girls who attend a mystic high school built around the lessons of erotic asphyxia.
Human	Medium Humanoid (human)	A collection of alternate racial traits for Black Tokyo's Humans.
Hyakki Yokai	Medium Monstrous Humanoid (chaotic)	Dozens of thrill-seeking little monsters wearing a very realistic girl suit.
Ironclub Oni	Large Outsider (native)	Brutally strong but dull-witted demons who usually do bloody mercenary work.
Kami	Medium Outsider (native, one other subtype*)	Cute servants of Heaven defined by their skills and the mission they were sent to the mortal realm to complete.
Kitsune	Medium Fey (shapechanger)	Mischievous, shape-changing fox spirits often hunted for their immortality granting livers.
Nekomusume	Medium Humanoid	An enslaved race of half-feline women who are struggling to win their freedom from their otaku masters.
Nikusui	Small Fey	Child-shaped yet lethal fey who protect mortal children at any cost.
Ningyou	Small or Medium Construct	Oni-carved living dolls that move unnaturally, forged from the stolen souls of murdered women.
POETICA	Medium Monstrous Humanoids	Highly intelligent, ultra-loving companion androids crafted by the mysterious New Day Girl Factory from the tatters of fetal souls.
Tanuki	Small or Medium Fey (shapechanger)	Lazy tricksters with enormous testicles that can turn into raccoon-dogs...with equally large testicles
Tetsujin	Medium Monstrous Humanoid (Half-Construct)	Big, hardworking, but child-like robots who are freed after 15 years of labor.
Ubume	Medium Undead	The mournful ghosts of women who died during pregnancy or in childbirth.
Utari Ainu	Medium Humanoid (Human)	The fading indigenous people of Northern Japan, known for their animistic beliefs and natural magic.
Yurei	Medium Monstrous Humanoid	Endlessly enraged ghost-walking killers who seek vengeance on the entire unfair world.

Chapter One: Black Races

Strange Demographics

Before diving into the descriptions of the many different races found throughout Black Japan, this section describes how common each race is to the setting.

Common Races

The following races have huge populations throughout Japan, and are almost as common as humans in some parts of the country. Since Nekomusume, POETICA and Tetsujin are all publically sold, they are considered common: anyone with the money to purchase a servant of these species can easily do so.

- Human
- Kami
- Kitsune
- Nekomusume (publically sold)
- POETICA (publically sold)
- Tetsujin (publically sold)

Uncommon Races

These races aren't seen often, or can so easily blend in with humanity (or with members of other race) that an ordinary person who encounters one might never recognize them for what they all. Adventurers can encounter examples of these races on a fairly regular basis, but ordinary folk might never meet a member of these races, unless they're very lucky or travel in similar circles.

- Akaname
- Dodoma
- Doujinishi
- Goryohime
- Hyakki Yokai
- Ironclub Oni
- Tanuki
- Ubume
- Utari Ainu

Vanishingly Rare Races

These races are almost unknown in the modern Earth Realm, and even adventurers might go their entire careers without encountering one of these beings. Some of these species are unfamiliar to even battle-tested adventurers.

- Bloodstrong Men
- Daughters of Kirin
- Dhampir
- Futakuchi
- Nikusui
- Ningyou (secretly sold)
- Yurei

Akaname

Medium Undead

During their previous incarnation, Akaname were voyeurs and perverts, keeping one eye on a neighbor in her most intimate moments. Akaname were once fetishists obsessed with the toilet, with waste and bodily foulness, who allowed lust to trump spiritual enlightenment. Others were once lazy maids or indiscrete geisha, condemned for seeing things they should not have, or telling secrets not theirs to reveal. And for their sins, for their obsession with watching the shit fall from another's body, Akaname are transformed into undead spirits who must subsist on a diet of the same. And most Akaname consider their undead nature and strange habits a blessing rather than a karmic curse....

Our Appearance

Akaname are pale, clammy undead creatures that resemble rather unattractive living humans. Most, but far from all, Akaname were Japanese or Chinese in their prior mortal life, and their undead bodies share this race. The prettiest can pass for an ordinary human with tired eyes and sallow skin- scruffy and worn-out, but forgettable.

Akaname have wide lips and long, lurid crimson tongues that loll from their mouths, especially when there is bodily waste to be sampled. An Akaname's tongue is supple and semi-prehensile and can stretch down to the undead's ankles. Akaname have long, stringy black, grey or brown hair that always smells faintly of dirt and shit. While this might repulse living mortals, it attracts other Akaname. The undead often greet one another by sniffing their fellows' hair. Most Akaname dress simply, in off the rack styles that don't attract much attention. Few have the wealth for high fashion, and most of the minority who do, just don't care.

Our Sexuality

Akaname can give birth to others of their kind- the souls of fetishists reborn into undead shells. Akaname mothers squat in filthy pits, a screaming, ghoulish newborn out into the swampy midden. Once birthed, an Akaname mother leaves its newborn, showing little more thought or affection to its spawn. Once born, an Akaname infant quickly grows to its adult size, transforming overnight from a disgusting newborn to a competent adult within its cocoon of filth. An Akaname mother can only become pregnant after consuming a meal of shit and urine.

Akaname are one of the very few undead species capable of giving birth to 'live' young, even if the term 'live' is somewhat a misnomer in their case. Akaname births are much rarer in the Earth Realm than in the Tatakama. In the Earth Realm, pregnant Akaname females must seek out sewer access tunnels, waste reclamation plants, recycling yards, medical waste disposal facilities or garbage dumps to give birth- the energy flows aren't right anywhere else.

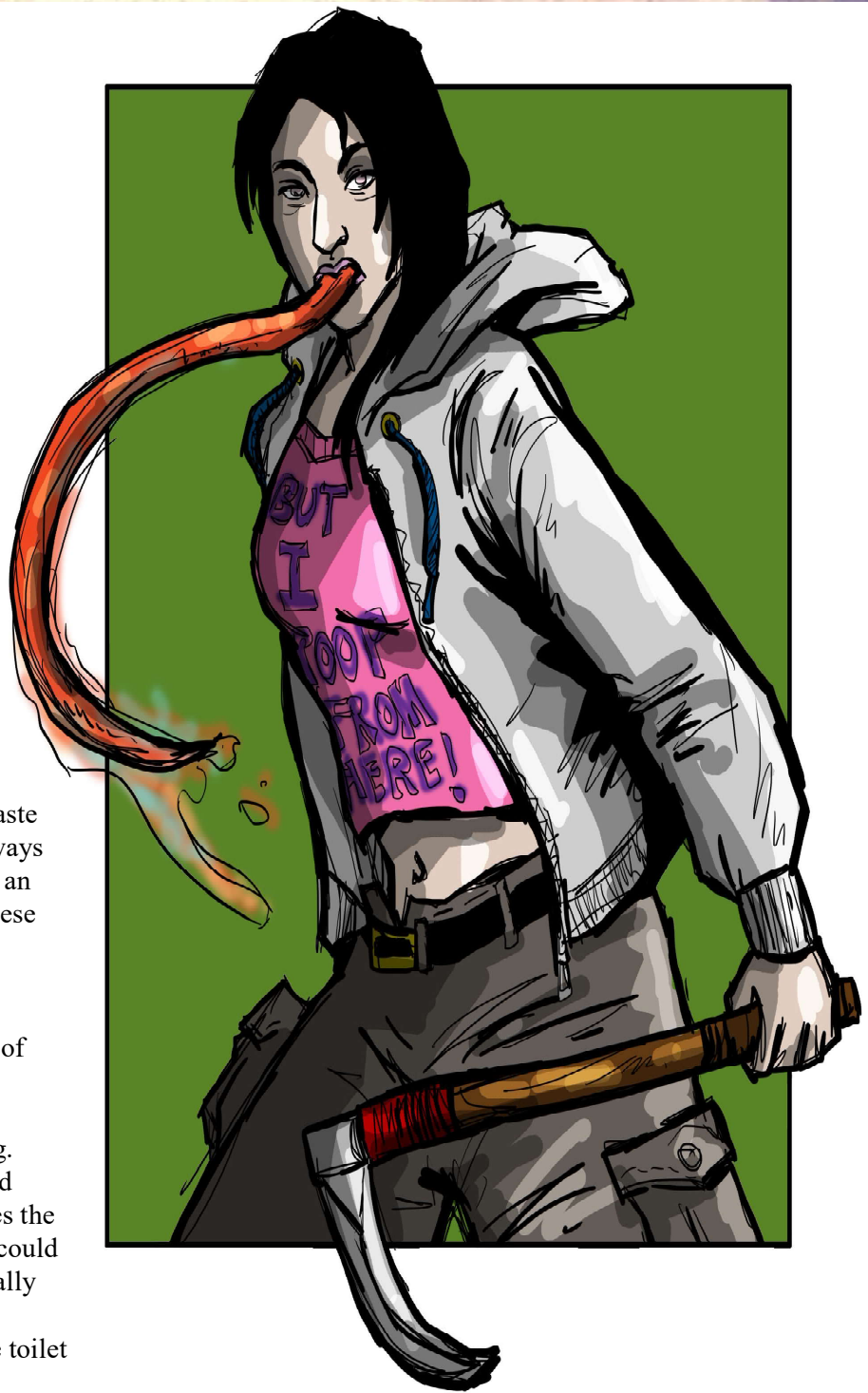
Akaname can breed with humans and most other mortals, as well as the men of their own kind, and the race can romance mortals. A race defined by its fetishes, the Akaname's lusts are somewhat predictable: the race is obsessed with shit and piss, with golden showers, enemas, scat play and anal exploration. No matter how perverse or chaste a particular Akaname is, their lusts will always turn in these directions. Anyone who loves an Akaname will have to soon learn to love these fetishes too.

Our Faiths and Beliefs

Akaname are considered low on the wheel of karma by many creatures, from Kami to Futakuchi to Oni Princes, but the undead themselves do not feel inferior to any being. They live forever, watch history unfold, and sample the shit of the most special creatures the Realms have to offer- what enlightenment could be more profound than that? Akaname usually light incense and make offerings at Shinto shrines to minor deities associated with the toilet or physical concerns.

Three otherwise obscure deities, Ukemochi, Usshimasama and Ususama, all Shinto gods of the toilet or defecation, are especially beloved by the Akaname race. Akaname enchanters forge strange but surprisingly useful magic items sacred to one of the three divine patrons of the race. In their turn, the three gods of the toilet protect the Akaname race as best their fading divinity allows.

Akaname are a practical and ruthlessly pragmatic people. They're on the bottom of the social order, and know it. They have no qualms about theft, and there's not an Akaname who is not a pervert and voyeur. That said, while



most Akaname are peepers, there are relatively few rapists found among the species. Their lusts are different. While some Akaname can be highly organized, educated and competent, most tend to be pretty scattered, improvisational and chaotic. Many Akaname are true neutral or chaotic neutral, but adventuring Akaname may be any alignment.

The Places Important to Us

In the Tatakama, Akaname live on the fringes of human society, with no lands to call their own. A few might build a dingy village on foul, marshy ground, or at the borders of

a swamp. These undead can often be found lurking at the edges of farmer's fields, licking up the 'night dirt' that farmers use to fertilize their crops. Others might find work as mortuary attendants, licking the feces from the bodies of the recently dead, or find work as strange maids for lesser nobles unable to afford living servants.

In Black Japan, Akaname live in cities alongside normal humans, and often their neighbors have no clue that the disheveled, reclusive *otaku* in the next apartment is Akaname. Akaname are adept at hiding what they are, but are less adept at hiding who they are; most are the working poor, with their unique obsessions and fetishes keeping others at arms length and limiting their opportunities. There is a very large cluster of working-class Akaname who make their homes in the aptly named and slightly disreputable "Wet Alley" in Tokyo's Roppongi district.

Given their voyeuristic bent, Black Japan's Akaname are often self-taught surveillance or B&E experts; many of the more intelligent are counted among Black Japan's most expert hackers. Akaname have no qualms about dumpster diving- they are genius scavengers and if they find tasty nuggets of intel or blackmail material in the trash, they often know somebody who will pay them well for it. As in the Tatakama, modern Akaname are at the bottom of the social ladder. If they are not *burakumin*, they are *freeter* or *otaku*, modern 'castes' nearly as reviled by Black Japan's monied elite.

Akaname are everywhere in Black Japan, but exclusively Akaname factions are rare. Instead, one or two Akaname often serve as members of other factions, from mystical vigilante groups like the *Bowel Angels* to morgue-attendants working for the Tokyo Metropolitan Police Force or artifact-thieves working for one Amakaze faction or another. What very few people realize is that Akaname working for all these diverse factions know each other and talk amongst themselves often. Often discounted and ignored, Akaname are excellent information brokers.

Of all Black Tokyo's strange races and people, Akaname are on best terms with Goryohime. They have similar habitats and both have a connection to the *Black Sea of Trees*- both races are urbanized undead, and forced in to alliance mostly by close proximity. Conversely, Akaname are loathed by warrior races like the Bloodstrong and the Futakuchi, and distrusted and disliked even by the otherwise noble and kind Daughters of Kirin.

The Languages We Speak

In the Tatakama, Akaname begin play speaking Common and Aklo. In Black Japan, Akaname begin play speaking

Japanese and one other language of choice poorly (usually English).

Akaname with high INT scores can choose the following as bonus languages: Aquan, Goblin, Orc, Terran, Undercommon, or any modern Earth language.

Undead Player Characters

Undead player characters have all the traits and immunities common to Undead (described fully in *The Bestiary*), with one notable exception. As thinking beings, with true souls, Undead player characters remain vulnerable to mind-influencing effects. An Undead player character's Hit Die, base attack bonus and base saves are determined by its character class.

Play An Akaname If....

- You want to be the gross, scatological, comic relief.
- You want master *skatto* magic.
- If you want to become the ultimate thief or infiltrator.
- If you want to be a part of a tight-knit yet often overlooked and marginalized culture.
- If wet play and shit-fetish content intrigues you.
- If you want to play Undead.

Akaname Racial Traits

All Akaname share the following racial traits.

Size and Type

Akaname are Medium Undead. As Medium creatures, Akaname receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 *DEX*, +2 *WIS*, -2 *CHA*.

As undead, Akaname lack a CON Score.

As during its prior mortal life, the Akaname is defined by compulsive behavior and a deep sense of self loathing. However, for all their quirks, the Akaname possess a deep and humble wisdom and an acrobat's grace.

Normal Speed (EX)

Akaname have a base land speed of 30 ft.

Akaname Senses (EX)

Akaname have keen night-adapted eyes that provide them with *lowlight vision*. They also possess the *Scent* special quality, and with training can track with the alacrity of a bloodhound. The Akaname can recognize familiar odors as easily as a human can faces, and they delight in odors humans find repugnant: especially rotting corpses, feces and human urine.



Bones of Shit (SU)

An Akaname's bones are pliable as leather, allowing the creature to contort its body in seemingly impossible ways. The Akaname can force his lifeless body through any opening large enough to admit his skull. A favorite Akaname tactic is to crawl through sewers and privies to assault otherwise well-guarded targets.

The Akaname can dissolve or restore its skeleton at will as a move-equivalent action, transforming into a boneless mass of necrotic tissue. In this form, the Akaname is considered *Prone*, but gains a Climb speed equal to its land

speed. Its shapeless flesh can slide nimbly across even the smoothest surfaces. The Akaname can fight in melee while prone without penalty. While prone, the Akaname cannot be tripped, and receives a +4 racial bonus to its Combat Maneuver Defense.

Corpophile (SU)

Akaname savor the taste of shit as a human savors fine wine. If an Akaname is able to watch a Humanoid or Monstrous Humanoid with a CHA score of at least 11+ urinate or defecate and then sample at least a small portion of the waste within one minute becomes more alive. Its

skin warms and assumes the healthy tone of living flesh; for one hour after the meal, the Akaname cannot be harmed by channeled positive energy, and is healed by such, as if it were a living creature.

During this time, the Akaname is also healed by channeled negative energy, as is common to undead.

Perverse Meal (SU)

Though the Akaname has no need of true food or water, if it fails to satisfy its fetishistic compulsion, it finds itself weakening and becoming distracted.

If an Akaname that does not satisfy its lust by using its Corpophile racial trait at least once every 24 hours, it suffers a -1 morale penalty on all attack rolls, skill checks and saving throws (to a maximum -10 penalty). These penalties vanish as soon as the Akaname satisfies its strange fetish.

Stealthy (EX)

Akaname move as silently as a spider, and receive a +2 racial bonus on Stealth checks, and Stealth is always a class skill.

Strangler Tongue (EX)

An Akaname's whip-like tongue gives the creature a +2 racial bonus on Combat Maneuver checks to begin or maintain a grapple.

Undead Immunities (EX)

Akaname have all the immunities common to Undead player characters.

Akaname Alternate Racial Traits

Akaname who indulged fetishes in a prior incarnation may be reborn as unique undead with atypical abilities and even stranger obsessions.

Abura-Akago (SU)

Replaces: Bones of Shit, Corpophile, Perverse Meal

An Abura-Akago is created when a soul, burdened with the same sins and perversity that creates true Akaname, dies too young. The universe is, in its own way, kind and will not allow a child-soul to become a true filth-licker, but there is still a karmic debt to be repaid. These pathetic little wretches lick the oil from lanterns with their long tongues (the lanterns in a pretty girl's bedroom, if they can manage it).

Abura-Akago gain Fire Resistance 10, which increases to Resistance 15 at 10th level, and immunity to fire at 15th level.

One per day, the Abura-Akago can spit a stream of burning lamp-oil from its lips as a ranged touch attack that inflicts 3d6 points of fire damage on a successful hit, and has a maximum range of 40 ft.

Abura-Akago must drink at least a night's supply of lamp oil per 24 hours or suffer a -1 morale penalty on all attack rolls, skill checks, and saving throws (to a maximum -10 penalty).

These penalties vanish as soon as the Abura-Akago satisfies its strange compulsion. In the modern world, Adura-Akago Akaname often have to make do with 1-2 gallons of gasoline or kerosene instead, as few people use oil-fired lanterns to light their homes.

Akaname's Lick (SP)

Replaces: Strangler Tongue

The Akaname's long, supple tongue can loosen the bowels of ordinary creatures with a single slimy caress.

Once per day, the Akaname can use *vacate bowels* as a spell-like ability as a sorcerer of his total character level. This effect is delivered via the Akaname's long tongue, as a ranged touch attack with a 20 ft +5 ft/two character levels maximum range; the target receives no saving throw against this effect.

Bulging Eyed Voyeur (SU)

Replaces: Akaname Senses, Stealthy

This breed of Akaname is recognizable by the bulging, bulbous eyes far too wide for its ugly little skull. Three times per day, the Akaname can press its eye to any barrier and see clearly through it as if it were perfectly clear glass, subject to prevailing light conditions. The Akaname can maintain its voyeuristic viewing for up to one minute per activation of this power.

The Akaname may use this ability once per day per three character levels.

Corpse Licker (SU)

Replaces: Enhanced Senses (*scent*), Stealthy

By licking the urine and feces a dying creature spills from its corpse, the Akaname can review the last seconds of the creature's existence.

This ability allows the Akaname to experience the last melee round of the creature's life, seeing, hearing and feeling everything it did immediately prior to death. The



Akaname is considered *shaken* for one minute after using this ability.

Foul Breath (SU)

Replaces: Bones of Shit

You can vomit up a stream of stinking shit and pungent urine.

You gain a breath weapon, usable once per day. Your breath weapon is a 30 ft line (at 12th level this increases to a 60 ft line). All targets within the line suffer 1d8 acid damage per four character levels (maximum 5d8 acid) and are considered *sickened* for one minute. A successful DC 15 REF Save halves the damage and negates the *sickened* condition. This is a *skatto* effect.

Lantern Bearer Akaname (SP)

Replaces: Bones of Shit

The Akaname carries a ghostly lantern (likely to be a modified flashlight in modern times) that reveals mortals in their most private moments.

The Akaname can use *akaname's lantern*, at will, as a spell-like ability, as a sorcerer of his total character level. However, to do so, the Akaname requires a focus. This

focus is either an ancient lantern (or a specially modified flashlight) marked with vouyeristic kanji script. Modifying the lantern requires 8 hours of work and mystical ingredients worth 50 GP. If the magic lantern is lost or destroyed, the Akaname cannot use this racial ability until it is replaced.

Rukar Kamuy (SU)

Replaces: Stealthy

The indigenous Ainu people believed their minor god of the toilet (*kamuy*, equivalent to kami elsewhere throughout Japan) was intensely loyal to the family and would be the first to come to the defense of mortals in its village.

You receive a +2 racial bonus on Initiative checks for one hour after satisfying your compulsion with the Corpophile racial trait. During this time, you also receive a +1 morale bonus on melee attack rolls when defending any other of the Utari Ainu race or with any Ainu-related feat or trait.

Shadow Skitter (SU)

Replaces: Bones of Shit

This breed of Akaname has dingy grey skin marked with inky black blotches, like lividity markings.

In any area of dim illumination or worse, the Akaname's base landspeed is increased to 40 ft, and it receives a +1 dodge bonus to Armor Class.

Skatto Occultist (EX)

Replaces: Stealthy and Strangler Tongue

The Akaname receives Wards of Filth as a racial bonus feat. The Akaname gains an additional daily use of this ability.

Tech Vouyer (EX)

Replaces: Stealthy

Old school Akaname specialize in stealthing their way around bathrooms and outhouses to satisfy their fetishes, but you're part of a new breed that prefers using high-resolution night vision camera lenses and wifi hacking to accomplish the same ends. You receive a +1 racial bonus on Computer Use and Disable Device checks, and these skills are always class skill for you.

Tenjōname (SP)

Replaces: Corpophile

This melancholy breed of Akaname is drawn to darkness and shadows, especially the twisting, living shadows at the top of a tall, lantern-lit chamber.

Once per day, the Tenjōname can cast *Darkness* as a sorcerer of his total character level.

Bloodstrong Men

Large Humanoid (human)

It is said the first gods were brother and sister, birthed simultaneously from the cosmic womb, and they created the world so they would have a bed for their love. The first men were created from this incestuous union, and when the first human clans gathered, many families practiced the same incestuous tradition. Like their gods, these clans practiced incest without shame or fear, producing more

powerful mythic protectors and champions with each succeeding generation. In time, these clans became known as the Bloodstrong Men. As Earth became ruled by mortal men, and demons and magic faded, the Bloodstrong clans retreated to the shadows of the Tatakama.

A thousand generations, or more, of Bloodstrong Men have lived and died, lost to the endless battle against the Black Else, all in service to Great Ygrassyd. Whether raised in the distant Earth-realm or in a Tatakama prefecture, all Bloodstrong children grow up the expectation that when they are fully grown they will be taught the secrets of slaying oni, and will be allowed sexual and familial union with the clan, in the hopes of producing the next generation of warrior. On the night of their first hunt, these proud warriors lay with their fathers, mothers and siblings, and awaken the ancient power that is their birthright.

Our Appearance

Bloodstrong Men are a proud race of mankind that has evolved in strange ways over the millennia.

Bloodstrong Men are muscular and powerfully built. Their bodies are corded with taut muscle, and their skins have a yellowish, orange or amber sheen, the color of wheat leaves at sunset. No member of an ordinary race of mankind has skin this shade, making Bloodstrong instantly recognizable. The race has harsh, angular features with an almost leonine cast. Bloodstrong Men have vertically slitted eyes. Both men and women of the race wear their dry, hair long, like a mane, reinforcing their resemblance to a mythic lion.



Bloodstrong warriors and heroes tattoo their bodies with heavy black kanji describing their deeds and their heritage. Row upon row of text decorates a Bloodstrong hero's arms, abdomen, breast and shoulders. The race disdains armor as well as modern clothing. They typically dress only in loose yakuta, wide trousers and wooden *geta*.

Our Sexuality

Bloodstrong reproduce like ordinary humans, but most are born within the family. Unlike ordinary men, whose bloodlines gradually become polluted after a few generations of incestuous birth, Bloodstrong clans only become stronger and more confident with each succeeding generation. Bloodstrong born to lovers outside the race are smaller and weaker than their incest-born kin, and often mocked as "Half-Strong" weaklings. Those who live to adulthood learn to use cunning to make up for their lack of raw physical strength. Bloodstrong pregnancies and childhoods last roughly the same period as a human child's.

The most durable bonds in Bloodstrong society are incestuous. Close family members are trusted over all other members of the tribe, fellow tribe-mates above out-clan Bloodstrong, and foreign Bloodstrong far, far more than those outside the race. Family members who have fought together and shared orgasms together are trusted most of all, and the more bonds shared, the deeper the trust. Bloodstrong Men might enjoy a few nights with ordinary human lovers, but only ever give their hearts to their sister or brother, father or mother.

Our Faiths and Beliefs

Bloodstrong clans venerate the ancestors and the race's elders maintain a complex ancestor cult that perhaps resembles Shinto as it was practiced long millennia ago. The Bloodstrong Men often worship Tatehaya, who created the Tatakama the clans took shelter in. Bloodstrong Men admire the impetuous Tatehaya for his adherence to the old ways, and for his arrogance, grandeur and skill with the katana. All the traits Tatehaya expresses are those most prized by the Bloodstrong.

Bloodstrong make it their mission to hunt demons, *oni* and undead. Often, their mission isn't one of benevolence- they feel no real call to protect mankind, who they disdain as weaklings. Instead, hunting monsters is a chance to win glory among their own tribe, prove their superiority to humans and the creatures they kill, and maybe extort rewards from whatever terrified humans they manage to save. Bloodstrong Men can be best thought of wandering ronin, though perhaps even less disciplined than that.

The Places Important to Us

Bloodstrong Men are rare in the Earth Realm. The modern world is too fast, too dirty and too complex for them, and no one except the worst breed of human monsters practices incest anymore. To Bloodstrong eyes, the modern world has little to recommend it. The vast majority of the race lurks on the far side of the dimensional gulf, happily wandering the Tatakama.

The few Bloodstrong who live in the modern world make their homes in Nagano Prefecture, in Northern Japan. The Kitanai tribe was cut off from their home in the Tatakama long centuries ago, and were forced to make their homes in Nagano's mountains. The result is an atypical pocket of somewhat 'civilized' and modernized Bloodstrong, and many human families with a trace of Bloodstrong heritage. The end result is a rural prefecture where incest is common, even among ordinary humans- the one place on the modern Earth Bloodstrong Men feel at home.

The Languages We Speak

Bloodstrong Men begin play speaking an archaic form of Japanese. The insular and often poorly educated Bloodstrong Men do not receive bonus languages for a high INT score.

Play A Bloodstrong Man If...

- You want to be a savage, front-line ass-kicker.
- If you favor strength, honor and direct confrontations as a fighter, barbarian, monk or combatant.
- If you want to work closely with fellow Bloodstrong or build a character who masters teamwork feats.
- If you want to put the hurting on Undead and evil Outsiders.
- If incest fantasies intrigue you.
- If you want to be more at home in the Tatakama than the modern Earth Realm.



Bloodstrong Men Racial Traits

All Bloodstrong Men share the following racial traits.

Size and Type

Bloodstrong Men are Large Humanoids with the human subtype. As Large creatures, Ironclub Oni gain a +1 size bonus to the CMB and CMD, but suffer a -1 size penalty to attack rolls and armor class, as well as a -4 size penalty on Stealth checks.

Bloodstrong Men Ability Score Modifiers

+2 *CON*, -2 *INT*, +2 *WIS*.

Bloodstrong Men are powerfully built and as healthily as war horses, with keen senses and strong wills, but are less prone to introspection and abstract reasoning than humans.

Half-Strong Bloodstrong, who were conceived outside the family are a bit smaller and weaker than their proudly inbred counterparts. Half-Strong are a distinct minority among the Bloodstrong race, making up about a quarter of the species. They have all other Bloodstrong Man racial traits. Players can choose either ability score package at character creation.

Half-Strong Ability Score Modifiers

+2 *DEX*.

Half-Strong are nimble and have keener minds than their cousin, but are the runts of the family.

Fast Speed (EX)

Bloodstrong Men have a base land speed of 40 ft.

Bloodstrong Senses (EX)

Bloodstrong humans possess *low light vision*, and have the *scent* special quality. With training, Bloodstrong can easily recognize familiar odors.

Human Blood (EX)

Bloodstrong Men count as human for all effects related to race.

Lantern of the Clan (SU)

When two Bloodstrong touch, pale white flames lick across their skins. Doing so produces an effect identical to the *light* cantrip, cast as a cleric of the most experienced Bloodstrong's total character level.

If the touching Bloodstrong are immediate family members (parents, children or siblings) and have engaged in consensual sexual relations within the past 24 hours, when they touch they instead produce an effect identical to *Daylight* spell, as cast by a cleric of the most experienced Bloodstrong's total character level.

Once touched, a Bloodstrong continues to glow for the usual duration of the spell, shedding either *light* or *daylight* for long periods. The Bloodstrong cannot suppress or dismiss this glow once initiated.

Need-Fire (SU)

When confronting supernatural evil, the Bloodstrong's body glows with a holy light, a remnant of their divine origins, preserved through a thousand generations of selective incest and controlled breeding. Three times per day, the Bloodstrong can bathe herself in white flames as a free action.

Once ignited, the Need-Fire burns for three rounds. While the Need-Fire burns, any non-good Outsider who strikes the Bloodstrong with a successful melee attack must succeed at a DC 15 FORT Save or be *blinded* for one round.

Oral History (EX)

Bloodstrong history is primarily oral, and even the youngest Bloodstrong girl can recite the great deeds of her revered ancestors perfectly.

All Bloodstrong receive a +2 racial bonus on Knowledge (history) and Perform (oratory) checks. These are always class skills for the Bloodstrong.

Bloodstrong Men Alternate Racial Traits

Bloodstrong tribes from the deep reaches of the Tatakama display frightening abilities that often unnerve even fellow Bloodstrong.

Bloodstrong Bust (EX)

Available To: Female Bloodstrong Men only

Replaces: Oral History

Why look at other women's chests, when your mother's breasts are the fullest and sweetest? You receive the Busty Extreme starting trait as well as the Mega-Busty feat as a racial bonus feat.

Bold Warrior (SU)

Replaces: Need-Fire

The Bloodstrong Man is the child and grandchild of legendary warriors, and upholds his or her proud legacy in every fight.

Once per day per five character levels, when making a melee attack, the Bloodstrong Man can roll 2D20 and take the better result as his or her attack roll. If both rolls result in a critical threat, the critical hit is automatically confirmed and increases its damage multiplier by X1 (X2 becomes X3, and so on).

Kasha Dead-Slayer (SU)

Replaces: Lantern of the Clan, Need-Fire

Your face is that of a leering green ape's, and your hair is a golden lion's mane. Your legendary clan was personally selected by heaven to bring an end to the offensive plague of undeath.

Once per day, you can wreath your body in jade flames as a free action. These green flames burn for three rounds. While the jade flames burn, your melee attacks ignore the natural armor and equipment bonus to Armor Class of any creature of the undead type, as if they possessed the brilliant energy property.

In addition, the divine purpose that empowers the Kasha Dead-Slayer prevents the character from ever rising as any form of undead spawn if slain.

Killing Flames (SU)

Replaces: Need-Fire

Once per day per five character levels, the Bloodstrong Man can sheathe his body or melee weapon in sulfurous white flames as a free action. The Killing Flame remain ignited for three rounds. While the Killing Flames burn, the Bloodstrong Man's attacks are considered magical for the purpose of overcoming damage reduction, and inflict an additional +1d4 points of fire damage. Non-good outsiders and undead take +1d8 points of fire damage instead.

Lust and Vigor (EX)

Replaces: Lantern of the Clan

When the Bloodstrong tastes the sexual juices of a family member, passion quickens their blood and reenergizes them. For one hour after sex with an immediate family member (parent, child or sibling), the Bloodstrong Man gains Fast Healing 1 as an extraordinary racial ability. At 10th level, this increases to Fast Healing 3.

Shojo Bloodstrong (EX)

Replaces: Need-Fire

Shojo Bloodstrong get along better with mortals, and enjoy sake as much as they do incest. They are red-faced and have ochre hair. They are never without a huge jug of sake or even stronger spirits hanging from their rope belts.

Once per day per four character levels, the Shojo Bloodstrong can take a swig of alcohol as a standard action and breathe out a gout of orange flames. This breath weapon fills a 30 ft cone and inflicts 1d8 points of fire damage per four character levels to a maximum of 5d8 fire. The breath weapon offers a REF Save (DC 10 + the Shojo Bloodstrong's CON modifier + ½ his character level.)

Strange Blood (EX)

Replaces: Human Blood

Some Bloodstrong clans have done the unthinkable- bred outside the family, at least often enough to introduce a few generations of hybrid children.

Pick one of the following races: dragon, goblin, Ironclub Oni, orc. The Bloodstrong Man counts as a member of that race or type for all effects to race.

Volcanic Tribe (EX)

Replaces: None, adds Fire subtype

The Bloodstrong Man comes from a clan hailing from volcanic mountains or natural hot springs. The Bloodstrong Man gains the Fire subtype, becoming Immune to Fire but Vulnerable to Cold.

Similar Traits

Snow Tribe Bloodstrong hail from the heights of the Tatakama's most remote mountains. They gain the Cold subtype, becoming Immune to Cold but Vulnerable to Fire.

Warrior Culture (EX)

Replaces: Oral History

The Bloodstrong Man's proud and incestuous clan has adopted some of the military skill of humanity, perhaps after capturing human warrior-maidens and making them part of the tribe.

The Bloodstrong Man may choose any feat on the Fighter's Combat feat list as a racial bonus feat. The Bloodstrong Man must the prerequisites for this feat.

Yokai Knowledge (EX)

Replaces: Oral History

The Bloodstrong Man is know for having a vast store of knowledge of Japanese legends both common and obscure. The Bloodstrong Man receives a +2 racial bonus on Knowledge (religion) checks made concerning the creatures of Japanese folklore, and on Survival checks made to track animals native to Japan or creatures of Japanese folklore.

The Daughters of Kirin

Medium Monstrous Humanoid

The Great Kirin- *the Blessed Unicorn of the East*- is a singular being, an intercessor between mortals and the gods. The Great Kirin is singular in all the Realms, but he takes many lovers and has fathered countless daughters, all of whom are beautiful. Daughters of Kirin have been born to fit and perfect mares across the Tatakama for longer than men have ridden horses. Emerging from between their horse-mother's legs like a foal, the appearance of a Daughter of the Kirin is an omen of cosmic significance.

A Daughter of the Kirin can run within minutes of her birth, and is as clever as a two year old by the end of her first night alive. As they have for uncounted millennia, the Tatakama's farmers and horse-breeders raise their unexpected new daughter in secret, allowing heaven's many strange agents into their humble home as tutors. In these later days, grooms and horse-breeders in the Earth Realm occasionally discover a mythic daughter mingled among the foals, and they too, keep the secret and raise the strange, extraordinary daughter as their own.

Born exclusively to the peasantry and the working poor, Daughters of Kirin are called to heroism and service. They fight tirelessly against the schemes of the Amakaze and



their minions, and most of these bold, big-hearted horse-girls are every bit as heroic and knightly as their divine Father. Daughters of the Kirin consider themselves the unofficial 'sisters' of the stern Futakuchi, and women of the two races can often be found traveling together, with the Daughter of Kirin often taking a protective role.

Our Appearance

Powerful, heavily armored and in terms of strength and heart a champion mare in the form of a girl, the Daughters of Kirin resemble their father closely. Daughters of Kirin stand easily six feet tall, and though their bodies are lean and attractive, they are surprisingly heavy. Daughters of

Kirin are powerfully muscled, with strong cores and powerful, thickly corded legs. Their calves are truly equine and end in a pair of golden hooves, shod in ivory and iron.

A Daughter of Kirin hides a beautiful pair of taut breasts and a virginal pussy behind gnarled ivory and golden armor. Her armor grows from her skin, and is a living part of her. This partial carapace also protects her hips, shoulders, forearms and spinal cord. Her armor resembles a samurai's o-yoroi, but is organic and sleek, and bleeds when the Daughter is wounded.

A single horn rises from the crest of the Daughter of Kirin's brow, like a unicorn's. The horn is often serrated and threatening. Daughters of Kirin have pretty, innocent faces with wide, often pale eyes. Most have golden, silver or rich chestnut hair, either worn in complex braids or loose and untamed.

Our Sexuality

The Great Kirin only fathers Daughters, and though celebrated, the race is fairly rare throughout the Multiverse. As unique half-godly beings, the Daughters of Kirin can only bear daughters of their own, and only with their divine father.

The race holds no taboo about incest with their progenitor, though they may be quite judgmental about similar behavior among ordinary mortals. All Daughters of Kirin long for a visit and orgasmic union with the ancient, blessed unicorn, though the Daughters accept their father's wanderlust without complaint. After a visit from the Great Kirin, a Daughter of Kirin will foal a single child- always a girl- within nine months.

Despite the fact they can only bear a child to the Great Kirin, Daughters of Kirin can choose other races as lovers. When a Daughter of Kirin is relaxed, she can retract her armor to allow a lucky lover to touch, though she can never fully abandon her defenses. Daughters of Kirin choose hardworking, honest and stolid mortals as lovers, attracted to honorable men (and occasionally honorable women). They are monogamous and fairly chaste and tend to prefer male lovers, though a few might be tempted to a yuri romance with a long-loved ally, particularly if the woman is Futuakuchi or Kami-born.

Our Faiths and Beliefs

Daughters of Kirin naturally venerate their divine father, honoring him above all the other gods, goddesses and *kami*. The race tends to be very respectful of all good-hearted religions however, and are polite to clergy of all faiths, and respectful of holy sites. Even without deep knowledge of a religion's strictures, the Daughter of Kirin usually has an instinctive understanding of respectful and appropriate behavior in regards to its rituals and places.

Strong willed and serious minded, most Daughters of Kirin are strongly lawful, with the vast, vast majority of the race being lawful good. Most Daughters theorize that the Great Kirin fathered them to increase the net amount of goodness and holiness in this sinful world. A surprisingly large number of Daughters of Kirin are drawn to the faith and service of Gothic Christianity, and see no problem venerating both Jesus or Mary and the Great Kirin simultaneously.

The Places Important to Us

The Daughters of Kirin are rare in the Earth Realm, and though a rare species, might be sighted more often walking the Tatakama. In that other realm, the Daughters of Kirin live among humans, many wandering the lands as legendary heroines. These warriors live simply, preferring modest accommodations- few will seek a room at an inn, preferring instead to lie in fragrant hay with their fully equine sisters. They are comfortable in the wild spaces outside the few villages and townships.

In the Earth Realm, Daughters of Kirin might actually be called familiar in far Southern Japan. They are often born to the high-dollar champion race horses of the *Sagari Downs* race track, in Hirado, in the Nagasaki Prefecture. Some might even own small ranches of their own somewhere in the Hirado vicinity, where the horses are always well treated. However, for the most part, if a Daughter of Kirin is in the Earth Realm, she is on some mission of great importance, and carries herself accordingly.

The Languages We Speak

Daughters of Kirin begin play speaking Celestial and one other language of choice, usually either Common or Japanese. Daughters of Kirin with high INT scores can choose any elemental language, Draconic or Infernal as bonus languages.

Play A Daughter of Kirin If...

- You want to be a courageous, chivalrous defender of the weak.
- If you favor physical superiority and an above average landspeed.
- If you want to play a demi-goddess with a direct blood connection to a setting deity.
- If you want to play a tough, female 'knight' in nearly-naked armor.
- If you want a special connection with animals, especially horses.
- If anthros or bestiality fetishes intrigue you.
- You're a fan of the *Monster Hunter* J-RPG franchise

Daughter of Kirin

Racial Traits

All Daughters of Kirin share the following racial traits.

Size and Type

Daughters of Kirin are Medium Monstrous Humanoids. As Medium creatures, Daughters of Kirin receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 *STR*, -2 *INT*, +2 *CHA*.

Daughters of Kirin are tireless, champion athletes with a natural charm. Though their presence is comforting and their demeanor is cheerful, Daughters of Kirin are too direct and optimistic to ever be considered truly ingenious.

Fast Speed (EX)

Daughters of Kirin have a base land speed of 40 ft.

Heavenly Armor (SU)

A Daughter of Kirin is instantly recognizable because of the ornate gold-laced bone armor which grows from her supple flesh. The Daughter of Kirin receives a +4 natural armor bonus to Armor Class. At 10th level, this bonus increases to +6, and to +8 at 15th level.

A Daughter of Kirin cannot wear additional manufactured armor and rarely wears human clothes, walking the world nude, glorious and purposeful.

Horse Sister (SU)

Daughters of Kirin are sisters to all horses, and receive a +2 racial bonus on Ride and Handle Animal checks made against equines and similar creatures.

Up to three times per day, a Daughter of Kirin can cast *Speak with Animals* as a spell-like ability as a druid of her total character level.

Lowlight Vision (EX)

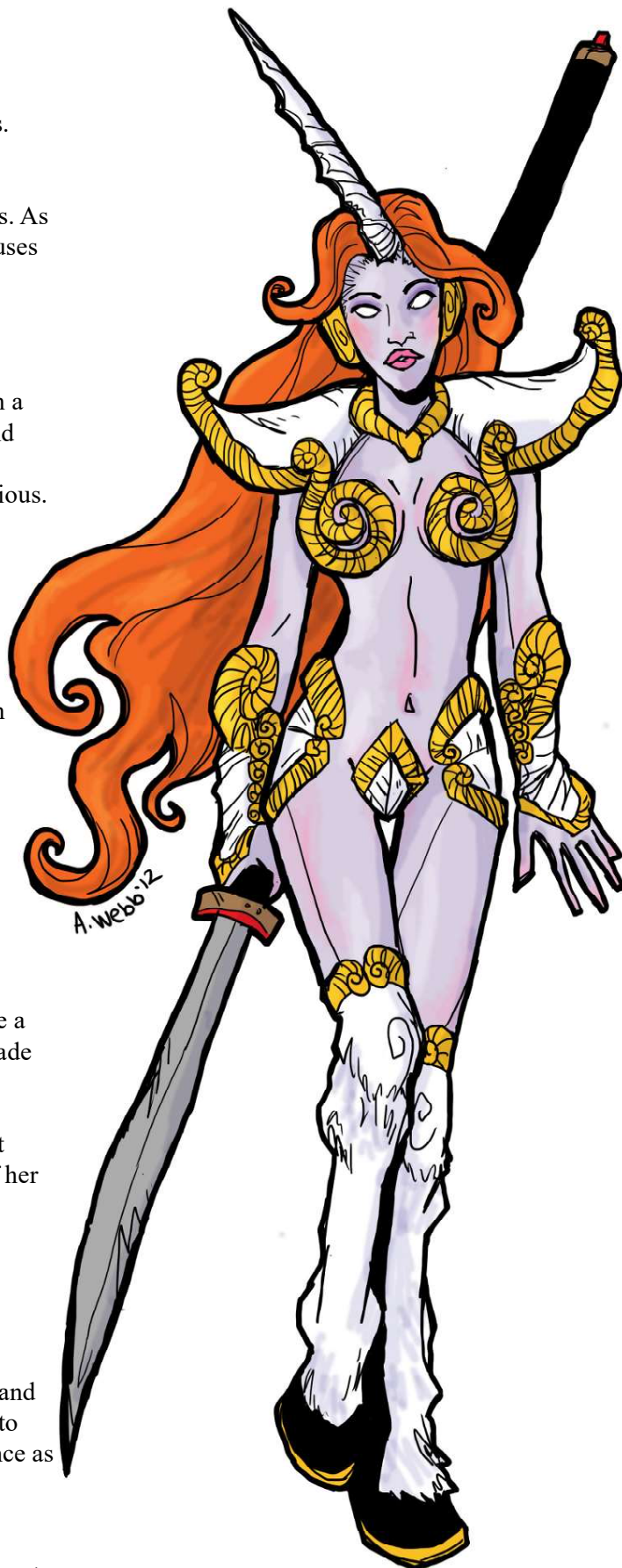
Daughters of Kirin have lowlight vision.

Marathoner (EX)

Daughters of Kirin can run within hours of their birth and find almost orgasmic pleasure in pushing their bodies to the limit. Daughters of Kirin receive Run and Endurance as racial bonus feats.

Touch Not the Earth (SU)

Like their divine father, a Daughter of Kirin steps so gently she does not disturb even a single blade of grass nor crush even the most humble insect.



A Daughter of Kirin always seems to float just a few inches above the ground, and unless she specifically chooses to, she does not leave tracks in any setting. She may ignore 5 ft of difficult terrain when running or charging.

Vegetarian (EX)

Like her father, a Daughter of Kirin will never take an animal's life needlessly. Daughters of Kirin cannot digest any form of meat, and are *nauseated* for 24 hours if they ever try. She is also *nauseated* for the same duration if she ever intentionally kills a member of the Animal or Vermin type without excellent cause.

Daughter of Kirin Alternate Racial Traits

A handful of other animalistic gods, following the Great Kirin's lead, have also fathered mortal daughters of great strength and courage. And due to the auspicious circumstances of their births, some Daughters of Kirin have extraordinary abilities differing from their sisters.

Baku Dream-Eater (SU)

Replaces: Horse Sister

Rather than the graceful and stylish Kirin, you were fathered by the lumbering but good hearted Baku, an ungainly creature that is mostly elephant, but a little tiger as well. Like your divine, chimerical father, you can devour bad dreams and bring restful slumber to those you care about.

A number of times per day equal to 3 + your CHA modifier, you may touch a willing creature and render it immune to effects that would disturb its sleep for 24 hours. Doing so renders the recipient immune to the Nightmare spell, a Night Hag's dream haunting ability and similar supernatural threats. The Daughter of the Baku herself is immune to such threats.

Baku Dream-Eater replaces the Horse Sister racial trait.

Daughter of the Divine Bull (EX)

Replaces: Ability Score Modifiers

The olive-skinned Daughters of the Divine Bull are the cosmic sisters to the Daughters of Kirin. Their lusty father is a rapacious and daring god of a foreign pantheon, who chooses beautiful and strong human girls as his mates and leaves them with a half-divine daughter growing in their belly.

A Daughter of the Divine Bull has regal purple and blood red armor, and rather than a unicorn-girl's single horn, they display an impressive pair of tauric horns.

Daughters of the Divine Bull have the following racial ability score modifiers:

+4 STR, -2 INT

They are stronger than their divine half-sisters but not quite as charming or vivacious.

Lithe Equine (EX)

Available To: Daughters of Kirin

Modifies: Heavenly Armor

The Daughter of Kirin has a lithe, strong body that is petite and coltish. The Daughter of Kirin's natural armor bonus is half that expected of a normal Daughter of Kirin. However, she receives the Small Breasts Forever starting trait as well as the Mega-Pettanko feat as a racial bonus feat.

Massively Strong (EX)

Replaces: Marathoner

The Daughter of Kirin is stronger than she is fast-superhumanly so in fact. The Daughter of Kirin's lifting, carrying and dragging limits are 10x those of a Medium humanoid of her STR score.

Nara Shikako (SU)

Replaces: Horse Sister

The Kirin often visits the famed Murakami Shrine in Nara Prefecture, and fathers half-divine daughters on the graceful black deer that call the temple complex home. These Daughters of Kirin have gleaming black hair and dusky skin, and tend to be more slender and dancer-like in build than their equine sisters.

The Nara Shikako gains a +3 racial bonus on Survival checks made in forested environments.

In addition, up to three times per day, the Nara Shikako can cast *speak with animals* to speak with any deer-like creature, as a Druid of her total character level.

As a creature associated with the mythic black deer, companion to Fukurojuku, the Nara Shikako is always considered to be carrying a Fukujin item sacred to Fukurojuku when attempting to assemble a Full Fukujin (*Enchantments of Black Tokyo*).

Normal and Tireless Speed (EX)

Replaces: Fast Speed

The Daughter of Kirin is a hardworking draft horse, not a swift racer. The Daughter of Kirin's base landspeed is only 30 ft, but this speed is never reduced by armor or encumbrance.

Thunder Horn Kirin (SU)

Replaces: Horse Sister and modifies subtype

Your horn is longer and stronger than normal, and has a dramatic curve to it like an Egyptian *kopesh*, and this deadly horn crackles with argent electricity.

You gain a natural Gore attack as a primary natural attack that inflicts 1d6 + STR piercing plus 1d6 electricity. You gain the Electrical subtype.

Similar Traits

Similar alternate racial traits grant a different elemental subtype and give the Daughter of Kirin's horn the ability to deal corresponding energy damage. For example, a Frost Horn Kirin's horn resembles a glacial spire, provides the Cold subtype and inflicts extra cold damage.

Thunderous Charge (SU)

Replaces: Touch Not the Earth

When the Daughter of Kirin makes a successful melee attack after a charge, the target must succeed at a FORT Save (DC 10 + ½ damage inflicted) or become *Deafened* for one round.

Water of the Mare (SU)

Replaces: Horse Sister

The divine urine of a Daughter of Kirin can cure mortal ailments.

Once per day, the Daughter of Kirin can urinate on any creature affected by poison and provide the afflicted creature with an additional FORT save to overcome the poison's effect, at a +5 bonus. The Daughter of Kirin cannot use this ability to benefit herself.

Whinny (SP)

Replaces: Horse Sister

The Daughter of Kirin can unleash an eerie, horse-like whinny that shatters the impure matter of the mortal realm.

Once per day, the Daughter of Kirin can use *Shatter* as a spell-like ability as a 10th level caster.

Dhampir

Medium Humanoid

The first and most important thing to remember about Dhampir is they are unwanted.

Unloved. Unwelcome.

Dhampir are the living children of vampires, one in a million anomalies created only by rare circumstance and tragedy. They share many of the vampire's strengths, and lack many of the traditional vampire weaknesses. Able to walk in daylight and live among humans, they remain outsiders, both by choice and by circumstance. Most Dhampir share their undead parent's predatory outlook. Those who don't become thieves, killers and rogues might take up the time-honored but fundamentally shunned profession of vampire hunter, destroying their undead 'siblings', often in the service of one of Black Japan's secret armies.

Our Appearance

Dhampir closely resemble humans, though exceptionally strange ones. Dhampir can hail from any of the races of mankind, though compared to a mortal member of their birth race, they seem slightly paler than the norm. The most obvious difference between Dhampir and ordinary mortals are their elongated and non-retractable canines. These small fangs instantly mark a Dhampir as an outsider, and possibly as a threat; few Dhampir smile easily, as doing so would instantly reveal their true nature. Dhampir have whipcord thin bodies, with fast, hot-running metabolisms. Their facial features are sharp and chiseled, almost feline. Their eyes are intense and often haunted.

Dhampir are intensely vain. They might not be able to afford finery, but whatever they own or wear will be well cared for and well-chosen. Dhampir take pride in their appearance, as well as their skills and their gear. Dhampir keep their blades sharp and well honed, their guns well maintained, their boots polished and their leathers well oiled.

Our Sexuality

Dhampir are sterile sports. Though they can enjoy sex for pleasure, they cannot conceive a child and women of their race cannot become pregnant. Many demonologists argue that Dhampir are not a true species at all, and instead are isolated aberrations- corruptions of humanity. More than a few Dhampir agree with this assessment.

Dhampir often refuse human lovers, spurning sexual and romantic advances time and again. Few Dhampir trust themselves, especially in a moment of passion. Dhampir



are often terrified of their own predatory instincts and impulses. If a Dhampir takes a mortal lover, it is due in part to the mortal's dogged tenacity in the pursuit.

Dhampir are the living offspring of a vampire, and thus are born only rarely. Each Dhampir seems to have a slightly different origin, and their beginnings are often obviously supernatural. The circumstances of a Dhampir's birth are often so strange that mere biology cannot explain the event. A Dhampir might be created in any of these circumstances, or a dozen other strange occurrences.

- A woman in her few weeks of pregnancy is bitten and rises as a vampire spawn. Normally a vampire's womb cannot sustain life and the woman miscarries as she

transitions into undeath, but in this case, the Dhampir might be born prematurely.

- A newly turned female vampire is attended by a clerical or druidic midwife or advanced scientific medical care, or is brought to term by powerful divine magic.
- A man is transformed into a vampire within a single night of conceiving a child.
- A child in utero is transformed into a Dhampir at the same moment the father is executed for terrible crimes.
- A pregnant female is slain by a vampire or other powerful undead, and is soon *Raised* or *Resurrected*, working a powerful transformation on the child.
- A pregnant female visits the Negative Energy Plane or other planar haunt, or is touched by the Ubume Empress' shadow.
- A pregnant female drinks or is injected with a vampire's blood.
- A child in utero is transformed if a man betrays his pregnant wife with a vampire lover.

Dhampir age at a slower rate than humans. A Dhampir can expect to live a little over a century and a half. An eighty year old Dhampir is as healthy and active as a human man in his early forties.

Our Faiths and Beliefs

Few Dhampir are religious. If they believe in any God at all, they usually hate the bastard. Despite their atheism and moral doubts, most Dhampir are very, very knowledgeable about the occult, but it's a hunter's tactical knowledge, not a cleric's training.

The Places Important to Us

Dhampir are too small of a population to have their own nations, either in this world or in the Tatakama. Instead, they live among humanity. Dhampir are urban creatures—they are intensely social and need the opportunities for predation and interaction that cities and larger villages offer.

Small clusters of Dhampir call Japan's largest cities home. There are a handful of Dhampir Yakuza soldiers working for Hiroshima's criminal clans; a few demonologists who prowl the Tokyo night, a couple of freelance mercenaries who favor night work in Kobe and Osaka. Most Dhampir prefer the modern world, and only ever enter the Tatakama in pursuit of prey, or when fleeing an especially dangerous pursuer. The modern world makes more sense to the Dhampir, and with their confused and often tragic origins, they need all the sense they can find.

In the Tatakama, Dhampir are most often considered *burakumin*, due to their close association with death and their shameful births. Many Dhampirs are born to disgraced samurai—a *samurai* who is forced to commit seppaku while his child is still in his woman's womb is virtually guaranteeing his son or daughter will be born as Dhampir. Quite a few Dhampir become *ninja*: the great clans don't care about birth status, just utility. As long as a Dhampir controls his bloodlust around his clan-mates, and kills with a little bit of discretion, most Yakuza gangs and ninja clans don't care about the fact he drinks blood at all.

In Black Japan itself, Dhampir are the result of demonic rape or undead predation. Most 'mothers' abandon their half-vampire or half-demon children soon after birth....or drown them in the bathtub themselves. Those who survive are often raised by organizations who know how useful a half-vampire can be. The Eyrines Sisterhood has raised several Dhampir children, of both gender, to adult hood and trained them as hunters. Chrysanthemum Seven has a small cadre of elite Dhampir agents distributed throughout Black Japan, and wishes it had more. And finally, the old men of the *Momonjii Cemetery in Nagasaki* have raised a few Dhampir themselves, after the half-vampires were kicked out of their first homes.

The Languages We Speak

Dhampir begin play speaking their native tongue (often Japanese or English) and one other Earth language of choice. In the Tatakama, they are proficient in Common as well. Dhampir with high INT scores can choose any language as a bonus language, except for secret languages like Druidic.

Play A Dhampir If....

- You want to be the ultimate vampire hunter and demon-slayer.
- You want to play an angsty, tortured, ill-tempered hero.
- You want to be a superior rogue, assassin or magus.
- You want a balance of stealth and offensive punch.
- You want to play an especially bishonen hero.
- You're a fan of *Hellsing*, *Hell Teacher Nube* or the *Blade* films.

Dhampir Racial Traits

All Dhampir share the following racial traits.

Size and Type

Dhampir are Medium Humanoids. As Medium creatures, Dhampir receive no bonuses or penalties due to their size.

Ability Score Modifiers

Either +2 DEX or +2 CHA

Dhampir are lithe and sexually alluring. Which aspect is more dominant—grace or physical beauty—varies between individual Dhampir.

Normal Speed (EX)

Dhampir have a base land speed of 30 ft.

Negative Energy Affinity (EX)

This racial quality only activates temporarily when the Dhampir gives into his blood thirst (see the Vampiric Feeding racial quality, below). Though alive, the Dhampir acts as if undead in regards to channeled energy. He is harmed by Positive energy and healed by Negative energy. This ability remains active for one hour after activation.

Nocturnal (EX)

Dhampirs are not burned by sunlight, but are uncomfortable beneath the daylight sky. Dhampirs suffer a -2 penalty on all skill checks, saving throws and attack rolls made in daylight or conditions of bright artificial light.

Vampiric Bite (EX)

Dhampir gain a bite attack as a secondary natural weapon. Their bite inflicts 1d4 + ½ STR slashing, 20/x2 crit. Dhampir may apply either their STR or DEX modifier on attack rolls with their bite, as if they possessed the Weapon Finesse feat.

Vampiric Feeding (SU)

A Dhampir who inflicts a critical hit with his bite attack inflicts 1 point of temporary CON damage on the victim, and swallows just enough blood to spark his hunger. For

one minute after inflicting the critical hit, the Dhampir receives Fast Healing 1 (fire, good).

If, during this time, the Dhampir either makes another critical bite attack, or drops the victim of the bite attack to 0 HP or fewer, the Dhampir's true blood thirst activates. The Dhampir instantly heals 1 HP per two character levels if wounded, and acts as if *hasted* for one round. Additional bites have no effect.

However, for one hour after giving into their blood thirst in this manner, the Dhampir's Negative Energy Affinity quality activates.

Vampiric Senses (EX)

Dhampir have keen, predatory senses, equal to those of any prowling cat. Dhampir receive Darkvision with a 90 ft range and gain the *scent* special quality.

Dhampir Alternate Racial Traits

As a consequence of their strange birth, some Dhampir have abilities that vary even farther from the norm, or have different weaknesses.

Blood Thirst (EX)

Replaces: Nocturnal

The Dhampir requires food and water but also requires the flesh blood of living prey to satisfy his vampiric hunger. Each day, the Dhampir must use its vampiric bite to inflict a *coup de gras* on a living creature in order to drain its blood. Each day the Dhampir fails to feed it suffers 1d2 points of temporary CON damage, and cannot heal naturally. If the Dhampir uses its Vampiric Feeding racial trait it satisfies this requirement, and all temporary CON damage caused by refraining from feeding is restored.

Chinese Vampire (EX)

Replaces: Nocturnal, Normal Speed

The Dhampir was born to a stiff-legged Chinese vampire. The Dhampir's motions are strangely comical, yet swift as a raptor's. The Dhampir gains the Fast Speed racial quality, giving the Dhampir a base land speed of 40 ft. The Dhampir gains a +4 racial bonus on Acrobatics checks made to jump, and jumping distance is not limited by their height.

However, the Dhampir is stiff-legged and rigid. It costs the Dhampir 10 ft of movement to change their facing or direction when on land. If the Dhampir is flying, swimming or moving by another extraordinary means, this disadvantage does not apply.



The Dhampir speaks and is literate in one Chinese dialect, often Mandarin.

Demon Palm (SU)

Replaces: Negative Energy Affinity

The evil in the Dhampir's blood is concentrated in his clawed and deformed left hand. Any event that would awaken the Dhampir's Negative Energy Affinity instead activates his Demon Palm for a similar length of time.

The Demon Palm acts independently of the Dhampir's will. It makes a single attack at the Dhampir's full base attack bonus against any creature within melee range, using any weapon in hand, or making an unarmed strike,

regardless of the Dhampir's wishes. While the Demon's Palm is active, the Dhampir cannot wield two handed weapons nor take actions requiring both hands, and must succeed at a concentration check (DC 10 + spell level) to cast any spell with somatic components.

The Demon Palm will continue to make attacks even if the Dhampir is reduced to 0 HP or fewer or is otherwise incapacitated, until the Dhampir is slain or completely destroyed. Doing so does not cause the Dhampir to suffer additional damage if not stabilized. If the Dhampir is reduced below 0 HP, the Demon Palm will attempt a Heal check to stabilize him; the Demon Palm is considered to have a +0 modifier on the check and no ranks in Heal.

Profane Vampiric Phallus (EX)

Replaces: Vampiric Feeding and negates Negative Energy Affinity

Only available to male Dhampir.

The Dhampir is as brutally carnal as any ancient vampire king.

The Dhampir gains Phallic Spear Technique as a racial bonus feat. The Dhampir receives a +1 racial bonus on attack rolls with his Phallic Spear, but must fight impulses to rape and sexual violence at all times. The Dhampir suffers a -2 racial penalty on WILL Saves against any effect that would cause or compel him to commit rape, sexual violence or other dark sexual behavior.

Vampiric Soldier (EX)

Replaces: Vampiric Senses

The Dhampir is lethally competent, with the blood of undead warrior-kings coursing through his veins. The Dhampir receives a +1 racial bonus on damage inflicted with Slashing weapons.

Vampiric Stalker (SU)

Replaces: Vampiric Senses

You move and kill without a sound. You receive a +3 racial bonus on Stealth checks, and in any area where you have total concealment, attacks against you are made at an additional +10% miss chance.

Vampiric Wall-Walker (SU)

Replaces: Vampiric Feeding and negates Negative Energy Affinity

The Dhampir can scurry along walls or across ceilings as adroitly as a spider. The Dhampir gains a Climb speed equal to his landspeed, and receives a +4 racial bonus on Climb checks.

Dodoma

Medium Humanoid (human)

The Dodoma are a tribe of attractive and petite humanoids with hundreds of eyes across their lithe bodies. Some claim that thieves and pickpockets are born into Dodoma families in the Tatakama when they die in the Earth-realm, and are brought up as master thieves by the nomadic bandits. Others, including the Dodoma themselves, claim that the Dodoma predate humanity. The multiply eyed rogues were supposedly an early prototype of the human form who were cast out of the heavens for stealing the gods' coin purses.

Dodoma are comfortable walking the *torii* between the Tatakama and the Earth Realm. The boldest have very little fear of an excursion into the Black Else (if they can be convinced there's some profit in it). Dodoma enjoy the sights and modern comforts of the Black Japan, and many lead rich, full mortal lives among cross-planar humans. Dodoma can usually be found walking the realms, running scams, filching treasures and carousing, but a few have been known to put their natural talents to nobler use as treasure-hunters, eerily perceptive exorcists or even....rarely...true and noble heroes.

Our Appearance

Dodoma closely resemble human of Asian descent, though they are uniformly petite and slightly built. They can pass for Japanese with difficulty, or for Chinese, Korean, Thai or Vietnamese with a little less effort. Both male and female Dodoma have soft, vaguely androgynous features. Their hair naturally grows in an assortment of vibrant, rainbow colors: greens, electric blue, screaming pink and canary yellow are only a few shades. A Dodoma's hair color provides a clue to the humanoid's clan of origin.

While a Dodoma is clothed, she might easily be mistaken for a mortal human. However, if the Dodoma's clothes are removed her strange heritage becomes obvious. One hundred and eight blinking human eyes cover the Dodoma's shoulders, breasts and back, and run down their arms. The Dodoma's fingers end in tiny photosensitive spots like eyes, and a wreath of strange, lustful eyes surrounds their genitals.

Our Sexuality

Though they share a shape with mankind, Dodoma cannot cross breed with ordinary humans. However, seduction and strange romances between Dodoma and men are not uncommon. Dodoma pregnancies last the same span as a human's, but Dodoma mothers-to-be suffer one complication undreamed of by mortal women. For the last

month of a pregnancy, a Dodoma female is blind, all her many eyes tightly shut until the birth of her child.

Dodoma live significantly longer than mortal humans, remaining energetic and vital into their 120th year, and the eldest crones of the race surviving as much as fifteen decades. Dodoma are great respecters of age, because their

own elders are some of the most deceptive, cunning bastards in any realm.

Our Faiths and Beliefs

Dodoma are a little more religious than you might expect, but often in a shallow, superstitious way. They learn a little bit of this and that: some Taoist philosophy, a bit of Shinto animism, something from the darkness of the Tatakama, bits of misunderstood Filipino Catholicism and blend it together in a *mélange* that makes individual sense. They're rarely Buddhists, except in their old age, as the religion is a bit too staid and stuffy for their tastes. Dodoma will light incense after a successful gig, or at the passing of a friend or comrade in arms, and might enjoy a religiously motivated street fair, but no more than that.

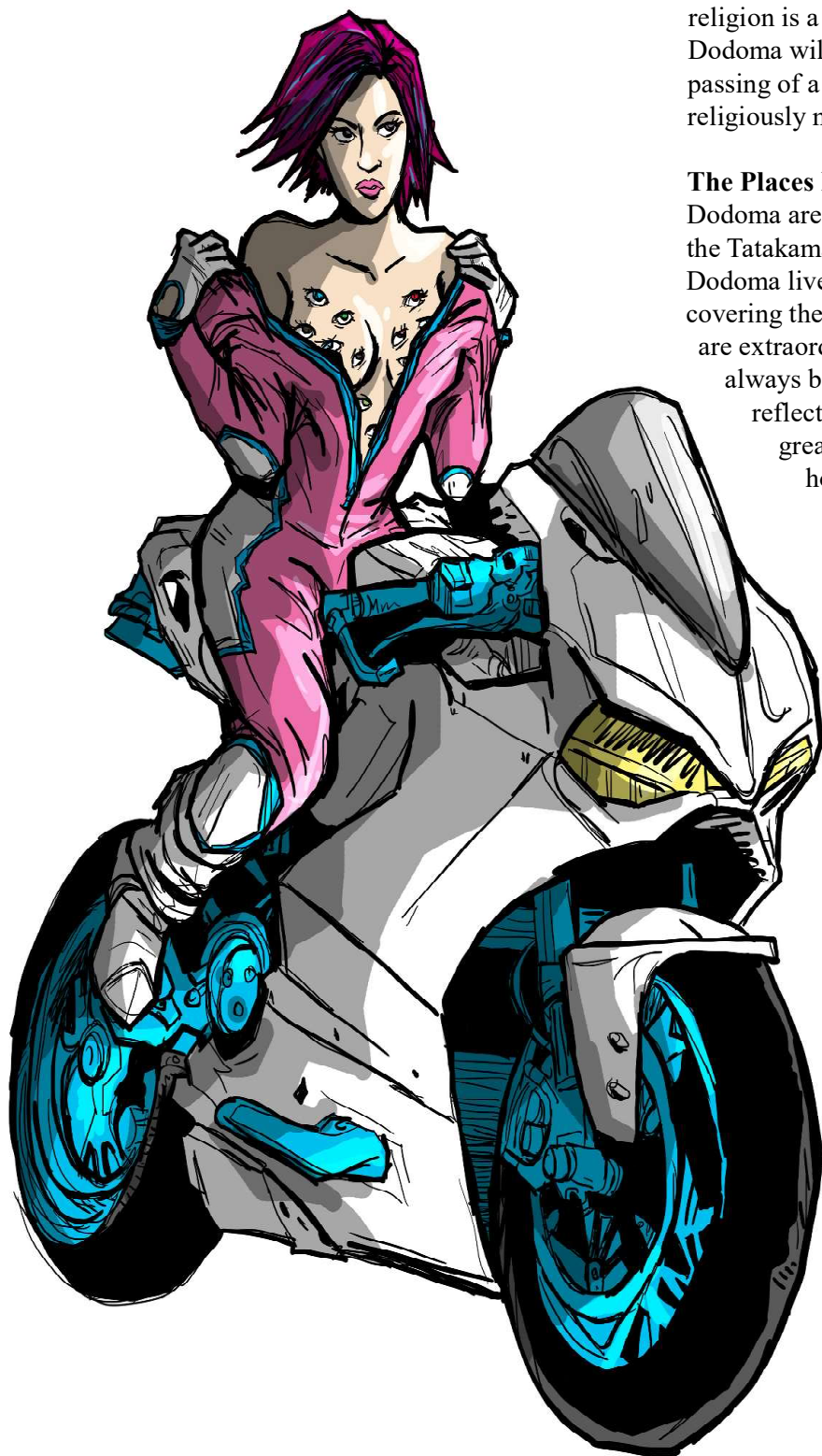
The Places Important to Us

Dodoma are rootless, often mistrusted nomads, who prowl the Tatakama's trade routes in ragged caravans. A few Dodoma live as thieves and spies in larger human cities, covering their many eyes and passing for mortal. Dodoma are extraordinary vain creatures, and their homes will always be lavishly decorated with polished mirrors and reflecting bowls. In the modern world, they've a great love for neon and for long, tangled strings of holiday lights.

In the Earth Realm, Dodoma prefer larger cities, which provide a measure of anonymity and an opportunity to earn. For most, the terms Dodoma and criminal are synonyms, and small, tight-knit Dodoma families can be found in any Japanese city with a large Yakuza or Triad presence. Ordinary mortals might not know it, because Dodoma are masters of passing for human, but there are surprisingly large communities of the many-eyed rogues in both Hiroshima and Gunma Prefecture, clustered around the Jomo Mountain Range.

The Languages We Speak

Dodoma begin play speaking Japanese and one other language of choice, usually either Common, English or another Asian language: Korean, Cantonese and Vietnamese are popular choices, as many Dodoma pass as members of immigrant races when working in Japan. Dodoma with high INT scores can choose any language as



a bonus language, except for secret languages like Druidic.

Play A Dodoma If...

- You want the keenest eyes in the campaign and a lot of enhanced senses beyond those.
- You plan to do a lot of pickpocketing, shoplifting and infiltration.
- You want to play something street savvy and able to pass for human (most of the time).
- You favor agility over heavy armor and favor a highly mobile fighting style.

Dodoma Racial Traits

All Dodoma share the following racial traits.

Size and Type

Dodoma are Medium Humanoids with the human subtype. As Medium creatures, Dodoma receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 *DEX*, -2 *CON*, +2 *WIS*.

Injuries to their many eyes can render a Dodoma incapacitated with agony, but their senses are far keener than a human's, and most are as agile as trained martial artist.

Normal Speed (EX)

Dodoma have a base land speed of 30 ft.

108 Eyes (EX)

A Dodoma's entire body is covered in eyes. When unarmored, lightly armored or wearing armor with the Near Nudity property, the Dodoma's enhanced senses are active. The Dodoma cannot be flanked, and receives a +4 racial bonus on Perception checks.

Dodoma possess lowlight vision. Their lowlight vision functions even when the other aspects of their 108 Eyes racial ability are suppressed, due to the Dodoma wearing heavier armor.

Human Blood (EX)

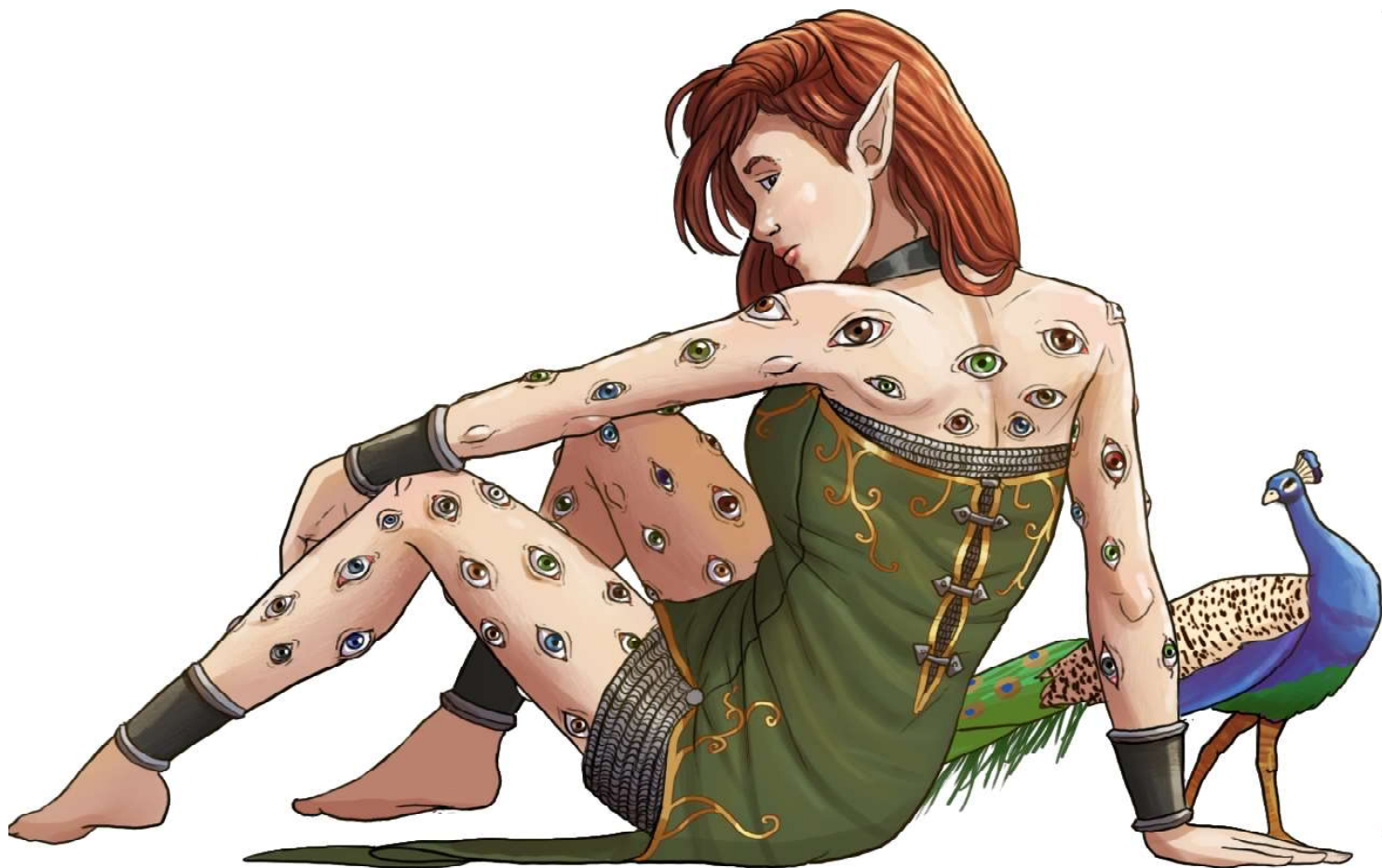
Dodoma count as human for all effects related to race.

Natural Thief (EX)

Dodoma receive a +1 racial bonus on Disable Device and Sleight of Hand checks, and these skills are always class skills for the Dodoma.

Thief's Instinct (EX)

Dodoma are consummate thieves, who seem to have a sixth (or seventh) sense about where you've left your



valuables. A Dodoma who merely passes within 5 ft of a secret or concealed door is entitled to a Perception check to notice it as if she were actively looking for it.

If the Dodoma's 108 Eyes racial ability is suppressed, due to her wearing medium or heavy armor, this ability is also suppressed.

Thief's Step (SU)

Once per day, the Dodoma can step partially between worlds, becoming as unsubstantial as a ghost. As a move equivalent action, the Dodoma can become *ethereal*, and can pass through solid matter. The Dodoma can maintain the ethereal state for a number of rounds equal to his or her CHA modifier (minimum one round).

Unaverted Gaze (EX)

If the Dodoma's skin of eyes is exposed and her 108 Eyes ability is active, the Dodoma cannot avert her gaze from any supernatural gaze attacks, and she automatically fails all saves to resist sight based attacks, such as a medusa's lethal gaze.

Dodoma Alternate Racial Traits

Every Dodoma has adventure and crime in their heart, but various Dodoma clans boast unique powers. Don't expect a Dodoma to ever tell you all of his talents; the shifty multi-eyed rogues like to keep a few secrets for just the right moment.

Dodoma Precision (EX)

Replaces: Natural Thief

Some Dodoma actually make an honest living, and their 108 very sharp eyes serve them well when it comes to detail work. The Dodoma receives a +2 racial bonus on one Craft skill of choice where sharp vision would come in handy. This skill is always a class skill for the Dodoma.

Eyes of Ink (SU)

Replaces: Thief's Step

As a full round action, the Dodoma can transform her 108 bodily eyes into the intricate, full body tattoos of a Yakuza soldier, or back again. These tattoos always depict animals with eerily glowing, cunning eyes, snarling at the viewer.

In her tattooed state, the Dodoma can automatically pass for human, and may use *animated tattoo* at will, as a sorcerer of her total character level. While her eyes are hidden in plain sight as Yakuza tattoos, her 108 Eyes racial ability is considered suppressed.

Hitotsume-Kozo (SP)

Replaces: Thief's Step

Though their lean child-like bodies are covered with 108 perceptive eyes, their heads have only one, a huge cyclopean eye in the middle of their bald forehead. Cute, perky and curious, Hitotsume-Kozo are the perpetual teenagers of the Dodoma race. They never seem to grow up, or lose their lust for the adventuring life.

Hitotsume-Kozo can cast each of the following spells once per day as a sorcerer of their total character level: *Daze*, *Flare* or *Ghost Sound*.

Manipulative Insight (SP)

Replaces: Thief's Instinct

Dodoma can spot a sucker at a kilometer away, and have an uncanny sense of who'd be most receptive to their charms, their cons, and their schemes.

The Dodoma can cast one *detect alignment* spell of their choice (*detect good*, *detect chaos*, ect) at will as a sorcerer of their total character level. At 10th level, the Dodoma gains the ability to cast a second *detect alignment* spell of their choice at will, also as a sorcerer of their total character level.

If the Dodoma's 108 Eyes racial ability is suppressed, this ability is also suppressed.

Magic Eyes (SP)

Replaces: Thief's Instinct

Your 108 eyes see the truth of things beyond the merely physical, granting you supernatural insight. Select any one first level divination spell with *detect* in the name, such as *detect animals and plants*, *detect evil* or *detect secret doors*. You gain the ability to use this effect as a spell-like ability at will.

If the Dodoma's 108 Eyes racial ability is suppressed, this ability is also suppressed.

Petite Dodoma (EX)

Available To: female Dodoma

Replaces: Thief's Instinct

Your chest is flat and almost boyish, broken only by hard little nipples surrounded by strange, blinking eyes. You receive the Small Breasts Forever trait and gain Mega-Pettanko as a racial bonus feat.

Shirime (SU)

Replaces: Natural Thief, Thief's Instinct, Thief's Step
Dodoma of the Shirime breed are more honest than the norm, but are acid-tongued, foul-mouthed and sarcastic in the extreme. They are among the greatest healers, surgeons

and medics in all the Realms, but have absolutely no regard for tradition and zero respect for authority. Shirime have 109 eyes, not the 108 typical of their race- the hundred and ninth protrudes from their anus and stares sullenly.

The Shirime ability package is a major rebuild of the Dodoma race. It grants the following abilities.

Healing Instinct (EX)

A Shirime Dodoma who merely comes within 5 ft of a person suffering any disease may make a Heal check as if actively attempting to diagnose the disease. The Shirime Dodoma can tell if a creature is healthy (at 75% or greater HP), wounded (at 75-25% HP) or grievously wounded (at 25% HP or less) merely by looking at a creature.

If the Shirime's 108 Eyes racial ability is suppressed, this ability is also suppressed.

Master Surgeon (EX)

The Shirime Dodoma is an incredibly skilled physican, and receives Skill Focus (heal) and Surgery as racial bonus feats.

The Dodoma receives a +2 racial bonus on Heal checks made to assist Humanoids and Monstrous Humanoids, and Heal is always a class skill for the Shirime Dodoma.

Spirit of Disease (SU)

Replaces: Thief's Instinct

Some say the audacious Dodoma are spirits of disease. (The association of some Shirime Dodoma with the healing arts might have something to do with this stereotype.)

This Dodoma is immune to all diseases, including magical disease. However, any living creature (except other Dodoma) who spends more than an hour in the Dodoma's company suffers a -2 luck penalty on FORT saves to resist disease for the next 24 hours.

Doujinishi

Medium Outsider (native)

In Black Tokyo, ordinary mortals may be creatures of magic and not even realize it. Doujinishi is a term for fan created, often erotic parodies and homages of pop culture phenomena. In Black Tokyo, the love, lust and obsession needed to create a Doujinishi artwork can also create a soul.

Unlike conjured sexual playthings, who are created intentionally, Doujinishi appear only in the wild. Doujinishi are often spawned by those with the mystic potential to become Harem Mages or potent conjurers, but who lack the training to control their arcane talents.

The race of cartoon-people are products of wet dreams and Bristol-board fantasies. Many of these eroticized creatures don't realize their fictional nature, believing themselves to ordinary (if highly sexed) men and women. When a new Doujinishi appears, the universe itself bends to accommodate them, creating a whole fictional history, an imaginary work and school history, and even hazy memories of those ordinary people who 'knew' the Doujinishi in the past.

Doujinishi are often drawn into adventures almost against their will. Their lives are governed by the logic of hentai, pornography and adventure. Lustful predators are drawn to the Doujinishi as a favorite prey, because they enjoy feeding on such an unabashadely erotic being. Futakuchi often struggle to train Dojinishi into modern samuari while keeping their fierce tempers in check, unconsciously playing out the plot of hundreds of *magical girlfriend* H-anime.

Our Appearance

Doujinishi resemble humans, but they are definitely not ordinary people. They are fit and toned, with bodies as perfectly sculpted as a supermodel. Women of the race have fabulous, perfectly spherical breasts that defy gravity- they look like the masterpiece of the plastic surgeon's art. Depending on the fantasy that created them, males of the race are either willowy, androgynous bishonen, or tough, muscular and virile studs.

Doujinishi have naturally colorful hair that seems to writhe and coil and billow in non-existent winds. Eye-blasting yellow, Astro-turf green, or glittering, almost metallic blue are far more common hair colors than black or brown. The ordinary people of Black Japan just seem to ignore a Doujinishi's fantastical hair colors and wild styles- they see it, but they simultaneously don't see it. Doujinishi tend



to wear as little as they can get away with, unless they're wearing something extremely fashionable and high dollar. They favor designer labels, hand sewn kimonos and tiny little tops that seem poised on the verge of falling right off.

Our Sexuality

Doujinishi are sexually compatible with humans, and with most other forms of life. They are sexually voracious, adventurous and almost completely unconcerned with social taboos. Doujinishi fuck often, they fuck noisily, and

they fuck anywhere they want- in the middle of a crowded restaurant, on a crammed subway train, on the altar of a temple during a blessing- anywhere, anytime. Somehow, their sheer charm and force of personality allows them to get away with this.

Despite their lustful natures, Doujinishi cannot become pregnant nor can the men of their race sire a child. For many Doujinishi, the path of the Harem Mage is the only way they can create life, another reason so many of these fictional bon vivants take to the profession.

Our Faiths and Beliefs

Doujinishi aren't a particularly philosophical people, and they're not too introspective. They rarely bother with religion...unless their creation was inspired by the adventures of some chaste manga heroine or lusty temple miko. Even then, Doujinishi put their own feelings and instincts above tradition and stricture. Doujinishi are the definition of chaotic, most living for the moment and not worrying one bit about what's going to happen even in the near future.

In Buddhist terms, Doujinishi are as far from enlightenment as any creature walking the planet. They are hyperactive, materialistic, and hedonistic. They believe only what their senses tell them, and live for pleasure. They have absolutely no problem with this.

The Places Important to Us

The Doujinishi are creatures of the city; they enjoy crowds, enjoy wild nights out at hostess clubs and bars, thrive on karaoke, alcohol and pounding dub step. Most have tiny apartments in the most fashionable district of one of Black Japan's largest cities. If they can afford it, (and even if they can't) Doujinishi congregate in Tokyo's Shinjuku shopping/club district.

More Doujinishi call Tokyo's Akihabara District home than anywhere else on the planet. Quite a few were incarnated in the Annix! Studio, a thriving manga publisher known for top quality, super-ecchi doujinishi.....and living, breathing Doujinishi created simultaneously. Others are born at the world famous anime studio: Studio Sayaka GO! in Niigata Prefecture. There's nearly as many Doujinishi haunting Osaka's Den-Den Town, causing trouble and making art. The three breeds fued noisily and compete fiercely in everything.

By contrast, Doujinishi cannot stand the country. The quiet, the crickets, the smell of the fields, they all drive them crazy. The absolutely only reason a Doujinishi would ever willingly live in a rural area is if they were created from a bestiality fan-fic. The rare few Doujinishi incarnated from some obscure and pornographic ukiyo-e found in the Tatakama somewhere cross to the Earth Realm as soon as they can find a working *torii*.

The Languages We Speak

Doujinishi begin play speaking Japanese and Celestial (though few realize they can actually speak Celestial until they encounter another speaker.) Doujinishi with high INT scores can choose any language as a bonus language, except for secret languages, like Druidic.

Play A Doujinishi If...

- You want to play an extremely sexual, fan-service intensive, unabashedly carnal hero or heroine.
- You want to make fun of anime and manga tropes, or import a favorite character into Black Tokyo.
- You want some neat immunities plus incredible beauty.
- You plan to create a bard, illusionist, psion or other trickster-type.
- You want to get laid all the damn time. (Can't say it enough!)

Doujinishi Racial Traits

All Doujinishi share the following racial traits.

Size and Type

Doujinishi are Medium Outsiders with the native subtype. As Medium creatures, Doujinishi receive no bonuses or penalties due to their size.

As native outsiders, Doujinishi slain in the Earth Realm can be *raised* or *resurrected* normally. Note that Doujinishi are not native to the Tatakama, and death is final for them in that dark, chill realm.

Ability Score Modifiers

+2 *CON*, -2 *INT*, +2 *CHA*.

Doujinishi are tough enough to take a punch from hundreds of failed romantic partners and fuck all night. They are hyper-sexualized and cute, but their focus on the erotic limits their intellect. They think themselves more clever than they really are.

Normal Speed (EX)

Doujinishi have a base land speed of 30 ft.

Bisexual Seducer (EX)

All Doujinishi are bisexual by nature, and are as skilled at seducing reluctant members of their own gender as their fan-fic counterparts are. Doujinishi receive a +2 racial bonus on sexually oriented Bluff and Diplomacy checks made against members of their own gender.

Call of Creation (SU)

Doujinishi are imbued with the soul of a great artist hidden beneath a hyper-sexualized façade. A Doujinishi who takes a level in the Bard, Wizard (Illusionist) Personality (D20 Modern) or the Harem Mage prestige class receives one bonus skill point per level, in addition to favored class bonuses, if any. This bonus skill rank must be placed into either a Craft, Perform or creative-related Profession skill.

Creature of Imagination (SU)

Doujinishi are living works of art, and thus are especially vulnerable to the will of artists and dreamers.

If a Doujinishi's adversary has 5 or more ranks in Craft (writing or visual arts) he or she receives a +1 bonus on attack rolls, saving throws and opposed skill checks made against the Doujinishi.

Doujinishi suffer a -2 penalty on saving throws against spells from the Illusion school.

Fiction Junkie (EX)

Doujinishi are living fiction, and as such they have a perfect awareness of the world's entertainment, even if they don't realize it. Doujinishi automatically succeed on all Knowledge (pop culture) checks they attempt.

Lowlight Vision (EX)

Doujinishi have lowlight vision.

Pink Zone (SU)

Doujinishi receive Pink Zone as a racial bonus feat. Those within sight of the Doujinishi are much more likely to give into spontaneous sexual encounters, even those encounters which would normally be forbidden or taboo.

Robust Fantasy (SU)

As a living fantasy, Doujinishi have a handful of immunities that differentiate them from true flesh.

Doujinishi are immune to *sleep*, *fatigue*, and the *sickened* and *nauseated* conditions.

Doujinishi Alternate Racial Traits

Doujinishi are living stories, and stories can change in some unpredictable ways. No two Doujinishi are alike, nor are their powers or obsessions.

Baby Witch (SP)

Replaces: Robust Fantasy

Though young, you are an extremely proficient spellcaster. You do not suffer mental ability score penalties for being in the Child age category, making you the intellectual equal of many adults.

As long as you gain at least one spellcaster level per year, you do not age, and are immune to effects that would magically age you. If you reach 10th level in any spellcasting class before leaving the Child age category, you no longer continue to age, and have no maximum age. You receive a +2 racial bonus on saving throws against transmutation (polymorph) effects and death effects.

Chemical Personification (EX)

Replaces: Fiction Junkie, Pink Zone

You are the anthropomorphic personification of a certain toxic or dangerous chemical; your hair and eyes are chemically bright, and you usually wear bio-hazard or MSDS warning labels on your clothing or as cute tattoos.

You automatically succeed at either Craft (chemical) or Craft (alchemy) checks made to synthesize non-magical drugs, poisons and chemicals. You require raw materials costing one half normal when synthesizing chemicals.

Select one specific, named chemical or poison. You can synthesize this specific chemical in half the usual time,

without requiring expensive raw material at all. Each dose of this chemical you concoct has one of the following benefits, chosen by you at the time it is created:

- Increase the chemical's Saving Throw DC by +2.



- Decrease the onset time to one round or increase the onset time to one hour.
- Increase the chemical's duration by 25%

Fantasy Breasts (EX)

Available To: female Doujinishi

Replaces: Robust Fantasy

Your boobs are as huge and perfectly shaped as anything ever drawn by the most ecchi mangaka's pen, truly

fantastic in every sense of the word. You receive the Busty Extreme starting trait as well as either the Mega-Busty or the Womanly Suffocation feat as a racial bonus feat.

Gunner Babe (SP)

Replaces: Pink Zone

Nothing's sexier than a skimpily dressed cyberpunk heroine wielding something sleek and fully automatic, at least as far as most manga artists are concerned. The Doujinishi is a supernaturally adept gunslinger. She receives Personal and Advanced Firearms Proficiency.

In addition, once per day, the Doujinishi may cast either *Reload!* or *Personified Gun* as a sorcerer of her total character level.

Lolicon Fantasy (EX)

Replaces: Bisexual Seducer, Size

The Doujinishi is a perpetual pre-teen, springing from the pages of a semi-legal lolicon or shota manga.

The Doujinishi is a Small creature, receiving a +1 size bonus to attack rolls and Armor Class as well as a +4 size bonus on Stealth checks but suffering a -1 size penalty to CMB and CMD.

Doujinishi automatically succeed on Disguise checks made to pass for a human Child or Young Adult, and receive a +2 luck bonus on Bluff checks against creatures in the Adult age category or older. They can use powers and feats requiring the character to either be a child or have a power with Loli in the name.

Love Body Doujinishi (EX)

Replaces: Robust Fantasy, modifies Subtype

The fantasy that gave birth to you was a lustful one, inspired by a particular lifesized love doll popular in ecchi fandom. Though you're now flesh and blood, your magical body has retained some of the appealing softness and pliability of silicon and fleshy latex.

You gain the Half-Construct subtype. You immune to critical hits, precision based damage, damage from weapons with the bleed property, stunning and the effects of massive damage. You gain the construct subtype.

Healing spells and effects cast to benefit you have the minimum numerical effect, unless the caster has had a sexual encounter with you during the previous 24 hours, in which case healing benefits you normally. You are healed normally by effects specifically designed to heal constructs.

Lucky Drop (SU)

Replaces: Robust Fantasy

You are known for good fortune in every aspect of your life- the author of your destiny really likes you! You receive a +1 luck bonus to all saving throws, and a +1 luck bonus on Profession and Perform checks to earn money or make a living.

Magical Fantasy (SU)

Modern Spellcaster Option

Replaces: Call of Creation

The Doujinishi is so tied to the concept of fantasy, that as a living illusion, they are masters of modern illusion magic. The Doujinishi receives a bonus Spell Point for each level they gain in the Modern Spellcaster Basic Class and receive a +3 racial bonus on WILL Saves made to safely Overcast spells of the illusion school.

Moe Warbird (SU)

Replaces: Call of Creation, Pink Zone

You're the living embodiment of the beauty and grace of one of the most famous fighter planes to ever bless the sky with your presence.

Your appearance is mostly human (save for air-intakes above your ears, like neko-ears, which you can usually pass off as cosplay decorations). You however might display some decorative costuming or bodily details that hint at what warbird you embody: an F-14 girl might be a voracious eater, reflecting the plane's fuel needs, a Harrier girl might have twin pigtails reminiscent of her tailtip gear. Most Moe Warbirds dress either in actual military uniforms or severe, well-pressed dark civilian clothing with a militaristic flair.

A Moe Warbird Doujinishi who takes a level as an Assault Witch Cavalier a 5 ft increase to her Flight speed in Aeromusume form for each level taken.

Moe Warbirds are mechanically gifted, technically savvy, and militaristic. They are proud, aggressive and competitive. Fly and Craft (mechanical) are always class skills for Moe Warbirds, and they receive a +4 racial bonus on Fly checks as well as a +2 racial bonus on Craft (mechanical) checks and Knowledge (tactics) checks.

Moe Warbirds speak and are literate in the language of their plane's country of origin, in addition to Japanese.

Night's Fantasy (EX)

Replaces: Pink Zone

The Doujinishi is a refugee from a mystery or crime fanfic, a creature of shadows, alleyways and cruel sex in dingy motel rooms. The Doujinishi receives Darkvision 60

ft. Doujinishi with this trait receive a +2 racial bonus on Stealth and Intimidate checks made in conditions of dim illumination or worse.

Nurse Fantasy (SU)

Replaces: Pink Zone

You were imagined as part of an elaborate medical fetish hospital fantasy. You have a penchant for seductive latex nurse uniforms and a deep and abiding love of speculums. You receive Lemon-Pink Hospital as a racial bonus feat.

Perverse Artisan (EX)

Replaces: Call of Creation

When the Doujinishi sleeps, he or she dreams of elaborate and complex sex toys, next-generation love dolls, handcrafted bondage frames and other high tech love aids. The Doujinishi receives Master Craftsman as a racial bonus feat, with an emphasis on the creation of magical sex toys.

Yakuza Avatar (SP)

Replaces: Pink Zone

You are the incarnate fear and suspicion felt by Japanese towards Yakuza thugs, a fictionalized version of these ferocious and stylish urban gangsters. You gain *Animated Tattoo* as a spell-like ability; you inflict 1d6 + CHA modifier points of damage when using your Animated Tattoo as a weapon.

Futakuchi

Medium Outsider (good, native)

The Futakuchi are defined by hunger and by discipline; they are spirits of tightly controlled desire. These beautiful, severe women are agents of Heaven. Half-celestial creatures, Futakuchi carry messages from the Tatakama's great powers to champions in realms beyond, and teach the multiverse's greatest heroes how to battle the agents of the Black Else.

Somber and serious, the Futakuchi are creatures with a purpose, and are marked by their iron wills and steel self-discipline. They view humans as indolent and selfish children, always gratifying their own desires. They look down on mortals for their weaknesses, but as servants within the celestial hierarchy, they are often forced to train and protect mortal champions. They do so grudgingly, and with obvious disdain, but any human who has studied at the feet of a severe Futakuchi task-mistress is destined to become a great champion.

Our Appearance

Futakuchi are an exclusively female species, created by the gods in imitation of a Japanese maiden's form. All are coldly beautiful, and all have the lithe, hard bodies of a champion gymnast. They are marked by long manes of luxuriant black hair, and dress modestly, favoring dark, finely tailored business suits and somber blouses. They wear dark and majestic kimonos with the practiced ease of royalty. With a little care, they can easily pass for human. When a Futakuchi reveals herself, though, she becomes something obviously inhuman, and terrifying despite her beauty.

With a thought, the Futakuchi can animate her hair like a mane of ebony serpents. Her jet black hair parts, to reveal a fanged second mouth hidden at the base of her neck, where her spine meets her skull. A bite from this second mouth inflicts as much damage as a shark's rapacious attack, and *oni* have learned to fear these harsh demon-slaying ladies and their bite. When nude, a Futakuchi's second anatomical oddity is revealed. Her vagina is turned on its side, so it appears to flower open horizontally.

Our Sexuality

Futakuchi are an exclusively female species, and must seduce human and near-human men to continue their species. Male children born of a Futakuchi mother are humans, though blessed with a heavenly heritage. This usually expresses itself in the male children being born Half-Celestial or blessed with other unique powers. Female children are always Futakuchi themselves.



Futakuchi can live long lives of service and wisdom, to a maximum of 999 years. When a Futakuchi elder dies of natural causes, her body dries and crumbles to glistening dust that smells of fine Shinto incense within minutes. Though they mature at the same rate as human women, Futakuchi are not considered true adults by their own race until their 100th year.

Futakuchi have little time for romance and are the epitome of *tsundre*. They usually only take a mortal lover once every few centuries, and remain monogamous until the mortal's eventual demise. They do not engage in casual affairs and are repulsed by infidelity.

Our Faiths and Beliefs

Most Futakuchi are devout Buddhists even though they serve Shinto deities and powers. They seek the order in all

things and are conscious of their place in the great cosmic scheme and their duties to heaven. Futakuchi live regimented, often monastic lives.

The Places Important to Us

Futakuchi live among mortal humanity, carrying out their tasks while hiding in plain sight. Futakuchi congregate in Tokyo, especially in the Shibuya District. They prefer urban areas because the dense press of humanity gives them more opportunity to seek out extraordinary mortals for training, and more chances to spot humans in desperate need. Since predators hunt the biggest cities, so do the Futakuchi protectors.

Futakuchi keep small, neat apartments in middle-class neighborhoods, and occasionally better dwellings in

wealthier districts. They also keep multiple safehouses under a variety of names if possible. They tend to be polite, if stand-offish to their neighbors, but are the first to jump into the fray if one of their neighbors is in danger. The race cares about people more than they like to admit.

The Languages We Speak

Futakuchi begin play speaking Celestial and Japanese. Futakuchi with high INT scores can choose any language as a bonus language, except for secret languages like Druidic.

Play A Futakuchi If...

- You want to play morally superior, lawful good type but still have some endearing *tsundre* moments.
- You want to know more about the deities and cosmos than most of your fellow heroes.
 - You want a disturbingly creepy, body-horror intensive main attack.
 - You plan to build a cleric, paladin, oracle or other divine caster.
 - You want to play an Outsider.

Futakuchi Racial Traits

All Futakuchi share the following racial traits.

Size and Type

Futakuchi are Medium Outsiders with both the native and the good subtypes. As Medium creatures, Futakuchi receive no bonuses or penalties due to their size.

As native Outsiders, Futakuchi who are slain in the Earth Realm may be raised or resurrected normally.

Ability Score Modifiers

-2 STR, +2 WIS, +2 CHA.

Futakuchi are serious and strong minded, with extremely arrogant, domineering personalities. However, they are lightly built and not as strong as a mortal woman hardened by a lifetime of toil.

Normal Speed (EX)

Futakuchi have a base land speed of 30 ft.



Futakuchi Alternate Racial Traits

Celestial Bureaucrat (EX)

Futakuchi are well aware of the laws and politics of heaven. They receive a +2 racial bonus on Knowledge (arcana) and Knowledge (religion) checks.

Celestial Inspiration (SP)

A Futakuchi can cast *Bless*, as a cleric of her total character level, a number of times per day equal to 3 + her WIS modifier. The celestial messenger often uses this ability to transform cowardly, clumsy mortals into proud warriors.

Darkvision (EX)

Futakuchi receive *Darkvision* 60 ft; when in absolute darkness, their eyes become jet black pools filled with distant stars.

Intimidating (EX)

A Futakuchi's serious and humorless demeanors can cow the weak-willed, and these stern women receive a +2 racial bonus on Intimidate checks.

Modesty (SU)

A Futakuchi can never allow a mortal male (of any species) to see her eat if she does, is considered *shaken* for 24 hours after the transgression. A Futakuchi must eat twice as much food as a similarly sized humanoid, and when eating, she must feed both mouths.

Natural Weapons (EX)

A Futakuchi's second mouth is an unwieldy weapon, but is capable of inflicting terrifying wounds. As a secondary natural attack, the Futakuchi can attempt to bite an adversary, inflicting 1d8+ ½ STR modifier points of slashing damage.

The Futakuchi can use her second mouth as a natural weapon when grappling or pinned, without penalty. Non-good outsiders and non-good undead suffer an additional amount of slashing damage equal to the Futakuchi's CHA bonus on a successful bite.

Serpentine Mane (EX)

Futakuchi receive Serpentine Mane as a racial bonus feat.

Some Futakuchi have unique gifts, to better serve the will of heaven.

Angelic Futakuchi (SU)

Replaces: Serpentine Mane

The Futakuchi's hair is a voluminous mane of silver and gold. When she wills it, her hair becomes angelic wings.

The Futakuchi gains a Flight Speed of 60 ft (average).

Compassionate (EX)

Replaces: Intimidating

The Futakuchi's eyes are kinder than the norm for her race. The Futakuchi gains a +2 racial bonus on Diplomacy checks.

Crimson Futakuchi (EX)

Replaces: Celestial Inspiration

The Futakuchi's long straight hair is blood red rather than the ebony that is the norm for the race. Her Natural Weapons inflict one point of ongoing Bleed damage on a successful attack.

Enlightened Futakuchi (EX)

Replaces: Celestial Bureaucrat

The Futakuchi remembers each of her previous incarnations and their lessons, which allows her enlightenment in her current life. The Futakuchi gains Reincarnate as a racial bonus feat.

Harbinger of Heavenly Displeasure (SP)

Replaces: Celestial Inspiration

Even more militant than other Futakuchi., you care less about empowering and training the bumbling mortal. Heaven has sent you to tutor then you do about chastising cosmic evil.

Three times per day, the Futakuchi can use *divine favor* as a cleric of her total character level. She may only use this ability to empower herself.

Hell's Futakuchi (SU)

Replaces: Subtypes, Modesty, modifies Natural Weapons

The Oni Lords of the Black Else have created their own breed of Futakuchi- serious and stern warrior maidens sent into the mortal realm on missions of great gravity. Though similar in form to Heaven's Futakuchi, these women are far crueler and more feral.

The Hell's Futakuchi is an Outsider with the Evil and Native subtypes. Her natural weapons are considered evil aligned weapons for the purpose of overcoming damage reduction, regardless of her actual alignment.

The Hell's Futakuchi is far more feral than her more common counterpart. When reduced to below half her maximum HP, she suffers a -2 morale penalty on all attack rolls and cannot use skills requiring patience or concentration, as if under the effects of *rage*. However, her Natural Weapons gain the Keen property during this time.

Holy Vault (SP)

Replaces: Celestial Inspiration

You were sent from Heaven, not to inspire the weak or the ordinary towards heroism, but to sanctify the bodies of the honored dead and prevent the corpses of the innocent dead from being used for foul, necromantic purposes.

You gain the spell like ability to cast *Sanctify Corpse* three times per day, as a cleric of your total character level. If you choose to, you may make this effect permanent, as if by *Permanency*, without the 500 gp expenditure. However, when you do, you lose access to this spell-like ability for 1d3 weeks.

Mysterious Futakuchi (EX)

Replaces: Intimidating

The Futakuchi keeps tight control on her emotions and is hard to read. Increase the DC of Sense Motive checks made against the Futakuchi by +2.

Ojosama (EX)

Replaces: Celestial Inspiration

You're an *ojosama* (wealthy girl) spirit living a life of unimaginable privilege in modern day Japan. Your enlightenment has brought with it financial abundance.



You need not track most lifestyle purchases, such as clubs, restaurant, entertainment and travel expenses, regardless of the cost of such things. Thus, you can attend the most exclusive clubs on the planet, and run up bills totaling hundreds of thousands of yen without consequence. Additionally, you can purchase non-magical clothing, fashion, jewelry and luxury items just as capriciously.

Ravenous Little Breasts (EX)

Available To: Futakuchi

Replaces: Natural Weapons
Every inch of this deliciously flat-breasted Futakuchi maiden's intimate regions has been weaponized. The Futakuchi receives the Small Breasts

Forever trait and the Breast Maw feat as a racial bonus feat. (This is a specific inversion to the usual rule that only a character with the Busty Extreme trait may select Breast Maw.)

Second Mouth's Kiss (SU)

Replaces: Celestial Inspiration

By kissing a willing, helpless or bound humanoid or monstrous humanoid with her second mouth, the Futakuchi can temporarily change that creature's gender.

For 1d4+1 hours after the kiss, the creature's gender is reversed. Any feats, class levels or special abilities tied specifically to the character's original gender are suppressed during this time. The Futakuchi can use this ability at will, as a full round action, but cannot transform any specific character more than once in a 24 hour period.

Scholarly Vulva (SU)

Replaces: Natural Weapons, Modesty

Rather than a second mouth, this strange, modest and seemingly overly academic, nerdy Futakuchi has a second and fully functional vagina at the base of her spine, where her skull meets her spine. Directly connected to her genius brain, this second pussy cries out to be filled.

For 1d4+1 hours after having her second vagina penetrated, the Futakuchi receives a +3 enhancement bonus to her INT score, and may retry one Knowledge check she failed within the previous day.

Vagina Denta (EX)

Replaces: Natural Weapons

This Futakuchi lacks a second mouth; instead her strange, toothed vulva serves as both reproductive organ and feeding method. Her second tongue and small, sharp teeth can give both pleasure and pain. The Futakuchi must still feed both her mouths when eating, a process which is exquisitely, distractingly pleasurable for the normally reserved Futakuchi.

The Futakuchi's bite is treated as a primary natural attack, allowing her to inflict 1d8+STR modifier points of slashing damage on a successful natural attack. However, the Futakuchi can only use this ability on a grappled, pinned or helpless adversary, and must be lightly armored, unarmored or nude to use her second mouth in such a manner. This ability is suppressed if she is dressed in heavier clothing or armor.

Goryohime

Medium Undead

Goryohime are a race of glamorous, bright undead culled from the ranks of Black Japan's most beautiful young girls. Choosing a special form of ritualized suicide while still in their teens, these schoolgirl undead ensure their bodies will never change, their breasts will never sag, their skin will never wrinkle, their hair will never thin nor grey. After their suicide is complete, some continue in a kind of half life, retaining ties to their mortal existence.

Goryohime might still attend the same high school or preparatory academy they did in life, cling to the same clique of friends (some of which might eventually follow her into undeath), shop at the same hip stores. The only clue to their true nature is the coolness of their unblemished marble skin, or the distinctive, instantly recognizable raspy voice of a living ghost created through ritual strangulation.

Others find their new existence as undead makes their world stranger than they could have imagined while they still breathed- they might attend classes as the prestigious Hanging Academy, learning the twin arts of necromancy and seduction. Others might become demon hunters and exorcists, hunting the *oni* and human predators that prey on Japanese high school girls.

Our Appearance

At first glance, a Goryohime could easily pass for the school girl she was in life. On closer inspection, her undead nature becomes apparent. A Goryohime does not breathe, and her heart does not beat; her milky white skin is cool and smooth. The Goryohime bears the marks of her suicide; her throat is black and purple with bruises and abraded with rope burns. Their tongues are long and black, and their voices have an instantly recognizable raspy sultriness. The marks of their strangulation can easily be concealed beneath a hood or scarf, allowing them to easily pass for a living girl.

Goryohime dress in the same styles they enjoyed in life, with many adopting seductively modified school uniforms as a personal statement. The race as a whole is vain, fashionable and almost stereotypically girlish. They favor Gothic styles: gothic aristocrat, gothic Lolita, just plain old American style Goth, and even more obscure stylistic choices. Akaname who know them claim that the race smells faintly of the urine and shit they spilled in their last dying moments, a scent they find delightful. Ordinary mortals lack noses keen enough to detect this ghostly perfume.

Awakening Goryohime

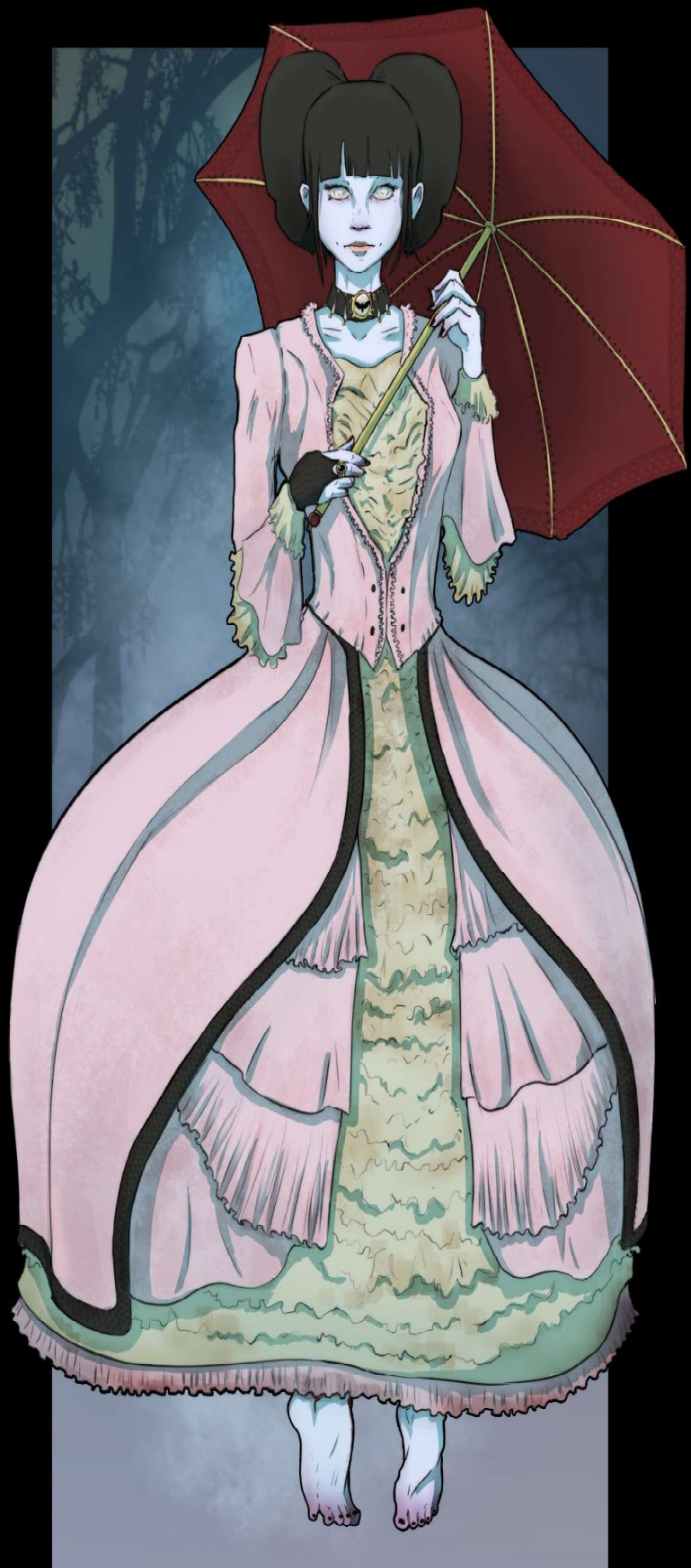
The best known Goryohime become undead by their own choice, following an instinctive ritual that haunts their dreams, but not all Goryohime are created in the same manner. The Hanging Academy has a large student body- nearly three hundred students, both living and undead, far more than would be accounted for by the ritual suicides occurring in Great Sea of Trees each year. How long the Hanging Academy has operated is open to debate, but sepia photographs in the great hall depict graduating classes of slightly smiling undead girls in traditional kimono as far back as 1821. Fine oil-work depicts the faces of extraordinary, undead girls in painting styles that were already archaic in the early 19th Century.

The souls of young women lost to suicide are sometimes drawn out of the wheel of reincarnation by a kind of ethereal gravity. The Hanging Academy warps fate and karma around itself with a necromantic wake as great as the gravity shadow of a sun. Women who died by the noose or the garrote, most commonly at their own hand, but sometimes women who were the victim of murder, or especially young criminals executed by hanging close their eyes for the last time...only to open their eyes in a comfortable bed with dark sheets, in the Hanging Academy's dorms.

These "Awakening Goryohime" have a second chance at life, and for them, their three years at the Hanging Academy are a way to come to grips with their new, undead state. Awakening Goryohime are by far the more common breed of Goryohime, though they are more reclusive, and not as well known. As undeath was not their choice, they lack the chipper confidence of Goryohime who chose this path, but none of the undead's beauty.

Our Sexuality

Goryohime are an undead strain of humanity, which cannot reproduce, and only continues by new girls choosing the Goryohime path. The vast majority (as high as 80-90%) of all successful Goryohime are of Japanese descent, though occasionally a girl from China, Korea or even distant America or Europe might hear the dream-call of the Great Tree. Future Goryohime have nightmares of erotic suicide under the branches of a great tree of light. These strangely compelling nightmares begin shortly after the girl reaches puberty, though psychologists who specialize in dealing with Goryohime can find precursors to the noose-dreams in susceptible girls as young as eight.



Goryohime Racial Traits

All Goryohime share the following racial traits.

Size and Type

Goryohime are Medium Undead. As Medium creatures, Goryohime receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 *CHA*.

As undead, Goryohime lack a CON score. Goryohime are physically attractive, cultivating their youthful beauty and choosing asphyxiating undeath to preserve this beauty forever.

Normal Speed (EX)

Goryohime have a base land speed of 30 ft.

Eased Passage Between Life and Death (SU)

Goryohime have died once, and orgasmed messily as they perished. They have no fear of dying again. Goryohime never lose a level for being raised from the dead or resurrected. They always return to existence as a Goryohime, however. *Reincarnation* has no effect on a Goryohime.

If the Goryohime casts *raise dead* or *resurrection* (or similar magic) to benefit another creature, that creature returns to life without suffering level loss or CON loss.

Fashionable (EX)

Goryohime are extremely hip, very materialistic and well acquainted with pop culture. They receive a +2 racial bonus on Knowledge (pop culture) checks.

Lowlight Vision (EX)

Goryohime possess lowlight vision.

Noose Dreams (SU)

The noose-dreams which called the Goryohime into undeath give the girl a phenomenal insight into the nature of magic and the structure of the three realms: Earth, the Tatakama and the Black Else. Goryohime receive a +1 racial bonus on Knowledge (arcana) and Spellcraft checks. They receive a +4 racial bonus on Spellcraft checks made specifically to identify magic items from the Necromancy school.

Undead Immunities (EX)

Goryohime have all the immunities common to Undead player characters.

Aokigahara Forest, at the base of Mt. Fuji, as many of the undead girls ended their mortal lives in the eerily still “Sea of Trees”. Aokigahara Forest has been a popular place for suicides for decades, but whether this is because of the presence of so many Goryohime, or if the suicides made the forest an attractive place for the Hanging Academy to be built, nobody is truly sure.

Though they’ve abandoned humanity, few Goryohime discard the friends and family of their first incarnation. Those that don’t choose to dwell at the Hanging Academy year round usually keep small apartments near their mortal families. Most Goryohime retain the names of their first incarnation, with Japanese names being the most common on the Hanging Academy’s roster. Quite a few Japanese students subtly modify one of the katakana making up their family name upon their rebirth as Goryohime, honoring their first life while discretely announcing that they are now new beings.

Goryohime might visit the Tatakama, but a day trip into the wilds for adventure or a trip to an enchanted onsen is about all the unspoiled nature that Goryohime can endure. Two days trapped in the Tatakama, and Goryohime grow morose and petulant, longing for the excitement and techno-conveniences of modern Black Japan.

The Languages We Speak

Goryohime in Black Japan begin play speaking and literate in Japanese and another modern language they learned in school, most likely English, one Chinese dialect (Mandarin or Cantonese) or maybe Korean or Tagalog. French is the most popular European language by far.

In the Tatakama, they speak and are literate in Common and an archaic Japanese dialect. Goryohime with high INT scores may choose any language as a bonus language, except for secret tongues, like Druidic.

Play A Goryohime If...

- You want to play a beautiful yet creepy schoolgirl.
- You’re seriously considering applying the Gyarū, Idol or Otaku template to your heroine.
- You’re a fan of the *Corpse Princess* anime.
- Having a close tie to one of the setting’s magical schools is a fun idea.
- You want to play an Undead.
- Auto-erotic asphyxia and consensual snuff fantasies intrigue you.

Goryohime

Alternate

Racial Traits

Goryohime teenagers who manifest one of these alternate traits find themselves an object of intense gossip amongst their undead peers. Goryohime are intensely curious about the new and the weird, and one of their sisters with these traits meets both descriptions.

Awakening Goryohime (SU)

Replaces: either *Noose Dreams* or *Eased Passage Between Life and Death*
Unlike your sisters, you did not choose undeath.

Your soul was drawn to the Hanging Academy after suicide or other fatal, suffocating tragedy, and you were reborn in a powerful, sleek undead body....a body you are not truly comfortable in. Knowing the true cost of suicide, you council mortals against it, which often makes your relationship with your suicide-worshipping sisters difficult.

You receive a +2 racial modifier on Sense Motive checks, and may always make a Sense Motive check to discover suicidal thoughts after a short conversation with any human character, even if you are not actively attempting to discover it. You also are aware if any female human character, usually between 12-19 years old, is having noose dreams if you merely come within 30 ft of the person.

You receive a +4 racial bonus on Diplomacy and Knowledge (behavioral sciences) checks made to convince a character against suicide or similar, self-destructive behavior.

Blind Goryohime (EX)

Replaces: *Lowlight Vision*

The fine capillaries in the Goryohime's eyes ruptured as she died, and when she returned to consciousness as an undead, the damage remained. Her eyes are pools of crimson, and she occasionally cries tears of blood.



The Goryohime is blind, and thus immune to effects that require sight. She gains *Blindsight* with a 60 ft radius; at 10th level this increase to a 90 ft radius.

Bonded Protector (SU)

Replaces: either *Noose Dreams* or *Eased Passage Between Life and Death*

Requires: game-master approval

The Goryohime is especially dedicated to protecting the mortal man who accompanies her on her adventures, and will die again and again to protect the man she loves.

When the Goryohime is adjacent to her Bonded Priest, once per round, as a swift action, she can choose to suffer a successful melee attack inflicted against her Priest in his

place. She is treated as if she were the original target of the melee attack, using her Armor Class as the attack's target number.

However, the Goryohime suffers a -4 racial penalty on WILL Saves to resist becoming a monster if her Bonded Priest is killed.

Chaste Goryohime (SU)

Replaces: Ability Score Modifiers, Noose Dreams

The Goryohime followed a different path into undeath, and performed a far crueler suicide ritual on herself. She followed the path of the Chinese Chaste warrior sisterhood. In her death ritual, she ritually severed her clitoris and sewed her labia shut with golden wire, before opening the veins in her thighs. Her undead flesh is as white and hard as porcelain, and her corpse still bears the signs of its mutilation. The Chaste Goryohime's self mutilation hardens her will, and makes an apprentice member of the eternal, demon-slaying Eyrines Sisterhood.

The Chaste Goryohime receives Improved Unarmed Strike as a racial bonus feat. The Chaste Goryohime receives a +2 racial bonus on saving throws against spells, spell-like abilities and other effects which specifically target the female gender.

The Chaste Goryohime does not receive the Goryohime's +2 racial bonus to CHA. As a result she does not have any racial ability score modifiers.

Corpse Hand Goryohime (EX)

Replaces: Eased Passage Between Life and Death

As your corpse awaited your return to life as undead, a senior Goryohime priestess surgically grafted the arms of another girl who tried and failed to become Goryohime to your ribcage. Through you, this failed Goryohime, your fallen sister, lives on.

You gain an additional pair of arms placed just under your breasts. These additional limbs are grey and corpse-like than your own arms, and are stitched heavily with thick black thread.

Your additional pair of limbs provides you with a +2 racial bonus on CMB, and a +4 racial bonus on Climb checks. You gain Multiattack as a racial bonus feat.

Dead Daughter of the Tatakama (SU)

Replaces: Eased Passage Between Life and Death

The Goryohime was born and lived as a mortal girl somewhere in the endless twilight of the Tatakama. She crossed to Black Japan to begin a new existence in a world as strange and exciting as her own undead state. The

Goryohime can sense the direction to and approximate distance to any *Torii Gate* between realms, and receives a +2 racial bonus on Knowledge checks made to figure out how to open a sealed *Torii*.

Death Girl (SU)

Replaces: Noose Dreams

The Goryohime is paler than usual, more corpse-like than girlish, with dark circles beneath her blood-shot eyes. She is especially morbid, though her fascination with death makes her appealing to a certain kind of soul.

The Death Girl Goryohime can convince a mortal to take suicidal acts with a successful Bluff, Diplomacy or Intimidate check that moves the character's attitude to helpful. The Goryohime receives a +2 racial bonus on this check if the check's target has a history of suicide attempts.

Glamorous Spirit (SP)

Replaces: Eased Passage Between Life and Death

The Goryohime is a seductive and beguiling death-spirit.

Once per day, the Goryohime can cast *Charm Person* as a sorcerer of her total character level. If the Goryohime engages in an hour long ritual which culminates in a second hanging, replicating her transformation to undead, for 24 hours she may choose to cast *Charm Monster* instead. This ritual must be witness by at least one living or Akaname character.

Guro Goryohime (EX)

Replaces: Ability Score Modifiers, Noose Dreams

Unlike most young girls who become Goryohime, you wanted a particularly gruesome and blood-splattered exit from your mortal life.

Guro Goryohime have the following Ability Score Modifiers.

+2 *STR*

You were stitched back together, but imperfectly- there are appealing scars on your face and across your slender frame where the industrial blades that killed you left their mark. Like normal Goryohime, Guro Goryohime have no CON score.

You gain Exotic Weapon Proficiency (chainsaw) as a racial bonus feat and gain a +1 shield bonus to AC when wielding any chainsaw.

Hanging Boy (EX)

Replaces: Ability Score Modifiers

Requires: male gender

Though the Hanging Academy only accepts female students, occasionally a boy feels the call of the Great Tree (or at least blunders into something approximating a transformative suicide while trying out autoerotic asphyxia). Hanging Boy Goryohime are outnumbered something like 1000 to 1 by their sisters, but for those who do form, life as an immortal boy among a race of immortal teen girls can quickly become very, very interesting.

Hanging Boys have the following Ability Score Modifiers.
+2 *DEX*.

Hanging Boys are boyishly athletic and quick, but tend to be shier and less vivacious than their Goryohime sisters. Like female Goryohime, Hanging Boy Goryohime have no CON score.

Maiden's Seppuku (SU)

Replaces: Noose Dreams

Rather than suicide by a noose, the Goryohime was called to sacrifice her life to the Great Tree through a ritual reminiscent of seppuku. She opened her belly with a ceremonial knife and slowly bled out. Her dead viscera hang limply from her undead abdomen, and the Goryohime tightly wraps her belly and breasts so her undead nature is not as obvious.

The Goryohime receives a +1 insight bonus to Armor Class when attacked by an opponent wielding an edged weapon. She receives a +4 racial bonus on Spellcraft checks made to identify the properties of magical blades.

Mute Goryohime (EX)

Replaces: None

The Goryohime's larynx was crushed by the noose as she died, and her return to consciousness as an undead did not repair it. Such Goryohime are renowned for the beauty and grace of their movements.

The Goryohime cannot speak or make any vocal noise; however any spells she casts are modified as if by the Silent Spell feat, which does not affect their level or casting time.

Odinic Goryohime (SU)

Othervers America Campaign Option

Replaces: Noose Dreams

Goryohime can be imported to *Othervers America* as zealous, fierce devotees of Odin, who like, the Allfather,

sought wisdom and immortality by a hanging death and rebirth under the World Tree.

Odinic Goryohime receive a +4 racial bonus on Knowledge (religion) checks, as well as +4 racial bonus to decipher text or ciphers based upon Norse or similar runic languages. Odinic Goryohime receive a +2 racial bonus on Spellcraft checks to identify magic items from either the Divination or Illusion schools, as well as divine magic items created by a crafter with any Ásatrú divine patron.

Odinic Goryohime must maintain an Ásatrú patron deity, as their undead physiologies are powered by their belief. Those who forswear the Norse gods die within 24 hours, as the belief driven abilities that allow them to continue to function as undead unravel.

Ojosama (EX)

Replaces: either Eased Passage Between Life and Death or Noose Dreams

You're a glam undead *ojosama* (wealthy girl) un-living a life of unimaginable privilege in modern day Japan.

You need not track most lifestyle purchases, such as clubs, restaurant, entertainment and travel expenses, regardless of the cost of such things. Thus, you can attend the most exclusive clubs on the planet, and run up bills totaling hundreds of thousands of yen without consequence. Additionally, you can purchase non-magical clothing, fashion, jewelry and luxury items just as capriciously.

Peristaltic Magic (SU)

Modern Spellcaster Option

Replaces: Noose Dreams

The Goryohime will never forget the sensation of bladder and bowels emptying in mortal death, and she uses these memories to fuel her sorcery. A Goryohime Modern Spellcaster receives a +4 racial bonus on WILL Saves made to safely overcast any spell with the *Skatto* descriptor (many of which are described in *Spells and Gods of the Tatakama*, Othervers Games, 2012).

Even if she dies while overcasting a spell with the *Skatto* magic descriptor, she successfully casts the *Skatto* spell as if she possessed the Suicide Spellcaster feat.

School Activities (EX)

Replaces: Fashionable

Though all Goryohime have a certain style, the Hanging Academy offers a plethora of school clubs that Goryohime with other interests may choose. Select one of the following school clubs, which provides the character with a +2 racial bonus on checks with the listed skill.



Spectral Goryohime (EX)

Modifies: Ability Score Modifiers, alters subtype
The Goryohime died on the noose, and her body was buried, and she lovingly watched it rot away beneath the ground. Her spirit, however, was freed from all bonds by the strangling noose.

Rather than a corporeal undead, the Goryohime is an unbound spirit. She appears as a misty, ectoplasmic image of her former self, a ghostly school-girl wearing a noose around her bruised throat. Spectral Goryohime can shape the ectoplasm of their bodies to a limited degree, forming clothing and accessories from their mist-ghostly Goryohime are as fashionable (and fashion-obsessed) as their corporeal sisters.

The Goryohime loses her STR score and gains the Incorporeal subtype, also gaining the Incorporeal quality (see below).

Incorporeal (EX)

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature (except for channel energy). Force spells and effects, such as from a magic missile, affect an incorporeal creature normally. An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it

Eyrines Club: +2 Intimidate
History Club: +2 Knowledge (history)
Hypoxian Balet Club: +2 Perform (dance)
Occult Club: +2 Spellcraft
Science Club: +2 Knowledge (nature) or Knowledge (physical sciences)
School Administration Club: +2 Linguistics or +2 Spellcraft
School Sports: +2 Athletics or +2 Swim
T-2 River Internship: +2 Craft (alchemy) or +2 Knowledge (technology)
Theatrical Club: +2 to one Perform check of choice

attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight. An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no STR score, so its DEX modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

Versatile Ghoul (EX)

Replaces: Noose Dreams

The Goryohime is just as clever and capable as a living human girl. She receives an extra feat at first level.

Becoming a Goryohime In Game

Unlike other forms of undead, like the Akaname and the Ubume who begin their 'life' as an undead creature, Goryohime live several years as a teenaged girl before accepting undeath.

Over the course of a campaign, a female character with a CHA score of at least 11+ who is in the Young Adult age category might be blessed (or cursed) with noose-dreams of the Great Tree. Either the gamemaster or the player might decide that a specific character who meets those criteria begins experiencing the dreams, but the actual choice to become a Goryohime is always in the player's hands.

Unlike NPC Goryohime, who risk being lost to death forever, assume a player character Goryohime succeeds in the suicide-ritual and rises an hour or so after her death as an undead, still writhing in her noose. The character loses all existing racial traits and race specific feats and talents,

and gains the Goryohime's racial traits. The character may select an equal number of Goryohime-specific talents and feats. She does not lose her old racial ability score modifiers (except for her lost CON score), merely receiving a +2 racial increase to her CHA score.

Black Japan's Humans

Medium Humanoid (human)

Humans are naturally the most numerous and prosperous race, in both the Earth Realm and the Tatakama.

As the *Black Tokyo Campaign Setting* focuses on a fictionalized version of Japan, it's expected that most Human characters are of Japanese descent. If you want to play an outsider, your heroes might be ex-pats, exchange students, mixed race or foreign-born Japanese visiting their ancestral homeland, foreign military members stationed in Japan, legal or illegal immigrants, or international travelers caught up in Black Japan's occult underworld.

Most Human characters begin play speaking one or two Earth languages choice. Usually Japanese is one of these languages, and the other represents either the native language of a foreign visitor to Japan, or a language a Japanese character learned in school. Humans with high INT scores can choose any language as a bonus language, except for secret languages like Druidic.

This abbreviated racial description features the basic racial traits common to all Humans, and a lengthy assortment of alternate racial traits.

Play A Human If....

- You want to fit in almost everywhere in the campaign world.
- You want to get deep into role-playing Japanese culture.
- You like the flexibility of a floating +2 ability score modifier, bonus feat, and bonus skill ranks.
- You are building a hero or heroine based around political influence, wealth or specialized skills, rather than innate racial powers.
- You want to be the 'badass normal' in an adventuring party made up of monsters and freaks.



Black Japan Human Racial Traits

All of Black Japan's Humans share the following racial traits.

Size and Type

Black Japan's Humans are Medium Humanoids with the Human subtype. As Medium creatures, Humans receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 to one ability score.

Human characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Normal Speed (EX)

Humans have a base land speed of 30 ft.

Bonus Feat (EX)

Humans select one extra feat at first level.

Skilled (EX)

Humans gain an additional skill rank at 1st level and one additional rank when they gain a level.

Human Alternate Racial Traits

Seven billion humans call the Earth Realm home, and the Tatakama's human population is uncouncted and uncountable. No two are alike.

Baby Witch (SP)

Available To: Female Humans in the Child age category

Replaces: Bonus Feat (Human), Robust Fantasy (Doujinishi)

Though young, you are an extremely proficient spellcaster.

You do not suffer mental ability score penalties for being in the Child age category, making you the intellectual equal of many adults.

As long as you gain at least one spellcaster level per year, you do not age, and are immune to effects that would magically age you. If you reach 10th level in any spellcasting class before leaving the Child age category, you no longer continue to age, and have no maximum age. You receive a +2 racial bonus on saving throws against transmutation (polymorph) effects and death effects.

Culinary (EX)

Replaces: Bonus Feat

Your family have been master cooks, butchers, sushi chefs, restaurant owners and the like for as long as anybody in the family can remember, and in some places, this might mean butchering artificial girls or magical beings to feed the refined palettes of the ultra-rich.

Your body or signature clothes bears some mark of your profession: bright green hair that reminds people of fresh salads, a fried egg barette you always wear, of a lucky pair of sushi chef's ashida-geta that've been handed down for generations.

You gain Mastercrafter as a bonus feat, and this feat applies to magical foods, candies and potions. Profession (chef) is always a class skill for you, and you receive a +2 racial bonus on Profession (chef) checks. This racial bonus increases to +4 if you include extremely rare, expensive or exotic ingredients in your dishes.

Death Fetish: Murderer (EX)

Replaces: Bonus Feat

You've fantasized about ending an innocent life since before you came for the first time, and your sexual impulses are twisted with violent and sadistic passions.

You receive a +1 racial bonus on attack rolls with a specific type of weapon (such as short swords, or Advanced 9mm pistols), which stacks with the effect of the Weapon Focus feat and similar abilities if you are attacking a creature you would be sexually attracted to.

You also receive a +2 racial bonus on Intimidate checks made against creatures you would be sexually attracted to.

Death Fetish: Victim (EX)

Replaces: Bonus Feat

You've dreamed of dying slowly and exquisitely at the hands of a master sadist. Each time you masturbate, it's to thoughts of your horrible, torturous death. Often human girls who dream of, yet fail to find the Hanging Academy, manifest this alternate racial trait.

Your fetishization of pain and suffering allows you to automatically stabilize when dying. When reduced to 0 HP or below, you gain a +1 morale bonus on all skill checks and saving throws.

You may choose to voluntarily fail your saving throw against death effects, and spells with the death or pleasure descriptors or which produce pain effects (such as Symbol of Pain). If you do so, and survive the effect, you act as if

hasted for a number of rounds equal to the spell's level, in addition to the spell or effect's normal effects.

Electricity in the Blood (SU)

Replaces: Highly Skilled

Your blood crackles with the electricity that powers Akihabara. You gain Electrical Resistance 1; if you roll a natural 20 on any Computer Use or Craft (electronic) check, this increases to Electrical Resistance 3 for one hour. This stacks with any other Electrical Resistance you might have.

Good Fortune (SU)

Replaces: Bonus Feat

Some people are just incredibly lucky and you're one of them. You receive a +1 luck bonus on all saving throws.

Henge-Yokai Blood (EX)

Replaces: Bonus Feat, adds subtype

One of your parents or grand-parents was a shapeshifting animal spirit: perhaps a Kitsune, Tanuki or something even stranger. You retain a trace of your ancestor's magical blood and gift for self-transformation.

You gain the Shapechanger subtype. Once per day, you may transform into a Medium or smaller animal, such as a heron or a wolf, as if by *beast shape I* cast by a sorcerer of your total character level. You always transform into the same creature. You can only transform into your animal state when you are unobserved, or return to your human form under the same conditions. You can remain in animal shape as long as desired.

Holy Blood (SP)

Replaces: Bonus Feat

A dozen possibly heretical rumors suggest that Jesus fathered children before his crucifixion, often suggesting Mary Magdalene as the mother, though other legends suggest different heritages. Whatever the truth, you are very likely the distant, distant descendant of Jesus, blessed with a fragment of divinity.

Once per day, you may cast *Cure Moderate Wounds* as a cleric of your total character level. At 10th level, you may cast *Cure Serious Wounds* as a cleric of your total character level instead.

Natural Master (EX)

Available To: Humans with any lawful alignment

Replaces: Highly Skilled, modifies subtype

Some humans are naturally commanding presences, and artificial girls seek them out for discipline and proper ownership.

You receive a +2 racial bonus on Diplomacy and Intimidate checks made against Nekomusume, Ningyou, POETICA or any of Black Japan's other 'artificial girl' species. You increase the saving throw DC of any mind-affecting abilities used against these creatures by +1. You gain the lawful subtype.

Nekomini (EX)

Replaces: Highly Skilled

What's more adorable, or sexier than a few cat alleles inserted into the DNA that give a human a cute pair of cat ears atop their skull and a short tail? Either through magic or gene-science, you are partially feline.

You count as both a Human and a Nekomusume for all effects related to race. Your cat-like ears and cute tail provide you with a +2 racial bonus on Perception and sexually oriented Bluff and Diplomacy checks.

Neon Scramble (SP)

Replaces: Bonus Feat

Your skin reflects the glistening neon light of Akihabara.

Once per day, you may use *Blink* as a spell-like ability, but must activate this ability in a location lit by neon or fluorescent artificial lighting. If you activate this ability in the Akihabara district itself, it acts as CL 10th; it acts as CL 5th outside Akihabara.

Night Witch's Descendent (EX)

Available To: female Humans of Russian descent

Replaces: Bonus Feat

During WWII, a desperate Russia produced an elite cadre of female bomber pilots who harried Nazi forces in a daring series of night raids. Their lethal skill, unhindered by their primitive planes and second hand equipment, earned these female aviators the nickname "Night Witches". One of these extraordinary female veterans of the Great Patriotic War was your mother or grandmother, and you inherited some of her fighting spirit. Such gifted young girls are often recruited into Japan's fledgling *Assault Witch* program.

Your incredibly keen eyes provide you with a lowlight vision, and you receive a +3 racial bonus on Fly checks made between sunset and sunrise. Fly is always a class skill for you.

Officer's Descendent (EX)

Available To: Humans of Japanese descent

Replaces: Highly Skilled

One of your parents or grandparents was an officer in the Japanese Imperial military, responsible for one of the many



atrocities of the Pacific war. Whether the crimes ever came to light or were prosecuted is a matter between you and the game-master to decide, but you are certainly aware of your ancestor's deeds.

You receive a +2 trait bonus on Knowledge (tactics and history) checks and a +4 trait bonus on Intimidate checks against Asian humans not of Japanese descent. If you cast damage dealing spells with the evil descriptor or wield evil aligned magical weapons, you inflict an additional point of damage with a successful attack.

Ojosama (EX)

Replaces: Bonus Feat

You're an *ojosama* (wealthy girl) living a life of unimaginable privilege in modern day Japan.

You need not track most lifestyle purchases, such as clubs, restaurant, entertainment and travel expenses, regardless of the cost of such things. Thus, you can attend the most exclusive clubs on the planet, and run up bills totaling hundreds of thousands of yen without consequence. Additionally, you can purchase non-magical clothing, fashion, jewelry and luxury items just as capriciously.

Pervert Maestro (SP)

Replaces: Bonus Feat

Some of Akihabara's mortals have a natural gift for sorcery, manifested the untrained ability to bring their lusts to life. Otaku with this gift are hotly sought after by the many animation and occult studios that call Akihabara home.

You gain the ability to use *Stunning Orgasm* as a spell-like ability as a 3rd level sorcerer, you may use this ability up to three times per day.

In addition, you may choose to use *Ani-Mate* as a 3rd level sorcerer as a spell-like ability once per day. If you use this ability, you expend all daily uses of *Stunning Orgasm*. However, this power is not fully under your control. If encountering an extremely sexy piece of anime artwork, you must succeed at a DC 10 WILL Save. Failure indicates you inadvertently cast *Ani-Mate*; if cast in this manner, you do not need a focus.

Powerful Build (EX)

Replaces: Highly Skilled

Some humans are a lot bulkier and more powerful than the norm: athletes who trained in a sumo heya since early childhood, or a gaijin Marine who towers two heads over the crowd at Narita Airport. You gain the Powerful Build racial trait.

Strange Heritage (EX)

Modifies: Subtype

Many supposedly ordinary humans might be the descendent of strange and fabulous creatures, such as ghosts, oni or dragons.

Select any race or subtype common to the campaign such as Dragon, Ironclub Oni or Undead. You gain the associated subtype and are treated as both a Human and a member of the chosen race for all effects related to race.

Superior Performer (EX)

Replaces: Bonus Feat

Though other races can possess unearthly beauty and charm, human women and men are have the potential to be the greatest idol singers in the realm, an undefinable something extra that makes them legendary singers.

You receive Skill Focus (Perform: sing) as a racial bonus feat. You can select this feat multiple times, stacking its effects.

Warrior Without Equal (EX)

Replaces: Bonus Feat

You're a legendarily skilled warrior.

Once per day, you may inflict normal damage with a wielded weapon, as if you had made a successful attack roll without actually rolling dice. Doing so is a standard action. You may use this ability after a failed attack, if you desire, in which case it is considered part of the first attack action.

Wet Obsession (EX)

Replaces: Highly Skilled

Some people are just obsessed with watersports and *skatto* games, and these dedicated perverts are usually on great terms with the reclusive Akaname race. You cast spells with the *skatto* descriptor at +1 caster level, and receive a +2 racial bonus on Knowledge (local) and Diplomacy checks made with or concerning the Akaname.

If you are slain, rather than being *raised* or *resurrected* normally, you may return to existence as an Akaname within 24 hours of your demise. Aside from this trait, you lose your human racial traits and gain Akaname racial traits. You suffer a permanent negative level from returning to existence in this manner.

Young Saint (SP)

Replaces: Bonus Feat

You have a close, personal relationship with the Gothic Christian God, and are a staunch defender of the innocent. As long as you maintain a Lawful Good alignment, you may use *protection from evil* as a spell-like ability, three times per day, as a cleric of your total character level.

The Hyakki Yokai

Medium Monstrous Humanoid (chaotic)

The Hyakki Yokai is the *Demon's Night Parade*, a subject celebrated in art and folklore since the 16th Century. Demons still have parades in the modern era, and throughout the Tatakama, and while the most powerful and rapacious demons burn, pillage and plunder jubilantly during their holiday, the smaller and more benevolent *yokai* enjoy their nights out in a more subtle fashion.

Sometime during the late 19th Century, the smallest and puniest demons of the Tatakama hit upon the ingenious idea of manufacturing a clockwork and steam powered skinsuit made of leather, bronze and bamboo in the shape of a human. The *yokai* built their skin-vehicles in female shape because they figured human females had more fun- the perverse little yokai actually enjoy the torments of misogyny, social oppression and the occasional rape. So attired, a crew of several dozen little demons could enjoy a night in the human realm without attracting too much attention- they could dance, sing, drink, fuck and break things without exorcists or demon hunters being any the wiser.

Today's *yokai* manufacture even more impressive and lifelike skinsuits, but still use their human-shaped disguises to get up to mischief. Modern yokai crews (up to 108 little demons working busily to steer their suits) are smart enough to come up with false identities, school and work records for their fake humans, but still build their skinsuits in female form out of tradition.

Our Appearance

Hyakki Yokai can pass for ordinary mortal humans even under the most minute scrutiny. They can pass as humans even during the height of sexual passion, and only are revealed as demon mechanisms upon a full autopsy. Most Hyakki Yokai dress messily and have long, tangled hair, worn haphazardly.

When the crew exits the skin suit, to make repairs or simply to stretch their legs, the previously solid flesh splits apart on cunningly hidden seams. The brass, bamboo and clockwork inner workings become obvious, as do control panels, motivator-treadmills and other devices used by the little Yokai to control their woman-mecha. In their partially disassembled state, it is very hard to see how the masquerade ever fooled anyone, but when the suit is sealed and active, the deception is incredibly plausible.



Our Sexuality

Hyakki Yokai really enjoy sex, the kinkier and messier the better. They are the definition of omni-sexual. They'll lie down with men, women, demons or dragons, oni or angels, billionaires or alley rats, cute teenagers or charming elderly with the same enthusiasm and absolute lack of commitment.

However, as artificial creations, Hyakki Yokai cannot reproduce, at least not birthing human babies. The *yokai* crew inside can and do reproduce, producing short lived new crewmembers to replace fallen little monsters. When a Hyakki Yokai skinsuit takes damage, it bleeds fake blood, but injuries to the monsters inside are very real. A solid swipe of a blade might kill 3-4 individual *yokai*, though the crew as a whole continues on unharmed.

A Hyakki Yokai 'dies' when its skinsuit mechanisms are too damaged to move or function and a majority of its demonic crew are slain. Those little yokai who survive the disaster promptly run away, no more important to the ongoing story than the surviving remnants of a destroyed swarm. A single casting of *raise dead* will restore a Hyakki Yokai to life, resurrecting a skeleton crew of yokai pilots and restoring the bronze and leather mechanisms that allow the hollow woman to move and live.

Our Faiths and Beliefs

Hyakki Yokai are chaotic, demonic little creatures. They are quarrelsome, undisciplined, deceitful, greedy and kleptomaniacal. On a more positive note, they can be suicidal brave, loyal to their friends unto death and far beyond, creative, impudently insightful and generous, and generally fun to have around at a party. In all the history of the realms, there has never been a truly lawful or pious Hyakki Yokai.

Few of these creatures are introspective enough to be truly religious, but most might offer a sacrifice or prayer when they're scared or in thanks for pulling off some ridiculous scam. They might light incense at the nearest altar or Shinto shrine, regardless of who, what or why the altar was erected in celebration of.

The Places Important to Us

Hyakki Yokai are undisciplined and quarrelsome, though amazingly creative and free spirited. In the modern world, they're far more likely to be con women, thieves, gamblers or even the occasional lower-tier Idol singer or AV star than cops, soldiers or samurai. The cleverest might be starving artists, though they spend more time starving than actually making art. Hyakki Yokai spend most of their lives roaring drunk, with a bottle (or concealed stash of booze) well in hand.

In the Tatakama, they are most often *burakumin*, and these weird little demons think the lower rungs of society have a lot more fun than the upper. They are often prostitutes, spies and Yakuza gamblers. Few have the discipline necessary to become real geisha, though they may pretend. The Hyakki Yokai far prefer the bustle of modern Black Japan and its techno-toys to the boredom of field life in the Tatakama. Hyakki Yokai are no stranger to the dingier corners of Black Japan- they delight in the rowdy, smoke-shrouded shadows of some back alley dive bar.

The Languages We Speak

Hyakki Yokai begin play speaking Japanese (and Common in the Tatakama). Those with high intelligence scores can choose Abyssal, Aklo, Dwarven, Draconic, Goblin, Gnoll, Infernal, Orc or Undercommon as bonus languages. These quirky little creatures prefer to speak the languages of monsters and freaks to more civilized tongues.

Play A Hyakki Yokai If...

- You want to be absolutely nuts, dangerously unpredictable, insanely selfish and more than a little violent.
- You want to play a truly unique monstrous PC.
- You want to laugh off most mind-affecting abilities when they're tried against you.
- You like the idea of badly mimicking, and thus satirizing, Japanese culture.
- You want to play a streetwise character with deep ties to the supernatural.

Hyakki Yokai Racial Traits

All Hyakki Yokai share the following racial traits.

Size and Type

Hyakki Yokai are Medium Monstrous Humanoids with the *chaotic* subtype. As Medium creatures, they receive no special bonus or penalties due to their size.

Ability Score Modifiers

+2 *STR*, +2 *CON*, -2 *INT*.

Hyakki Yokai are durable- the yokai made their false women bodies well, making them strong and tough. The yokai comprising the 'crew' however aren't too bright however, and tend to argue internally when cohesion and quick wits are most needed.

Normal Speed (EX)

Hyakki Yokai have a base landspeed of 30 ft.

Divided Minds (EX)

Comprised of dozens of individual minds, the Hyakki Yokai are immune to some kinds of magics, and strangely vulnerable to others. Hyakki Yokai are immune to charm and compulsion effects, such as *charm monster* or *dominate monster*.

Hyakki Yokai receive a +4 racial bonus on saves against death effects- their multiple little lives are difficult to snuff out.

However, the creatures are more vulnerable to Illusions, as their individual consciousnesses are easier than normal to fool. Hyakki Yokai suffer a -4 racial penalty on saves against spells or effects from the Illusion school and *fear* effects (yokai tend to be a bit cowardly).

“I Must Retire, So Sorry!” (EX)

Hyakki Yokai are hard partiers, but always demand on actually sleeping alone. When a Hyakki Yokai ‘sleeps’, the yokai crew open up the skinsuit’s chest and back hatches and swarm out for some relaxation outside the vehicle. During this time, they make routine repairs on their skinsuit.

The Hyakki Yokai recover HP and ability score damage at three times the normal rate if undergoing bed rest while completely alone. If not completely alone for the entire period of bed rest, the Hyakki Yokai recovers at the normal rate.

Skinsuit Seamstress (EX)

Hyakki Yokai are also skilled mechanics, thanks to their expertise in maintaining their own skinsuits, and receive a +2 racial bonus on Craft checks made concerning primarily wooden, cloth or leather objects.

Yokai Eyes (EX)

Hyakki Yokai possess lowlight vision and Darkvision with a 60 ft range.

Yokai Knowledge (EX)

Hyakki Yokai are well connected to the demonic rumor-mill and are a font of gossip concerning the goings on of demons, *oni*, *kitsune*, gods and *kami*, among others. They receive a +2 racial bonus on Knowledge (religion) and Knowledge (the planes) checks.



Hyakki Yokai

Alternate Racial Traits

Hyakki Yokai skinsuit designs are staunchly traditional, but the occasional iconoclastic crew makes some unique innovations to theirs. Hyakki Yokai crewing aboard a woman-suit with unique abilities are inordinately proud of their vessels, just like any seagoing pirate would boast of their ship's special tricks and prowess.

108 Little Shoplifters (EX)

Replaces: Yokai Knowledge

The Hyakki Yokai's crew of demons are especially skilled at petty theft, and occasionally deploy one of the crew for a mission of petty theft. The Hyakki Yokai receives a +2 racial bonus on Sleight of Hand checks and on CMB when using the Steal combat maneuver.

Demon Brewer (EX)

Replaces: Yokai Knowledge

The Hyakki Yokai knows thousands of strange alchemical recipes, and toils over bubbling vats of supernaturally infused beer and sake, capable of getting any creature in the realms drunk. The Hyakki Yokai receives Brew Potion as a racial bonus feat.

Futa Yokai (EX)

Replaces: Yokai Knowledge

You're one of those rare, iconoclastic Hyakki Yokai who've built a skinsuit with a woman's face and breasts, but a big cock and balls down below. You gain the Futanari racial trait. In addition, you gain a +2 racial bonus on Knowledge (local) checks concerning Japan's gay community and culture.

"Kill Us Again, That Was Fun!" (SU)

Replaces: Divided Minds

The Hyakki Yokai is surprisingly easy to bring back from the dead. A *Make Whole* spell cast by at least a 5th level caster acts as *raise dead* when used on a Hyakki Yokai. If the Hyakki Yokai is resurrected in this manner within ten minutes of its demise, the Hyakki Yokai does not receive permanent negative levels for returning from the dead.

Mutinous, Mad Crew (EX)

Replaces: Divided Minds, modifies ability score modifiers.

The yokai crew piloting the Hyakki Yokai skinsuit are even more chaotic, temperamental and hard to get along with than normal.

The vaguely mad Hyakki Yokai becomes immune to mind-influencing effects.

The Hyakki Yokai is too insane to be truly perceptive, and hard work is an alien concern to the yokai crew. The Hyakki Yokai suffers an additional -2 racial penalty to WIS.

Never Drunk, Always Drunken (EX)

Replaces: "I Must Retire, So Sorry!"

The Hyakki Yokai spends about 23.5 hours of a 24 hour day pouring booze down her throat, bathing the little demons inside in sake, cheap beer and imported whiskey. The Hyakki Yokai becomes immune to poison.

Spells of Chaos (EX)

Modern Spellcaster Option

Replaces: Yokai Knowledge

The chaotic tides in their blood and strange, chaotic kanji printed inside their artificial bodies allows the Hyakki Yokai to cast spells with the chaotic descriptor at +1 caster level.

Hyakki Yokai with psionic abilities can manifest powers with the chaotic descriptor at +1 manifester level instead. Hyakki Yokai Modern Spellcasters can safely cast spells with the chaotic descriptor at one level higher than normal.

Thousand Dialects (SP)

Replaces: "I Must Retire, So Sorry!"

The Hyakki Yokai's crew of diverse monsters speak hundreds of languages among them, and collectively provide the Hyakki Yokai with a permanent *Tongues* effect.

Ironclub Oni

Large Outsider (native)

Ironclub Oni seem like little more than blood-skinned savages, but they are among the greatest warriors in any realm. Ironclub Oni fight in howling warbands, masters of the most brutal and chaotic forms of warfare, but these great beasts have the skill and patience to craft ingenious siege devices and fearsome weapons.

The stories about Ironclub Oni agree on nothing. In some tales, the Ironclub Oni are proud soldiers, loyal body guards and fearless kamikaze, as honorable as any samurai. In other tales, they are rapists and murderers, conquerors who live to trod lesser beings under their heels. They are proud creatures, the most humanlike of all the *oni*, who teach their beloved children to walk tall and proud among those who scorn them as two legged beasts. They are *stronger than strong*, they are berserk savages and brilliant inventors. In all things, the Ironclub Oni are a contradiction.

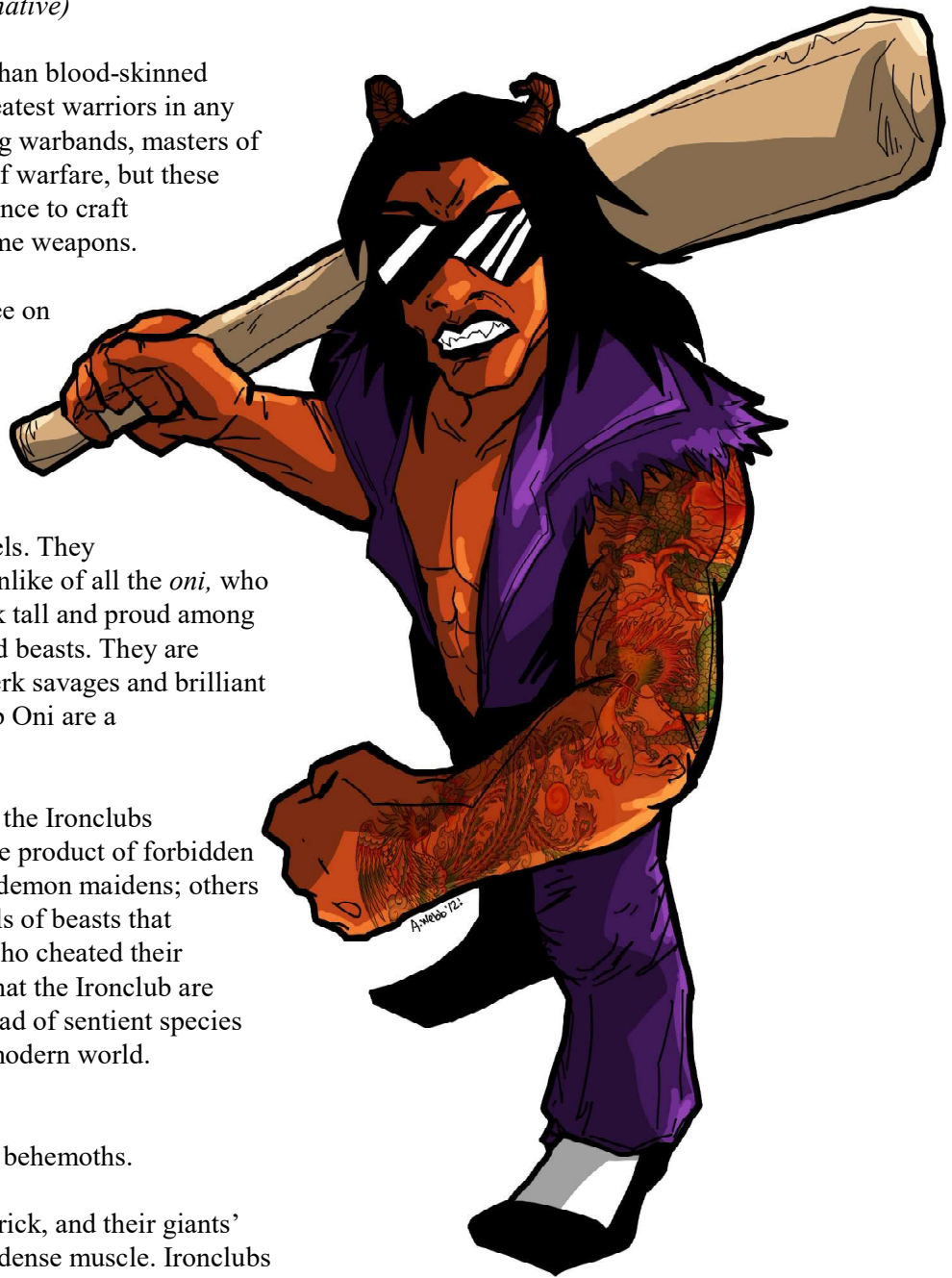
Their origins are unknown, even to the Ironclubs themselves. Some claim they are the product of forbidden liaisons between fallen monks and demon maidens; others claim they are the reincarnated souls of beasts that murdered their owners, or smiths who cheated their customers. Others simply assume that the Ironclub are another one of the Tatakama's myriad of sentient species who have found ways to stalk the modern world.

Our Appearance

Ironclub Oni are hulking, muscular behemoths.

Their skins are as hard and red as brick, and their giants' bones are burdened with a layer of dense muscle. Ironclubs are covered in a thin black pelt, and their long, tangled hair resembles a lion's mane. Both male and female Ironclub Oni have grotesquely, almost comically swollen genitals, and their faces are always either contorted into a snarl or broken up in raucous laughter. These savage creatures wear their emotions on their sleeve, unable and unwilling to hide what they feel.

Ironclub Oni favor intricate tattoos in the Yakuza *irezumi* style. The giants tattoo their bodies with the pained faces of their fallen adversaries, with snarling dragons and fierce tigers. Traditionally Oni wore only loincloths of tiger-skin. Today's Ironclub Oni make do with rumpled suits and hoodies to hide their snarling faces. However if you strip



an Ironclub, you'll always find a tiger-print pair of boxers or a cheetah-print thong beneath their clothes.

Our Sexuality

Ironclub Oni are a violent race, given to violent lusts. As always, Ironclub Oni are a contradiction. Despite their reputation as rapists and perverts, some Ironclubs are doting parents with a deep romantic streak. Others are every bit as monstrous as the songs proclaim.

Ironclubs can only bear young with their own kind, and only when their nude bodies are bathed in the blood of

their enemies, freshly killed. Ironclub Oni enjoy sex with other species, but their genital spines and barbaric vigor make this painful, if not fatal, for the other creature.

Our Faiths and Beliefs

Ironclub Oni don't think much about theological matters. They're more concerned with fighting, fucking, drinking beer and the upcoming baseball season than the schemes of gods and Oni Lords. There are few Ironclub Oni clergy, and those that exist are usually howling zealots preaching only doctrines of war, strength and hatred. Even Ironclub Oni in thrall to an Oni Lord or other demonic master only think of religious matters as they pertain to their current employment and its terms.

Ironclub Oni are brutal and selfish, and even the most good-hearted is going to be a stubborn, brutal, difficult to get along with bastard. They solve problems with their fists, and tend to believe that might always makes right.

The Places Important to Us

The Ironclubs proudly stride across the Tatakama's shogانات, serving both human and demonic masters as sell-swords. A few settle in human communities, serving as blacksmiths, while an equal number forge demonic weapons and torture implements for the true oni of the Black Else. Mercenary to the core, most Ironclubs will serve any master who promises them sake and good



plunder. A handful of powerful, ancient Ironclub Oni clans have constructed great *oni* cities in hidden mountain caves and deep under the earth.

Ironclub Oni live in fortresses of wood and iron, far from human law but close enough to settled lands to be worth raiding. From these well-garrisoned fortresses, Ironclub Oni ride out in search of plunder, rape and glory.

In Black Japan itself, Ironclub Oni have found a home with the Yakuza. They can be found in small numbers in any city with a major criminal presence. Ironclub Oni cross to the Earth Realm from a torii gate high in Hikkado's mountains, and Yakuza bosses fly up every spring to contract for demonic leg-breakers for a three year term. There's a huge Ironclub Oni neighborhood in Chiba, in the sewers and abandoned factories and the tenements. The Chiba Ironclubs are centered around the cannibal-meat industry, most of them working for *Eto the Ironpot*, an infamously surly local Oni that's been

sucking the marrow from human bones for the better part of a century now.

The Languages We Speak

Ironclub Oni begin play speaking any two of Common, Japanese and Orc. The rare Ironclub Oni with a high INT score can choose Abyssal, Goblin, Gnoll or Infernal, as well as any Asian language as a bonus language.

Play An Ironclub Oni If...

- You want to bash skulls with a massive iron club, and do more damage than just about anybody else in the party.
- You want to play a violent, rapacious monster with few redeeming qualities.... beyond physical courage and a warrior's sense of honor.
- You plan on focusing on frontline combat as a barbarian, combatant or fighter.
- Want to play a Large hero or heroine.
- If you want to be more at home in the Tatakama than in the modern Earth Realm.

Ironclub Oni Racial Traits

All Ironclub Oni share the following racial traits.

Size and Type

Ironclub Oni are Large Outsiders with the native subtype. As Large creatures, Ironclub Oni gain a +1 size bonus to the CMB and CMD, but suffer a -1 size penalty to attack rolls and armor class, as well as a -4 size penalty on Stealth checks.

As native Outsiders, Ironclub Oni who are slain in the Earth Realm may be *raised* or *resurrected* normally.

Ability Score Modifiers

+4 *STR*, +2 *CON*, -2 *WIS*, -2 *CHA*.

Ironclub Oni are powerful, unstoppable warriors and tireless laborers, but are dangerously impulsive, impetuous, not to mention crude and boorish.

Fast Speed (EX)

Ironclub Oni have a base land speed of 40 ft.

Forger of Iron (EX)

Ironclub Onis are master smiths and machinists, and many of the most self-aggrandizing Ironclub legends claim that these red skinned goliaths taught the first human smiths how to forge iron and hammer swords. Ironclub Oni receive a +2 racial bonus on all any two Craft skills of choice, which most involve metal in some way, such as Craft (blacksmith, gunsmith, structural, or mechanical).

Ironclub Proficiency (EX)

Ironclub Oni are proficient in all simple and martial weapons that inflict Bludgeoning damage. Crushing skulls with strong metal is in the Ironclub Oni's blood.

Ironhead Tetsubo (EX)

From the first moment their small red fingers can hold a club, an Ironclub Oni is trained to swing a tetsubo (long handled iron club). When wielding a tetsubo, or any other manufactured weapon that inflicts bludgeoning damage, the Ironclub Oni is exceptionally deadly.

The Ironclub Oni increases the critical multiplier of any such weapon it wields by x1. This increased critical hit multiplier is a result of special racial training, not any inherent property in the weapon.

Lowlight Vision (EX)

Ironclub Oni possess lowlight vision.

Murder Zen (SU)

Murder brings enlightenment to the Ironclub Oni.

If the Ironclub Oni personally delivers the deathblow to any living creature with a challenge rating at least equal to his own, that Ironclub finds serenity in the sight of blood and shattered skull spinning off into the sky. The Ironclub Oni must deliver the deathblow with a manufactured bludgeoning weapon to benefit from this racial ability.

For one hour after the murder, the Ironclub Oni becomes immune to mind-influencing effects.

Too Honest (EX)

Ironclub Oni are too simpleminded to make good liars, and are a resolutely honest race of demons. If an Ironclub Oni ever successfully makes a Bluff check against any sentient creature (with the exception of Bluff checks made to feint in combat), the Ironclub is demoralized by the stain of dishonor. For one day after the lie, the Ironclub Oni is considered *Shaken*.

Ironclub Oni Alternate Racial Traits

Ironclub Oni are broken into fiercely competing clans, families and bloodlines, each with their own aptitudes.

Asura Oni (SU)

Modifies: Ironclub Proficiency, Ironhead Tetsubo, Murder Zen

These redskinned giants are a tribe of Ironclubs hailing from India, which reject the heavy steel maces favored by the rest of their race in favor of deadly blades.

The Asura Oni is proficient with all simple and martial weapons that inflict slashing damage. In the Asura Oni's hands, any manufactured weapon that inflicts slashing



oni commits atrocities on hell's exacting schedule, he has no need of food, water or oxygen, becoming immune to starvation, thirst and suffocation and gaining the No Breath racial trait.

If the oni fails to commit an atrocity each day, he is subject to normal mortal limitations, and remains so for a month after the daily murders resume.

Ironcock Oni (SU)

Available To: male Ironclub Oni only

Replaces: Ironhead Tetsubo and Forger of Iron

Your cock is a enormous bludgeon of acid-etched black iron. You gain Phallic Spear Technique as a racial bonus feat. However, your Phallic Spear inflicts bludgeoning, rather than piercing damage, and is considered a manufactured bludgeoning weapon for determining how your racial abilities interact with it.

Ironpot Oni (SP)

Replaces: Forger of Iron, Ironclub Proficiency, Ironhead Tseubo

Many Ironclub Oni tribes are proud cannibals, known for their masterpieces of culinary murder. The proprietor of *Pick the Bones*, in the worst part of Chiba, is an Ironpot, a fact he's immensely proud of.

damage has its critical multiplier increased by x1. Killing an opponent with a manufactured slashing weapon triggers the Asura Oni's *Murder Zen* racial trait.

Hibagon Oni (SU)

Replaces: Ironhead Tsuebo

These monstrous creatures are formed from the souls of warriors who committed rape, genocide and wanton acts of atrocity in their former incarnation, and are among the worst of oni kind. These purple-skinned behemoths have massive jaws filled with rotting teeth. Three slited orange eyes are stacked one atop the other, and the creatures have a four chambered nostril which only adds to their terrifying, surreal appearance. They carry handsculpted tetsubos, which they carve to resemble giant spiked cocks.

Hibagon Oni gain the Evil subtype.

Hibagon Oni feed on rape. Each day, the Hibagon must torture, rape and eventually murder at least one sentient creature with an INT score of 5 or greater. So long as the

The Ironpot Oni is a keen hunter and expert butcher, receiving a +2 racial bonus on Survival and a +4 bonus on Profession (chef) checks. The Ironpot Oni is proud of its dangerous collection of axes and cleavers, and is proficient with all Simple and Martial weapons that inflict slashing damage.

Once per three days, the Ironpot Oni can cast *Cannibal Feast* as a 10th level Druid, which can affect a corpse of up to size Large. The Ironpot Oni must succeed at a DC 23 Profession (chef) check; if the check is successful, the Ironpot can cast the spell without providing the expensive material components (100 gp/DC 10). If the check fails, the Ironpot Oni can still cast the spell, but is required to provide the expensive material components.

Motorbreath Oni (EX)

Replaces: Ironclub Proficiency

A demon of the modern world, you are most at home behind the steering wheel of some overcharged racer, and vehicular homicide is your preferred tactic. You receive a

+2 racial bonus on Drive checks (or similar driving checks made to control a ground vehicle), and inflicts an additional two dice of damage on a successful ramming attempt.

Oni's Skin (SU)

Replaces: Murder Zen

The Ironclub Oni's leathery hide and its distinctive coloration provides the demonic warrior with a unique immunity. Roll or select one coloration and associated immunity.

These creatures gain the Cold subtype, and are usually found in the freezing mountains of the far north. Yama-Uba gain Concealment (20% miss chance) in snowy or icy mountainous regions. If they gain Concealment from another source, add +20% to the miss chance against the Yama-Uba in her favored terrain.

Kami

Medium Outsider (native, one other subtype)*

Kami are little gods, otherworldly spirits with a single cosmic task or duty to perform, who walk among the mortals of the Tatakama on missions imposed by their divine (or infernal) masters. Kami come in an assortment of kinds, and are as unique as the stars in the sky. All tend to be a bit quirky, obsessed with their

task and possessed of unique talents.

In the celestial (or infernal) hierarchy, Kami are young godlings. Though immortal, and wise in their own way, few are more physically powerful than a mortal man or woman. Often, they are confused by the mundane workings of the everyday world, having known nothing similar in Heaven. They throw themselves into adventure, into warfare, into lovemaking, into craft and artwork, with a zealous passion.

Our Appearance

Kami are beautiful, lean creatures that are almost human. Their hair is a brilliant shade, as beautiful and unearthly as a *shunga* print and floats in elaborate coils in defiance of gravity. Kami are decorated with runic birthmarks on their foreheads and hands that hint at their divine nature and powers. Sometimes these markings resemble *kanji*, Hindu *bindi*, Kaballistic glyphs, Goetic summoning circles, ancient Norse runes, or similar sigils. Kami from the infernal realms often have cute little bat-wings jutting from their shoulder blades, while some of their heavenly brothers and sisters might have angelic or fairylike wings.

Kami do not touch the Earth. They hover a few centimeters off the ground at all time, and are often surrounded in a colorful, glistening nimbus. A few Kami, those serving the cause of nature, leave new shoots of grass or fresh flowers behind them with every step they take.

Oni's Skin (D12)

1 Blue skin – cold damage	5 Red skin – fire damage	9 Grey skin – piercing damage
2 Purple skin – bludgeoning damage	6 Green skin – acid damage	10 Tiger striped skin – slashing damage
3 Golden skin- electrical damage	7 Orange skin – pleasure damage	11 Yellow skin – critical hits and precision based damage
4 Black skin – negative energy and death effects	8 Brown skin – spells and effects with the skatto descriptor	12 Roll twice. This Oni has two immunities and skin that changes color down the centerline of it's body

Shojo Oni (SU)

Replaces: Murder Zen

Shojo Oni are the somewhat better natured siblings of true Ironclub Oni. These oni have red faces like a jolly orangutan, their wide mouth split in a drunken smile. They wear their carrot-orange hair long and tangled, and are seemingly never without a jug of wine or huge keg of beer.

Shojo Oni are immune to poison, and though they can get drunk, such intoxication has no effect on their capabilities. They can fight as well drunk as sober, if not better. For one hour after drinking at least one bottle of wine, or 5-6 mugs of beer or ale, the Shojo Oni becomes immune to mind-affecting effects.

Stronger Than Strong (SP)

Replaces: Murder Zen

This behemoth oni is even stronger than the rest of his hulking race. Once per day, the Ironclub Oni can cast *Enlarge Person* on himself, as a sorcerer of his total character level.

Yama-Uba (SU)

Available To: female Ironclub Oni only

Replaces: Murder Zen

This feral, female breed of Oni has skin the grayish blue of a mountain sky and long, brittle strands of snow white hair. Yama-Uba can be surprisingly gentle, and in the old stories, they sometimes saved mortal children from the wilderness and raised them as heroes.



Our Sexuality

Kami tend to take romance very seriously, not allowing anyone to touch their glamorous bodies other than the lucky man or woman who is assigned by karma to be their destined lover. Most tend to be modest and very monogamous, Kami rarely cheat or take lovers, and make loyal and loving spouses. Kami tend to be fairly chaste and virginal.

A Kami's child is usually a Kami, though the godlings might instead produce Aassimar (or Tiefling, if they come

from darker realms) offspring instead. Kami are fertile with most humanoid creatures. The race is predominantly female, though male Kami make up about 30% of the race's population throughout the Multiverse. Kami are either immortal or so long-lived to be effectively so.

Our Faiths and Beliefs

Kami are servants of the celestial order, and are on fairly familiar terms with the gods, though never on a first name basis. Instead, they're like a nervous new intern at a mega-corp, and the gods are the CEOs and executive board. Kami are often harried and frazzled- the burdens of carrying out the business of heaven can be tiring for even the strongest minded, most industrious Kami.

Though they are spirits of Shinto belief given form, Kami are on good terms with modern religions, even foreign ones. They often make their homes in or near old shrines, often serving as *miko*. In the Tatakama, where men are more familiar with Kami, the little deities are often allowed to stay at temples and shrines free of charge when traveling, and can often be found curled up, sleeping on the altar like a contented cat.

The Places Important to Us

In the Tatakama, Kami are usually drawn to the villages. They like the bustle and noise and politicking of a major trading hub or the Imperial

court. Kami tend to be busybodies, who enjoy helping neighbors (even if the neighbors don't request, or don't want such help). They are matchmakers, gossips and true romantics. Even in a smallest village, the local Kami will be the center of community life- the heart and soul of the town. Kami keep neat quarters filled with wonders and oddities they have encountered in their journeys.

Kami come to the modern world of Black Japan on urgent missions (though a few return to Black Japan time and again in between adventures, because they've come to

enjoy some aspect of the modern world). Kami sometimes arrive in Black Japan to protect a specific place, or a specific mortal with a great destiny from ghostly or demonic predators. However, unlike Heavenly spirits like the Futakuchi or the Daughters of Kirin, Kami are rarely warriors.

More often the help they bring takes the form of guidance and inspiration, rather than purely physical protection. A Kami might arrive in the Earth Realm to teach a young girl the secrets of sorcery, help a teenaged Summoner conjure his first eidolon, or help a young otaku destined to become a modern samurai work up enough courage to ask the cute girl in his homeroom out on a date.

While most Kami living in the Earth Realm conduct most of their business in Tokyo and Chiba- the centers of both mundane and arcane life in Black Japan, they prefer to make their homes in quieter, more out of the way places.

Between adventures, most Kami retreat to homes in quieter cities or slower, more rural provinces. Some, especially those with access to a special *torii* gate only they know about, commute regularly between the Earth Realm and the Tatakama. In the modern world, Kami who are not one of the castes of the Tatakama (Noble, Samurai or Heimin) are usually considered otaku. Intelligent, quirky and somewhat outside the social order, it is often difficult for Black Japan's mortal citizens to tell the difference between a true Kami and an otaku girl cosplaying as Belldandy.

The Languages We Speak

Kami begin play speaking Celestial and one other language of choice, usually Japanese. Kami with high INT scores can choose any language as a bonus language, except for secret languages like Druidic.

Play A Kami If...

- You want to play a minor god or goddess with deep ties to Buddhist and Shinto mythology.
- You're planning on building a divine spellcaster or plan to interact with gods, celestials, demons and devils on a regular (and often non-hostile) basis.
- You want to fly naturally.
- You're a fan of *Oh, My Goddess* or *The World God Only Knows* and similar anime.
- You want to play an Outsider.
- If you want to be equally at home in the Tatakama or in the Earth Realm.

Kami Racial Traits

All Kami share the following racial traits.

Size and Type

Kami are Medium Outsiders with the native subtype. As Medium creatures, Kami receive no bonuses or penalties due to their size.

As Outsiders with the native subtype, Kami who are slain in the Earth Realm can be raised or resurrected as easily as any other creature.

Ability Score Modifiers

-2 *STR*, +2 *INT*, +2 *CHA*.

Kami aren't physically strong, but they are clever and likable.

Normal Speed (EX)

Kami have a base land speed of 30 ft.

Defining Subtype (EX)

Kami choose one of the following additional subtypes, which reflects their godly nature and duties. Once chosen, this selection cannot be changed. Kami gain this subtype in addition to the native subtype.

Air, Chaos, Cold, Earth, Evil, Fire, Good, Law, Water.

Racial Skills

Kami are gods of hearth, home, field and forest. They have a variety of talents related to their divine portfolio. Kami receive a +3 racial bonus on two skills, determined by the Kami's Defining Subtype.

Defining Subtype	Racial Skill Bonuses
Air	Acrobatics, Bluff
Chaos	Bluff, Escape Artist
Cold	Handle Animal, Survival
Earth	Handle Animal, Knowledge (dungeoneering)
Evil	Knowledge (arcana), Intimidate
Fire	Craft (blacksmithing), Knowledge (the planes)
Good	Heal, Knowledge (nobility)
Law	Diplomacy, Knowledge (history)
Water	Stealth, Swim

Flight (SU)

Kami have a flight speed of 50 ft (good maneuverability).
Kami receive a +4 racial bonus on Fly checks.

Kami's Perfection (SU)

Select one of your racial skills provided by your Defining Subtype. You are an absolute master of that skill.

Any time you make a check using that particular skill, you roll an additional die and add the results to your D20 skill check result. From 1st-10th level you add a D6 to the result. Beyond 10th level you add a D10 to the result. Starting at 15th level, you add a D12 to the result.

Lowlight Vision (EX)

Kami have big, soulful eyes that give them lowlight vision.

Kami Alternate Racial Traits

Kami are a diverse tribe, with individual Kami displaying magical talents based around their interests, obsessions and missions among mortals. Some Kami are angelic and warm- others demonic or horrifyingly Lovecraftian.

Bosatsu (SU)

Replaces: Kami's Perfection and Racial Skills

You are a Buddhist spirit, who found enlightenment in a previous incarnation and returned from the heavens to guide and aid mortals.

You receive a +2 racial bonus on Knowledge (religion), Heal/Treat Injury and Sense Motive checks. One of these checks, chosen by you, becomes the focus on your Kami's Perfection trait.

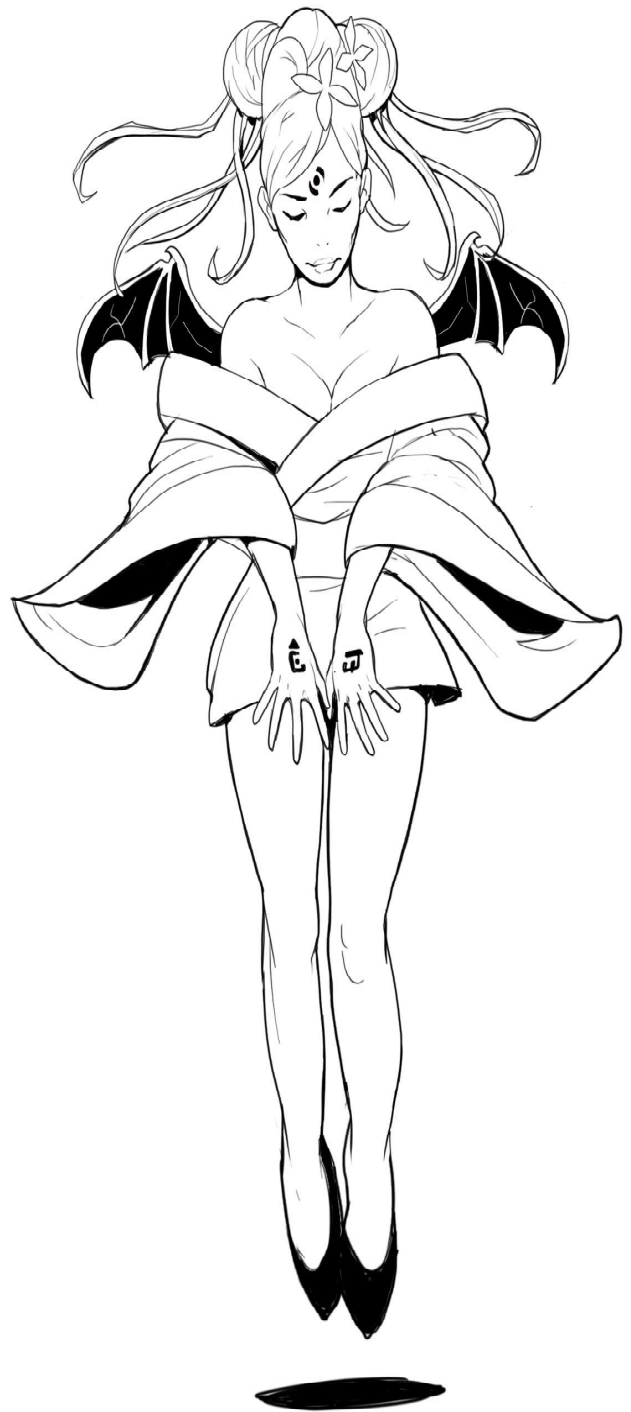
Bosatsu Kami have the Good and Law subtypes.

Cuddly Oni (SU)

Replaces: Kami's Perfection and Racial Skills

You are a child of the Black Else, a young demon still growing into your fearsome power. You are a little bit more good-hearted than your parents would like, focused more on mischief and the occasional punishment game rather than predation and lust-murder. You have a dark and slightly spooky style and tend to be easily recognized by the adorable little bat wings protruding either from your shoulder blades, or from behind your pointed ears.

You receive a +3 racial bonus on Stealth and Intimidate checks. Once per day, you may cast any one of: *Command Undead*, *Darkness* or *Ghoul Touch* as a 5th level sorcerer.



Death Kami (SU)

Replaces: Kami's Perfection and Racial Skills

Death Kami are heavenly functionaries that ferry messages between the living and the dead, and ferry the souls of the recently deceased into the otherworld. Death Kami are recognized by their snow white hair, heron-like white wings and habit of dressing almost exclusively in white, silver or grey.

Death Kami receive a +2 racial bonus on Knowledge (religion) and Profession (mortician) checks.

A Death Kami can use *Deathwatch* as a spell-like ability once per day, and can cast *Stabilize* as a spell-like ability 3x/day. The Death Kami casts these spells as a first level cleric.

The Death Kami can hear the last words of the dead. If any sentient creature dies within 30 ft of the Death Kami, she 'hears' a short message, usually 50 words or less, intended for a loved one or next of kin. The Death Kami may not understand this message, if the dying creature speaks a language she is unfamiliar with, but she can recite it flawlessly.

The Death Kami is aware of the name, basic appearance and the last known location, as known by the dying creature, of the message's recipient. If the Death Kami delivers the message to the intended recipient within one month of the creature's death, she receives bonus XP equal to 50 x her total character level.

Divine Domain (SU)

Replaces: Kami's Perfection

You gain access to the domain powers associated with your Defining Subtype as a cleric of your total character level.

Doctor Kami (SU)

Replaces: Kami's Perfection and Racial Skills

The Kami is a spirit of the heavenly and noble arts of medicine. Her hair is a pure, silvery white, as are her eyes and wings. She probably favors stylized surgical scrubs, a uniquely decorated white physician's coat and surgeon's mask rather than the colorful robes and kimono preferred by other Kami.

A Doctor Kami receives a +2 racial bonus on Heal checks and gains Surgery as a racial bonus feat. When making a Heal check to perform surgery, the surgery takes half as long as normal and the patient is not considered *fatigued* after a successful surgery is completed.

The Doctor Kami may use *cure light wounds*, as a cleric of her total character level three times per day. At 10th level, she may also use either *remove disease* or *remove poison* once per day.

Fiery Kami (SU)

Available To: Kami with the Fire subtype

Replaces: Kami's Perfection

The fires in your blood crackle around your fingers and can be tossed as fireballs. You gain the ability fire a blast of flame with a 30 ft maximum range and no range

increment. This tiny fireball inflicts 1d4 points of Fire damage on a successful hit. At 10th level, you gain +1 to hit and +1 Fire damage with this attack. You can use this ability at will.

Similar Traits

Alternatively, the GM can use a variation on this trait to create Snow Kami (with the Cold subtype, dealing cold damage) or Watery Kami (with the Water subtype, dealing Acid damage) or Storm Kami (with the Air subtype, dealing Electrical damage). All other aspects of this alternate racial trait function identically.

God, Moving Across the Waters (SP)

Available To: Kami with the Water subtype

Replaces: Kami's Perfection

You call down the rain of heaven. Once per day per five character levels, you may cast *bless water* without requiring a material component or divine focus. A glass or ceramic vial of holy water appears in your outstretched hand.

Heavenly Beauty and Grace (SP)

Replaces: Kami's Perfection

Once per day, as a standard action, you can reveal your true heavenly beauty to the mortals you walk among. Doing so allows you to cast two spells on yourself simultaneously: *Cat's Grace* and *Eagle's Splendor* as a sorcerer of your total character level.

Divine Maids

In a more lighthearted Black Tokyo campaign, being a maid might be a divine calling. The little gods known as the Kami are primarily defined by their divine portfolio and role in heaven's hierarchy. Perhaps some Kami serve the divine concept of "Maid" rather than more abstract concepts like law or chaos or elemental water. Such creatures embody cuteness, duty and loyalty.

Kami might select the Helpful Kami or Submissive Kami trait to better exemplify what it means to be a Heavenly Maid.

Helpful Kami (SU)

Replaces: Kami's Perfection

The Kami shows humility and charm. Rather than emphasizing her own efforts, she aids her master or mistress, and helps her friends aid one another- a living example of what it means to be a cooperative Maid.

Anytime an allied character makes a successful Aid Another check within 60 ft of the Kami, roll 1d4+1 and add the result to the check being aided. At 10th level,

instead roll 1d6+1 and add the result to the check being aided.

Imperialistic Kami (SU)

Available To: Kami with the Law subtype

Replaces: Kami's Perfection, modifies Flight

You are the living incarnation of the fighting spirit of the Japanese people. Your wings are not an angels- rather they are the olive drab mechanical wings of a Mitsubishi Zero fighting plane, marked with the blood red rising sun *mon*. Your speed is that of a long ago kamakazi swooping in on a killing run.

Your flight speed is 75 ft (good). When making a charge to descend while airborne, you move at triple your normal flight speed (or quadruple your normal flight speed with the Run feat).

Lovely Kami (SU)

Replaces: Kami's Perfection and Racial Skills

You are a kami not dedicated to good or evil, but to love, lust and the joyous, wet moment of orgasm. The Kami receives Gifts of Ecstasy as a racial bonus feat, even if she does not meet the prerequisites.

In addition, any creature who has consensual sexual activity with the Kami receives a luck bonus on one or more saving throws. The Kami can either provide the character with a +1 luck bonus on all saving throws, which lasts for an hour after the sexual encounter; or choose to provide a +3 luck bonus to one specific saving throw, which lasts for the same duration. The Kami chooses which bonus to provide when beginning the sex act.

The Kami applies the Kami's Perfection racial trait to Perform (sexual) checks.

Neon Scramble (SP)

Replaces: Kami's Perfection

Your skin reflects the glistening neon light of Akihabara. Once per day, you may use *Blink* as a spell-like ability, but must activate this ability in a location lit by neon or fluorescent artificial lighting. If you activate this ability in the Akihabara district itself, it acts as CL 10th; it acts as CL 5th outside Akihabara.

Ojosama (EX)

Replaces: Kami's Perfection

You're an *ojosama* (wealthy girl) living a life of unimaginable privilege in modern day Japan.

You need not track most lifestyle purchases, such as clubs, restaurant, entertainment and travel expenses, regardless of the cost of such things. Thus, you can attend the most

exclusive clubs on the planet, and run up bills totaling hundreds of thousands of yen without consequence. Additionally, you can purchase non-magical clothing, fashion, jewelry and luxury items just as capriciously.

Submissive Kami (SU)

Replaces: Kami's Perfection

You are a properly submissive servant of heaven, sent from the celestial realms to aid and comfort a worthy mortal master or mistress, and to show other mortals the joy that selflessness can bring.

You become unable to inflict critical hits in combat; a critical hit is treated merely as a normal hit for you. However, you become immune to all mind-influencing effects, as a result of your absolute dedication to your master or mistress or your duties in general.

In addition, if you spend at least four hours per day personally attending to your master or mistress' non-sexual needs, (preparing meals, cleaning their home or business, ect), your master or mistress receives a +4 luck bonus on WILL saves for the next 24 hours.

Urakami Soul (SP)

Replaces: Kami's Perfection

When the atomic bomb was dropped on Nagasaki, a Mass of the Assumption of Mary was being held at the Urakami Cathedral. Those inside died instantly. A Urakami Souled Kami is the purified and gentle soul of one of these believers, empowered by God and returned to Earth to fight for the causes of cosmic good.

Once per day, the Urakami Soul may touch a creature and negate their exposure to radioactivity; doing so prevents further damage from radiation poisoning and acts as *lesser restoration*, cast as a cleric of the Kami's total character level, save that it only repairs damage caused by radiation poisoning.

Warrior of Heaven (EX)

Replaces: Kami's Perfection and Racial Skills

You were sent to the Tatakama to live among mortals to protect them, and champion the cause of your great heavenly family. You fight proudly and with effortless grace.

You gain proficiency with all simple and martial weapons, as well as with light and medium armor and with shields. When making an attack roll with any weapon you have Weapon Focus in, you roll an additional die and add the result to your D20 attack check. From 1st-12th level you add a D4 to the result. Beyond 12th level you add a D6 to the result.



Kitsune

Medium Fey (shapechanger)

The mischievous spirits of the forests called Kitsune have enraptured and bedeviled the mortal men and women of both Japan and the Tatakamafor centuries. Kitsune begin their lives as ordinary field foxes, but those who are clever and survive fifty years of thefts, chases and daring exploits undergo a startling transformation. As the first moon's light of their fiftieth year touches the fox, its fur recedes, revealing milk white skin, its paws become nimble, larcenous hands and its thoughts become those of a human's.

Kitsune like nothing better than tempting priests from their vows, dragging heroes on tavern crawls lasting weeks, and otherwise thumbing their noses at stodgy human laws and custom. Though mischievous and more than a little greedy, Kitsune enjoy the company of humans, and often spend decades among human friends and lovers.

Most are fairly good hearted, and will take time out from their schemes and carousing to put an end to predatory oni they encounter. Kitsune have always protected humanity, whether or not humans want this protection, and consider their thefts to be fair repayment for their courage.

Our Appearance

Kitsune could almost pass for humans of Japanese descent, if not for their bushy, russet fox tail, which hangs low from the base of their spine. When wishing to pass for human, Kitsune hide their tails beneath long kimono or robes. While their eyes are often an eye-catching gold or amber, and their teeth are cute little fangs, these are more of an attractive quirk than defining racial features. One trait, however, will always give a disguised Kitsune away. When seen in any mirror or reflective surface, Kitsune are reflected with elaborate facial mokus and sharp fox-like ears, marks of an invisible supernatural heritage normally unseen.



When a fox first becomes a Kitsune, she appears as an attractive young woman with a single tail. Each century of her life, a Kitsune gains an additional tail. Kitsune can live up to 999 years, eventually becoming a nine-tailed fox, legendary for skill and wisdom. Male Kitsune do exist, but they are rare- a male fox must show extraordinary courage and cunning to become worthy of elevation to *kitsune*. Male Kitsune are heroic, bold and impetuous, far more direct than their more numerous female kin.

Our Sexuality

Kitsune enjoy the company of humans, and often take mortal lovers. The race likes its secrets, though, and rarely reveals their supernatural nature to their mate until a deep bond of trust develops, and sometimes not even then. If a Kitsune can hide her tail from an unwitting human lover, she will, even if honesty would serve her better. Kitsune women share the same diverse lusts as human women.

Kitsune are attracted to intelligence, competence, daring and charm rather than appearance. They are as likely to take a mortal con artist or otaku hacker as a lover as they are some glamorous male idol or dashing rogue. Kitsune can become pregnant after an encounter with a human lover. Kitsune births are always litters of several half-vulpine children, who do not take a fully human form until their third or fourth year. Male Kitsune are more common among these half-breed litters, and such fox-children often become potent sorcerers, usually with the *Fey* or *Kitsune* bloodlines (*Remarkable Races, The Kitsune Clans, Rogue Genius Games, 2014*).

As lovers, Kitsune are insatiable, and no matter how much they promise themselves they will, they rarely find themselves capable of confining their attentions to a single lover. Infidelity is a common vice, and those who know the truth about the race caution their friends never to fall in love with a Kitsune.

Our Faiths and Beliefs

Kitsune are thieves, tricksters and opportunists. If nobody's looking, they'll steal rather than purchase, but Kitsune make it a point to never steal from small businesses or individuals, and never from members of their own, self-defined community, whatever that is. Big businesses and mega-corp chains are fair game, the worse they treat their workers or the consumers, the more likely Kitsune are to steal from them, and the bigger the heists when they do.

All Kitsune respect and acknowledge the presence of the goddess Inari, even if they do not worship her directly. The Kitsune race's relationship to Inari is almost familial. Even Kitsune worshipping foreign gods respect Inari and view her as a kind of favorite aunt, the elder matron of all Kitsune kind. For her part, Inari protects and inspires the Kitsune, and uses the clever fox women as her agents in the mortal realm. Most keep a hidden shrine to Inari in their homes, or in some pocket of nature near their most common haunts. Even Kitsune who claim to be irreligious, or even stridently atheistic, harbor a secret worship of Inari, Mother of Foxes.

Few Kitsune are truly evil, though most can be selfish, and those Kitsune who descend into depravity can be truly vile. Chaotic Good and Chaotic Neutral are the most common alignments for the Kitsune you'd meet at some smoky club or an Akihabara backstreet, though adventuring Kitsune might be any alignment.

The Places Important to Us

Secretive Kitsune clans live high in the Tatakama's mountain ranges and in forests just outside settled regions, guarding the many portals leading to other worlds. Other Kitsune are a vital part of human society, as comfortable in any opera house or thieves guildhall as any human.

Kitsune are comfortable both in the Tatakama and in Black Japan, and take each world in stride, accepting the oddities in each. Older and more established Kitsune have homes and lives in both realms, not to mention secret escape portals- semi-stable *torii* that only they know about. Even Kitsune teenagers know a few secret paths between worlds, which they take full advantage of.

A huge population of Kitsune calls the Saga Prefecture home, many clans having lived in the area since the early 1800s, if not before. Saga's Kitsune are woven into the prefecture's fabric, with many families holding total or partial ownership over many local businesses. Kitsune are equally at home in Tokyo, liking the noise and excitement of the hippest mega-city on the planet.

The Languages We Speak

Kitsune in Black Japan begin play speaking and literate in Japanese and another modern language they picked up in their travels, most likely English, one Chinese dialect (Mandarin or Cantonese) or maybe Korean or Tagalog.

In the Tatakama, they speak and are literate in Common and an archaic Sylvan dialect. Kitsune with high INT scores may choose any language as a bonus language, except for secret tongues, like Druidic.

Play A Kitsune If...

- You want to play a natural shapeshifter.
- You expect to play an investigation-focused rogue, bard, or other detective or master-spy.
- You plan on creating an illusionist or enchanter.
- You are planning on adding the Ninja cultural template to your hero or heroine.
- You plan on joining up with Dakiniten Legal Assistance and crusading for the rights of the impoverished, oppressed and wrongfully accused, mixing Japanese folklore with courtroom drama.



Kitsune Racial Traits

All Kitsune share the following racial traits.

Size and Type

Kitsune are Medium Fey with the Shapechanger subtype. As Medium creatures, Kitsune receive no bonuses or penalties due to their size.

Ability Score Modifiers

-2 *STR*, +4 *DEX*, -2 *CON*, +2 *CHA*.

Kitsune are quick, nimble and charming, but they are physically frail.

Normal Speed (EX)

Kitsune have a base land speed of 30 ft.

Four Footed Trickster (SP)

A Kitsune can transform herself into an ordinary fox, or back to humanoid form at will, as if using *Beast Shape I*. Use the statistics for a Dog as a basis for the Kitsune's fox form.

While transformed, the Kitsune's weapons and gear meld into his body, and become useless. Transformation is a full round action which provokes attacks of opportunity.

The Kitsune cannot shift from if observed. It must succeed at a Stealth check to transform if other creatures are within sight while attempting to transform. Failure indicates the Kitsune must remain in her current shape, at least until she can slip away to transform.

Foxy Disguise (SP)

Wise Kitsune have many tricks with which to disguise themselves among humans, and play their ancient, vulpine tricks.

Once per day per five character levels, the Kitsune can cast *Alter Self* as a sorcerer of her total character level.

Fox Skills (EX)

Kitsune are sure footed and as clever as a fox. They receive a +2 racial bonus on Bluff checks, and a +4 racial bonus on Climb checks. Kitsune may use either their DEX or STR modifier as the key ability for Climb checks, whichever is

higher.

Liver of Immortality (SU)

Consuming the liver of a recently slain Kitsune will grant a single living creature immortality, a well known fact among the Tatakama's people. A Kitsune's whose liver is devoured cannot be *raised* or *resurrected* by anything short of the direct intervention of a deity.

A dying Kitsune can will her liver to rise from her body, and drift towards a specific creature that she bequeaths her immortality to. Otherwise, a DC 10 Survival check allows the liver to be harvested; it must be consumed within an hour of the Kitsune's death to maintain its potency. A creature who eats the Kitsune's liver ceases to suffer physical ability score penalties for aging, and has no maximum age.

Lowlight Vision (EX)

Kitsune have large, dark eyes that give them phenomenal night vision. All members of the race possess *lowlight vision*.

Another Fox Story

The Kitsune as presented here are an entirely different breed of fox from the Kitsune presented in Paizo Publishing's *Bestiary 4* and reprinted in the *Advanced Race Guide*. Black Japan's Kitsune are more clever and mystical than the fox-headed Kitsune from *Bestiary 4*.

Races Revised: The Kitsune Clans (Rogue Genius games, 2014) resents several new options for the Paizo-Kitsune, though many of the elements in this sourcebook can just as easily be applied to Black Japan's Kitsune, especially the Kitsune sorcerer bloodline and several interesting racial archetypes for rogues, barbarians and others.

Kitsune Alternate Racial Traits

Kitsune have many tricks, and there are many legends about their true nature and abilities.

Amagitsune (SU)

Replaces: Foxy Disguise, Type and Subtypes

You are a fox of heaven, divinely sanctioned to protect mankind and bedevil *oni*-kind. Kitsune of this kind are marked by golden fur and gleaming eyes. In fox form, Amagitsune are especially large foxes, with luxurious golden pelts that shine with health.

Your type changes to Outsider, with the native, good and shapechanger subtypes. As a native Outsider, you can be *raised* or *resurrected* normally.

Three times per day, as a free action, you can force a non-good Outsider within 30 ft to re-roll any single d20 roll and accept the worse of the two results.

Drowsy Pelt (SU)

Replaces: Foxy Disguise

Your fur is soft and pleasantly scented, like the softest silken bed sheets. Anyone touching your pelt for more than one round becomes more and more drowsy. Each round the character must succeed at a WILL Save (base DC 12 + your CHA modifier), which increases by +1 for each round the contact is maintained. If the save fails, the target is affected by a *sleep* spell cast by a sorcerer of your total

character level. You must be unarmored or lightly armored to use this ability.

Electricity in the Blood (SU)

Replaces: Foxy Skills

You were born and raised in Tokyo's neon-lit Electric Town. Your blood crackles with the electricity that powers Akihabara.

You gain Electrical Resistance 1; if you roll a natural 20 on any Computer Use or Craft (electronic) check, this increases to Electrical Resistance 3 for one hour. This stacks with any other Electrical Resistance you might have.

Emptiness Fox (SP)

Replaces: Foxy Disguise, Fox Skills

You are one of the most highly regarded of all fox-folk; you serve the Void Element, which contains all things and is the source of all wisdom.

Once per day, you can channel the Void. Doing so is a full round action that provokes attacks of opportunity, and effectively casts two spells upon you: *Invisibility* and *Fox's Cunning* (self only). These spells are cast as if by a sorcerer of your total character level.

Fox Thief (SP)

Replaces: Foxy Disguise

You're one of the more mischievous foxes, with a knack for sneaking in where you aren't wanted.

You can use *Knock* as a spell-like ability once per day per four character levels. Your caster level is equal to your total character level.

Fox Martyr (SU)

Replaces: Liver of Immortality

The Kitsune's mystical liver does not grant immortal life, but instead restores a life cut unjustly short. The Kitsune's mystical liver will restore a creature slain within the past 24 hours to life, as if by *true resurrection*. A Kitsune's whose liver is used in such a manner cannot be *raised* or *resurrected* by anything short of the direct intervention of a deity.

Ghost Fox (SP)

Replaces: Foxy Disguise

You are almost impossible to track in your vulpine guise.

While in fox form, you are under a permanent *Pass Without Trace* effect, with a caster level equal to your total character level.

Hainu Kitsune (SU)

Replaces: Four Footed Trickster
Your foxy blood is somehow mystically mingled with the spirit of a long ago white dog, who flew like a sparrow and fought like an eagle. You are far more courageous and willing to fight injustice than other Kitsune, and but your days as a fox are farther in your memory.

You gain a Flight Speed of 40 ft (average). You receive a +2 racial bonus on Fly checks. Your long, shaggy hair is as white as snow, and your fox-like ears are always visible, not just in a mirror.

Kitsune-Bi (SP)

Replaces: Foxy Disguise

The Kitsune can summon otherworldly, pale blue flames, like butane fires, that dance across her fingernails.

The Kitsune may cast *burning hands*, as a sorcerer of her total character once per day per five character levels.

Spark Kitsune (SU)

Replaces: Foxy Disguise, modifies Four Footed Trickster and subtype

Rather than an ordinary fox, your animal shape is that of one of the clever, golden furred, electrically charged *Spark Foxes* of the Tatakama. Rather than becoming an ordinary fox, use the statistics for a Spark Fox while in your animal form.



You gain the Electrical subtype, even in Kitsune form, and are immune to Electrical damage.

Spark Kitsune are unlucky around machines, and suffer a -2 racial penalty on any skill checks involving electricity (such as Computer Use, Drive, Pilot, and many Craft and modern Perform skills). If the Spark Kitsune fails any such check by 5 or more points, she inflicts 1d6 electrical damage upon the device(s) she was using at the time.

Swanmay (SU)
*Otherverser
America
Campaign
Option*

Replaces: Fox Skills, Liver of Immortality

Modifies: Four Footed Trickster

The *Swanmay* is an extensive rebuild and reskinning of the Kitsune from Black Tokyo, creating a race of wise women capable of shifting form into that of a majestic sea bird at will. Swanmays are usually Ásatrú believers, devoted to the female deities of the Aesir and Vanir pantheons. Even in their mortal form, they usually wear their white, grey, silver or ice-blue hair in a short and fashionable Choicer cut.

The Swanmay ability package includes the following powers.

Sea Bird's Wisdom (SU)

The Swanmay receives a +2 racial bonus on Knowledge (religion) checks, as well as Swim checks. She receives a +4 racial bonus on Fly checks in her *Swanform*.

Swanform (SU)

The Swanmay gains the *Swanform* ability, which uses many of the same rules as *Four Footed Trickster*. She can assume the form of either a trumpeter swan (B4) or great horned owl (B3) at will, as if using *Beast Shape I*. Once the choice is made, the Swanmay always assumes that avian shape when using this power.

While transformed, the Swanmay's weapons and gear meld into her body, and become useless. Transformation is a full round action which provokes attacks of opportunity.

Swan's Cloak (SU)

When the Swanmay transforms into her avian shape, she leaves behind a faintly glowing, ectoplasmic trinket, resembling a robe, jacket or cloak, made of charged psi-particles at the place she assumed avian form. Once conjured this article of clothing acts as normal cloth in all respects. If this ectoplasmic robe is destroyed or stolen, the Swanmay cannot regain her human form until the following sunrise, and is trapped in avian form if she cannot recover it.

Sweetest Fox (SP)

Replaces: Foxy Disguise

The Kitsune is seductive and likable. Even in human form, her hair is a vibrant russet, and her fox ears are clearly visible.

The Kitsune can use *Charm Person* as a first level sorcerer three times per day.

Warrior Kitsune (EX)

Replaces: Ability Score modifiers

You are notably larger, stronger and combative than other Kitsune, but you are not quite as quick. Warrior Kitsune are often members of the Samurai caste, known for a rigid and uncompromising (if purely internal and often unconventional) sense of honor.

Your racial ability score modifiers are:
+2 *DEX*, -2 *CON*, +2 *CHA*.

Witchy Liver (SU)

Replaces: Liver of Immortality

The Kitsune's liver is a potent source of mystical power. Consuming the core of her being allows a mortal to become a powerful spellcaster.

Eating the Kitsune's Liver allows a character with a *CHA* score of at least 11+, who has no arcane spellcaster levels to immediately gain a single level of either Sorcerer or Witch. Sorcerers created in this manner are always of the *Fey* or *Kitsune* bloodlines; Witches created in this manner always choose *Animals*, *Transformation* or *Trickery* as their patron. Witches and Sorcerers created in this manner always gain a fox familiar.

A character can only benefit from consuming a Witchy Liver once in their life. A Kitsune's whose liver is devoured cannot be *raised* or *resurrected* by anything short of the direct intervention of a deity.

A dying Kitsune can will her liver to rise from her body, and drift towards a specific creature that she bequeaths her vulpine magic to. Otherwise, a DC 10 Survival check allows the liver to be harvested; the Kitsune's liver must be consumed within an hour of her death, otherwise it loses its potency.

Nekomusume

Medium Humanoid

Nekomusume are cats in the form of a girl, playful seductive and innocent. They are creatures of magic and supernatural crossbreeding, of gene-cutting and cosmetic surgery. They are an artificial species, a common but none the less stunning sight walking Black Tokyo's streets. Seeing one, your breath catches in your throat for a moment, amazed the world can be so full of beauty.

Nekomusume were (at least initially) an artificially created female species- a pretty status symbol and plaything for the rich and decadent. The first breed of Nekomusume entered the market during the early 1980s, with a price tag of well over nine million yen. Initially, Neko ownership was the ultimate status symbol- along with stretch limousines and private helicopters, and the uber-rich remain the most common owners of humanoid cats to this day.

However, prices eventually fell, as the magi-tech wombs used to breed catgirls themselves became cheaper and more common. Today, with special financing plans, bulk purchase discounts and the occasional clearance on used or less prestigious bloodlines put catgirl ownership within reach of the middle class... at least if they're willing to sacrifice much for the joy of owning a felinoid. Thanks to cunning marketing campaigns and saturation advertising, many are.

The catlike humanoids can breed true, despite the arcane and hormonal locks on their reproduction, and can produce litters of free Nekomusume. Some integrate into human society, using their natural gifts to disappear into lucrative careers in Black Tokyo's sex industry. Others fight to free their enslaved mothers and sisters, or to build free lives for themselves without whoring themselves to humans.

In some cities, packs of feral, genetically inferior Nekomusume are common pests: creatures with nearly-human bodies but animal souls. Feral Nekomusume are the exception: in the main, these felinoids are almost intelligent and cunning as their human fathers...despite what their masters and marketing brochures claim.

Our Appearance

Nekomusume are petite females, light and tiny even by Japanese standards. They are just catlike enough to appeal to fetishists. Their bodies are decorated with attractive patches of soft fur that accentuate their bodies and



sensuality but hide none of their charms, or carpeted in a soft, colorful pelt. Their fuzzy ears are long, pointed and semi-prehensile, and are used to express emotion. Most breeds of Nekomusume have long, feline tails that trail between their taut buttocks, though a few have the short tail of a lynx or manx, or have their tails docked by their owners.

Nekomusume have spongy pads covering the bottoms of their feet and the palms of their hands. Their hands are bigger and cutely pawlike, slightly out of proportion on their tiny frames. Nekomusume usually wear a designer leather or metal choker or collar emblazoned with their master's contact information or their address.

Proud slave Nekos accent their collar with jewels, finely linked golden or platinum chains or melodious bells. Slave Nekos tend to be vain, wearing only the best, as having a harem of attractive and well groomed catgirls is a matter of pride for Black Japan's monied elite. Feral Nekos, by contrast, dress in thrift store trash, if they're smart enough to wear clothes at all. Free Neko, who are a distinct minority, usually favor human-like styles that conceal their hybrid natures: cute anime hoodies with stitched cat ears are a favorite.

Fur Tones

A Neko's pelt can be fabulously colorful, displaying every pelt pattern found in nature, plus shades only dreamed up by anime color artists. Patterns, like a calico's tortoiseshell pattern, a tiger's vibrant stripes, or an oceleot's spots are common among some breeds, and a mark of pride for any Neko lucky enough to have been engineered with such a unique pattern.

Many Nekos have a colorpoint pattern to their fur- one color which decorates much of their body, accented by another color on their extremities and the tips of their ears and tail. A Neko's mane-like hair is usually a strikingly distinct color from her fur, and her pubic patch might be similarly toned, to better accent her natural feline charms.

Our Sexuality

Nekomusume are an artificially created, exclusively female species. They are girls because the market for artificial girl slaves is a lucrative one.

They are supposed to be sterile, but quite a few gain the ability to become pregnant, for some reason neither their creators, nor their purchasers can never quite figure out. Some call the race's unexpected fertility a gift from Kwannon or Inari, others claim it's a gene sequencing error, or the result of some kind of techno-magical pollution unique to Black Japan. Who knows? Certainly not the Nekos themselves....

Nekomusume give birth to litters of 4-6 tiny, mewling kitten-girls, after a six to seven month pregnancy. Their first pregnancy is the hardest, and death in childbirth is sadly common. They can only sling litters with human males, but never, ever become pregnant through sex with their designated master or purchaser. Only adultery, and the lure of true love and freedom allows Nekos to breed.

Feral Nekomusume are even more fertile, with adults almost constantly pregnant. Feral Nekomusume can bear viable offspring with virtually any humanoid or monstrous humanoid male, giving birth to semi-monstrous cat-hybrids. Feral Nekomusume can produce even the rare

male 'tom', but toms are outnumbered 10-1 by female kittens.

Nekomusume have a lifespan of about 20 years, but reach sexual and emotional maturity within the first 24 months of their life. They learn quickly, at least as kittens, and tend to be extremely hyperactive until they reach physical maturity. Feral Nekos rarely live that long, with most dying violently before they reach 8 years old.

Our Faiths and Beliefs

Nekomusume are not a morally introspective race, and are more concerned with their own survival and comfort than abstract ideals. Slave Nekos will conform their behavior to that of their master's, becoming the perfect pet, companion and sexual plaything. Left to their own devices, the most common alignment for a feral Neko is Chaotic Neutral or True Neutral. The race is as likely to be friendly and hyper-affectionate as it is to be cruel or predatory.

Nekomusume do not have any native gods of their own, as they have only the most rudimentary culture. Many mimic the faith of their human masters and few Nekos ever question the unspoken assumption that their own souls are as simple as an animal... very few ever realize that a cat girl's soul is as luminous and complex as any human's.

Several deities have attempted to aid the young Nekomusume race, both in the Earth Realm and the Tatakama. **Inari**, goddess of rice, **The Byakko**, white tiger of the east, and even **Yata Kagami**, the humble goddess of maids (*ER: Maids, Otherverse Games, 2012*) have all supported and protected the felines. Since these deities act circumspectly, through intermediaries, very few Nekos are aware of the divine tampering in their race's destiny.

Legal Status

Under Japanese and international law, Nekomusume are not considered a sentient species. They have no rights, and are considered property. Nekos can be bought and sold, traded on the open market and are marketed as a high priced luxury item. Several of the more reputable breeders offer financing options on purchase, as well as trade-in plans for proud neko-masters wanting to upgrade to next year's model.

The Japanese Diet treats Nekomusume as pets, and feral Nekos as dangerous pests. An entire division of the Tokyo civic works program- the Tokyo Bureau of Mythological Sanitation- is devoted to capturing and euthanizing ferals. Shopkeepers or Tokyo residents who take it upon themselves to kill a stray Neko wandering around their homes or businesses face a stiff fine and corpse disposal fee... though the TBMS is often called out to pick up the

putrefying body of a cat girl killed in a car accident or by some anonymous human.

Free Nekos are rarity, and face an uphill climb. Free Nekos cannot legally rent apartments or purchase a home, and only Nekos with a master willing to purchase outrageous premium insurance and fees can possess a driver's license.

Very few businesses will employ a free Neko (at least in any non-sexual capacity) and off-the-books sex work is often their only option. Of course, if a client beats, cheats, rapes or kills a Free Neko prostitute, she (or her sisters) cannot go to the police. The Yakuza offers protection (for an exorbitant cut of their profits and free pussy on demand) to free Nekos working in their territory. Even adventuring Nekomusume often have to pay a slice of their profits and winnings out to Yakuza protectors- knowing that if they don't the Yakuza will take out the slight on less capable feral Nekos in their neighborhood.

The Places Important to Us

Most Nekos own nothing, living in a gilded cage as a wealthy man's plaything. They are often found in the cities, and spend their idle days shopping, visiting the few special salons that cater to the needs of magical half-cats, or even spending their masters' yen at Fashion Club Nekomini!

Feral Nekos keep to the back alleys, and live rough and homeless on subway platforms, cardboard 'palaces' and coffin hotels when they can scrounge the funds. A small island, off the coast of the Miyagi Prefecture has become a sort of legendary homeland to strays- any feral Neko who can makes her way north, hoping that the stories are real, and the ferry to *Tashiro-jima* really will take them to a place they can be free.

Within the past few years, *Tama*, a suburb of Tokyo has become another homeland for free Nekos. To revitalize their failing train station, the local community appointed a cute Nekomusume idol station master as a joke. Her vivacious charm brought a huge wave of tourism into the town, revitalizing the local economy. The town council recently voted to grant almost full civil rights to all Nekomusume living in Tama and in the Tama Hills region! Because of that law, you'll find more cat-girl owned businesses in Tama than anywhere else in the Realms.

Other Free Nekos, if they have trustworthy human companions, will couch-surf until they can find a permanent place of their own. Few Nekomusume know the routes to the Tatakama, and are creatures of the modern city, but a handful dream of a better life on the far side of some obscure *torii*. Few Nekos are prepared for the

realities of life in the Tatakama- few survive their first winter there, and those that do are among the canniest and most combative of their breed.

Kitten Factories

The Nekomusume species began as an expensive, decadent luxury. Seeing how profitable the sale of custom-grown Nekos was, many of Japan's largest entertainment, electronics, automotive and media mega-corporations have a division dedicated exclusively to the production of beautiful cat-girls. Ordinary production facilities (formerly dedicated to manufacturing everything from game consoles to compact cars) were repurposed and converted into massive womb-complexes, breeding catgirls by the hundreds.

As kitten factories became more common, the price of cat girls dropped dramatically. But true catgirl connoisseurs will only purchase their glamorous pets from first tier bloodlines, from breeders who have been in business since the catgirl boom of the early 1980s began.

Neko Dream Ultimate

Neko Dream Ultimate, headquartered in the iconic *109 Building* in Tokyo's Shibuya District, was the among the first companies breeding Nekomusume. Neko Dream Ultimate occupies three floors of the chrome and glass commercial tower. The corporation has an unmatched reputation for quality and only sells their submissive, well-trained cat girls to carefully screened and credit-checked buyers. Unlike many lower-tier kitten factories, Neko Dream Ultimate has no interest in producing snuff toys; catgirls are a pleasure to be savored over a lifetime. The company's advertising image is bound up in the Nekos they produce, and prides itself on producing happy Nekos that go onto happy (if unfree) lives. The office is decorated with glossy photographs and memorabilia to the world famous **Cheetah-Ai** (NG female idol Nekomusume Bard 9, 1982-2007), the first cat-girl.

Neko Dream Ultimate has exclusively licensing rights to sell kittens (and clones) of **Fashion Club Nekomini** show winners and first runner ups. The company is unique in that many of its sales staff are Nekos themselves, somewhat more intelligent than the norm, and extremely skilled in negotiations. These Neko sales-ladies are allowed to use their commissions to purchase not only their own freedom, but also stock in the company- making Neko Dream Ultimate one of the only partially Neko-owned businesses on the planet.

The Amakaze own a controlling interest in Neko Dream Ultimate, and their interests are represented by senior board member, **Karen Obake** (LE female human Wizard

(transmuter) 13). Obake was once one of Japan's secret protectors, but she sold out during the 1970s. She designed both the spells and the gene-treatments necessary to produce a true Neko and was very much the 'mother' of Cheetah-Ai and the other first-gen Nekomusume. Today Obake is one of the richest businesswomen in Japan, but she has not left her Chiba mansion (except for high security board meetings) in more than two decades.

Smilodon Risk!

One of **Neko Dream Ultimate's** chief rivals, Smilodon Risk! has been in business since the mid-1980s. Also headquartered in Tokyo- in the rambunctious **Akihabara District**- Smilodon's success is due to its unforgettable ad campaign. Where Neko Dream positioned its catgirls as elegant and graceful companions to the elite, Smilodon's hyper-colored, action-oriented advertisements featured lithe, athletic catgirls in action! Karate, kendo, SCUBA diving, skydiving, free-climbing the rock faces of Yellowstone, motocross racing, paintball- Smilodon catgirls could do it all and more! And they were much cheaper than the equivalent Neko Dream kitties, the first mass-market catgirl.

Smilodon Risk! is privately owned by **Warren Dunn** (N male human Otaku Smart 2/Hentai Hero 3/Modern Spellcaster 2), an American ex-pat who decided to stay in Japan after a summer internship with Neko Dream. The Amakaze controlled mega-corp couldn't conclusively prove Dunn stole their technology (he didn't- he was given it freely by **Dr. Sukakagi** specifically to make trouble for the mega-corp), but they spent over 100 million yen taking his start-up to court in the attempt. The handful of attempts on his life only made him stronger- Dunn was an ordinary mortal, albeit obsessed with catgirls before he crossed the Amakaze. He learned quick though, and proved capable of defending himself. Eventually, he was able to negotiate a truce with Neko Dream's secret backers- a truce that kept him alive and in business, though what the treaty entailed, he's never revealed.

Dr. Sukakagi's Strays

Karen Obake might get all the credit for creating the Nekomusume race- all the press, the glossy magazine covers, the 1983 Nobel Prize for Genetics but she couldn't



of done it without **Dr. Gendo Sukakagi** (CE male human Modern Spellcaster 13). Dr. Sukakagi went slightly mad mapping the catgirl genome, and was prone to making grandiose statements about how the future of Earth was furred, and that he was the father of a race of feline angels who heralded the next epoch in human evolution! He was also prone to showing up to press conferences without pants and stinking of whiskey and musk, and every time he opened his mouth, Neko Dream's stock took a big dip.

The Amakaze bought him out. The sum was exorbitant, but Dr. Sukakagi blew through his payday in a few years- spending most of it on increasingly bizarre and fruitless

Nekomusume Racial Traits

All Nekomusume share the following racial traits.

Size and Type

Nekomusume are Medium Humanoids. As Medium creatures, Nekomusume receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 *DEX*, -2 *INT*, +2 *CHA*.

Nekomusume are nimble, attractive and natural performers, but their minds are designed for a cute and playful ditziness, not deep thought or abstract reasoning. Even the smartest Nekomusume will seem uneducated and often ignorant compared to a human woman.

Normal Speed (EX)

Nekomusume have a base land speed of 30 ft.

Climb Speed (EX)

Nekomusume also possess a Climb speed equal to their base land speed. They may use either their STR or DEX modifier on Climb checks.

Feline Nimbus (SU)

A Nekomusume's skin glows a soft amber when she is happy or sexually aroused, and at will the glamorous feline can cause her body to glow as if enchanted by a either *light* or *dancing lights* spell as cast by a first level sorcerer.

While the Nekomusume glows, she brings good luck to all other felines in the area. Any feline creature (an animal, magical beast, another Nekomusume or other feline humanoid, including cat-like anthros) within 60 ft of the Nekomusume receives a +1 luck bonus on saving throws, which lasts as long as the Nekomusume chooses to glow. This bonus also applies to the Nekomusume herself.

Gifts of Ecstasy (EX)

Nekomusume are programmed for sexual expertise, and command huge prices as prostitutes or sex slaves All Nekomusume receive Gifts of Ecstasy as a racial bonus feat.

Kitten Eyes (EX)

Nekomusume have keen, cat like yellow eyes, and possess *darkvision* with a 60 ft range, as well as low light vision.

experiments, and the rest on catgirl prostitutes, coke and booze. By the mid-80s, he was broke, bitter and convinced that Neko Dreams screwed him over. To get his revenge, he contacted any half-way competent gene-sculptor he could find and gave them his secrets. Soon, dozens of upstart companies were nibbling into Neko Dream's markets share, first among them, Smilodon Risk!

Neko Dreams Unlimited weathered the storm, and eventually the market stabilized around a few top tier kitten factories and a plethora of second stringers and imitators. By the mid 1990s, Dr. Sukakagi started working out of panel vans and abandoned buildings, squatting where he could and churning out genetically inferior, 'quick and dirty' feral Nekos by the thousands. He created true breeding packs of mentally damaged cat-hybrids in Tokyo, Kyoto, Nagasaki and about a dozen other major cities throughout Japan and sat back to watch the fun.

The Akaname in general and Karen Obake in specific, the Tokyo Bureau of Mythological Sanitation and anybody whose autobody work has been shredded by rogue Nekos would all like a big piece of Dr. Sukakagi's ass....if they can ever find the malicious old coot.

The Languages We Speak

Nekomusume begin play speaking Japanese, though their vocabulary is limited and often childlike. The rare Nekomusume with a high INT score may choose Common, English, Goblin, Gnoll, and Undercommon as bonus languages.

Play A Nekomusume If...

- You want to play a catgirl. (Simple as that.)
- You want to tell a story about slavery and bondage, which is also a story about abolitionists, freedom fighters, narrow escapes and desperate struggles for liberty.
- You want to battle slave-masters, sadists and those TBMS bastards on a regular basis.
- You want to play a character that's agile, beautiful and hyper-sexualized.
- You always picked Felicia when playing *Darkstalkers*.

Padded Feet (EX)

Nekomusume paws are as stealthy as a ninja's tabi. They receive a +2 racial bonus on Stealth and Perform (dance) checks. These skills are always class skills for Nekomusume.

Nekomusume Alternate Racial Traits

Nekomusume breeders compete fiercely to create more appealing, alluring and attractive felinoids. Conversely, feral Nekos evolve quickly- a necessity if their small race is going to survive.

Alley Cat (EX)

Replaces: Gifts of Ecstasy

Nobody knows the back alleyways, homeless camps and old subway terminals better than a wild catgirl, living free in modern Japan. The Nekomusume receives a +3 racial bonus on Knowledge (streetwise) checks and this skill is always a class skill for the Nekomusume.

Bedroom Genius (SU)

Replaces: Feline Nimbus

The Nekomusume is considered very defective. However, she was too cute and too useful to cull and so she probably sold for a very low price, a bargain for the cat-girl enthusiast on a budget. What's the problem? Simple, having a slave that's too smart (even occasionally) never ends well, and usually ends with master getting his wealthy throat slit.

For 1d4+1 hours after a sexual encounter with any humanoid male, the Nekomusume's racial penalty to INT is negated. A Nekomusume can only benefit from this trait once per day. The Neko does not receive additional bonus skill ranks or languages due to this temporary increase to her Intelligence.

Cat World Cutie (EX)

Replaces: Ability Score Modifiers, Gifts of Ecstasy
You aren't an engineered sex-doll with a kitty tail. Instead, you hail from a planet of adorable, vivacious and curious cat-girls on the far side of the Western Spiral Arm, and arrived on Earth as an astronaut and explorer.

Cat World Cuties have the following variant ability score modifiers:

+2 DEX, -2 CON, +1 INT, +1 CHA.

Cat World Cuties are lightly built, but quick on their feet and good with a futuristic laser pistol. They are also well educated, vivacious and fun to be around, but rarely as heart stoppingly beautiful as Earth-bred catgirls.

Cat World Cuties come from a very high tech society and are comfortable with its gadgets. Cat World Cuties receive a +2 racial bonus on Computer Use, Drive and Pilot checks, and these skills are always considered class skills for her.

Cat World Cuties begin play speaking *Galactic Common* and *Japanese*. Cat Planet Cuties with high INT scores can choose any language as a bonus language, except for secret languages like druidic.

Ciao Kawaii Nekomusume (EX)

Replaces: Gifts of Ecstasy

You're one of the pink and white furred, child-safe and less sexual cat-girls specially bred at the Ciao Kawaii Fun Park in Tama (tours of the cloning tanks available from 14:00 – 20:00 Monday through Friday for 1000 yen for adults or 300 yen for children under 8).

You were decanted as a nanny and companion to a lucky (and very wealthy) family. You receive a +2 competence bonus on Bluff and Diplomacy checks made against characters in the Young Adult age category or younger, and +4 racial bonus on Profession (nanny) checks.

Drowsy Pelt (SU)

Replaces: Feline Nimbus

Your fur is soft and pleasantly scented, like the softest silken bed sheets. Anyone touching your pelt for more than one round becomes more and more drowsy.

Each round the character must succeed at a WILL Save (base DC 12 + your CHA modifier), which increases by +1 for each round the contact is maintained. If the save fails, the target is affected by a *sleep* spell cast by a sorcerer of your total character level. You must be unarmored or lightly armored to use this ability.

Feral Neko (EX)

Modifies: ability score modifiers, Normal Speed

The Neko is a genetically inferior kitten, the kind of cat-girl that the TBMS catchers snatch up, tag and gas to death.

The feral Neko suffers an additional -2 penalty to INT, to a minimum of 3 INT. Feral Neko are illiterate by default, and must spend 2 skill points to become literate in a language they can speak.

However, Feral Nekos are tougher than average, receiving a +2 racial bonus to their STR scores. These cat girls tend to be faster on their feet, having a base land speed of 35 ft-

reflexes matter when dodging traffic and evading predators, including the two legged kind.

Fine Fur Control (EX)

Replaces: Feline Nimbus

You were bred with total control over every single follicle of your silky fur. You can shape, style and alter your pelt's color at will as a standard action, and can completely retract your fur into a few patches revealing soft, human-like skin beneath. You can also shape your fur into any non-magical outfit of your choosing, including a cold weather outfit, from a cute and skimpy bikini to a full length ball gown made purely of custom-styled cat hair.

Inumusume (SU)

Replaces: Feline Nimbus, enhanced senses

Rather than a cat-girl, some artificial girls, especially those bred for export to America are made into absolutely adorable puppy girls. Inumusume are loyal, energetic and playful. The sporty canids like plenty of exercise, not just the carnal kind, with their owners. Most Inumusume have small, cold noses, floppy canine ears, a wagging tail and a line of nipples running down their muscular abdomens.

The Inumusume brings an adventurous spirit to her pack. All canine creatures (including dogs, wolves, canine Anthros and other dog-like species) within 30 ft of the Inumusume receive a +1 enhancement bonus to their Initiative scores and natural weapon damage rolls.

Inumusume have keen noses, and gain the *Scent* special quality.

Kiss Catgirl (SP)

Replaces: Feline Nimbus

The sight of two cat-girls kissing can warm even the coldest heart. A number of times per day equal to 3 + her CHA modifier, the Nekomusume can kiss another Nekomusume or feline Anthro as a full round action. Doing so creates a

Bless effect centered on the kissing catgirls, which affects all allies who would be sexually attracted to the Nekomusume. The caster level is equal to the sum of the two cat-girls' total character levels.

Oyari Academy Cat-Maid (EX)

Replaces: Gifts of Ecstasy

The Oyari Musical Academy maintains a staff of specially bred cat-girls as maids and servants. They are semi-free, treated much better than typical Nekos, and often become quite gifted performers themselves, as they help the school's young students with daily musical lessons.

You gain either Extra Performance or Skill Focus (Perform) as a racial bonus feat. The Performance skill chosen as your Skill Focus must be musical.

Kitten Idol (SU)

Replaces: Feline Nimbus

Your voice was designed with as much obsessive love as your body, your fur and your pussy and tail.

You receive a +3 racial bonus on Perform (sing) checks, and can speak the language of cats as easily as you can humans. You are treated as being under the effects of a permanent *Speak with Animals* spell that is limited only to feline creatures. You receive a +3 racial bonus on Handle Animal checks involving any kind of feline.



Smilodon Risk! Catgirl (EX)

Replaces: Gifts of Ecstasy

You were bred by Smilodon Risk! to be an especially athletic and fun loving catgirl.

Like all Smilodon Risk! Nekos you are easily identifiable by your cutely enlarged (1.5 inch or thereabouts) canines and love of sports, games, competition and the outdoors. You receive either Acrobatic or Athletic as a racial bonus feat.

Stray (EX)

Replaces: Gifts of Ecstasy

You were way too assertive to be any millionaire's sex slave, no matter the temptations, no matter the punishment. You receive Iron Will as a racial bonus feat.

Strike Kitten (SU)

Replaces: Climb Speed, Gifts of Ecstasy

As with special models of POETICA, the Japanese Diet has commissioned custom-grown Nekomusume to serve as a test unit with the JSDF's new *Assault Witch* units. Used in recruiting efforts as often as front-line combat, these combat trained warrior catgirls are taught from an early age to think in three dimensions, and groomed for Assault Witch training.

Strike Kittens gain a Flight speed equal to twice their base land speed. They have average maneuverability. Fly is always a class skill for Strike Kitten Nekomusume.

Tama Catgirl (EX)

Replaces: either Gifts of Ecstasy or Padded Feet

A couple of years ago, the Tama township freed all cat girls within its city limits and the surrounding Tama Hills countryside, and catgirls have mobbed the town to start new, free lives.

Tama Catgirls receive a +2 racial bonus on Knowledge (local) checks made in the township and Craft (mechanical) checks made to maintain railways, subways and bullet trains, as many cat-girls work for the local rail station in some capacity or the other.

Tiger Striped Catgirl (EX)

Replaces: Padded Feet

Your fur is a luxuriant orange striped with jagged black and white stripes, and your face is attractively feral. You gain two claw attacks as primary natural weapons, that inflicts 1d6 + STR modifier slashing damage (crit 20x2) on a successful hit. You are considered armed and proficient when attacking with your natural weapons.

Two Tailed Catgirl (EX)

Replaces: Gifts of Ecstasy

You've got two tails, like the legendary *bakeneko*, and like your mythic inspiration, you're great at magic! Two Tailed Catgirls gain Spell Focus in any one of the following schools of magic: conjuration, illusion or transmutation.

Untapped Potential (EX)

Replaces: Gifts of Ecstasy

Some cat-girls are a lot smarter and more capable than their product brochures suggest. These felines have incredible potential, and even they are unaware of what they're capable of until put to the test.

Nekomusume do not have to allocate all of their skill points or feats gained during character creation or any time they gain a level. They may, at any point in the game, suddenly allocate these skill points or feats. Doing so is a free action, and the Nekomusume can use the ability normally from that point onward.

If the Nekomusume belongs to a class with selectable class abilities (such as a Rogue talent or a Paladin mercy), the Nekomusume may also choose not to allocate the class ability immediately. The character can later assign the class ability as a free action and begin using the new ability normally.

Nikusui

Small Fey

A Nikusui is a razor blade with a candy shell, a guillotine wrapped in a pretty bow, poison that tastes like sugar. The Nikusui are a race of protectors and guardians. Like many Fey, they have a special connection to children, but unlike many Fey, their love for innocence has turned violent and implacable. The Nikusui venture far from the forests of the Tatakama, clothing themselves in immortal bodies that never age and never tire, to slaughter those in the Earth Realm who would hurt mortal children or steal their innocence.

Nikusui kill by seduction and deception, willingly allowing themselves to be abducted, molested and manipulated if suffering these indignities will save one mortal child from the same misery. They wonder the world as unaccompanied minors, as lost children and seductive little lolitas...as bait. Their every word, every move, every gesture is calculated to entice pedophiles to them; they are like deep sea angler fish reeling out a glowing lure.

The fey's methods are too brutal for most allies to tolerate for long, though even Chrysanthemum Seven will use Nikusui infiltrators and assassins when the stakes are high enough. They are staunch allies of the Sisterhood, often acting as decoys so a Sisterhood strike team can help them take down a particularly fearsome predator. Many of Black Tokyo's *oni* races have placed bounties on Nikusui hides; some elder rape demons are said to offer 10 million yen for a dead Nikusui, or twice that amount for a bound and helpless child-fey to violate.

Our Appearance

Nikusui resemble pre-teen humans of many races, and do not age.

Even a thousand old Nikusui samurai looks as helpless and hairless as an eight year old boy. The fey cultivate this deception carefully, and take great care to make sure their dress, mannerisms and vocabulary matches that of real children. The only hint to a Nikusui's true nature are the elaborate kanji symbols (prayers of protection and vengeance) painted on their back and bellies. Of course, by the time an adult has seen these marks, it's usually too late to save them.



When a Nikusui drops her pretence of iPhone helplessness, she is terrifying to behold. Her eyes go cold and hard, her motions become as decisive as a drawn katana, and though she may be small, no one in their right mind would ever mistake a hunting Nikusui for a child.

Our Sexuality

Nikusui do not reproduce; the childlike forms they choose to themselves will never reach puberty. Few Nikusui ever take lovers, few trust adults enough give themselves sexually, and no Nikusui will ever take a child as a lover, no matter how similar their bodies may seem. Most are sexless by choice.

The race does not reproduce in the conventional sense. Occasionally, Nikusui feel an instinctive compulsion to gather at a particular location, often a place where a human child was systematically abused, years before. The gather Nikusui find another of their kind slumbering

somewhere within the abandoned home or shuttered school. Few Nikusui feel this compulsion more than once or twice in a lifetime, and Nikusui can live for nearly a millennia if they hunt safely.

Our Faiths and Beliefs

Nikusui often light incense to **Jizo**, protector of all children, and often donate what little money they have to organizations that protect children or support abuse survivors, whether those groups are religious or secular in nature.

Nikusui are good, if sometimes cruel, but they have no respect for mortal laws. They think the police and social service agencies are jokes that fail to protect those that need them most. Nikusui vigilantes are often neutral good or chaotic good, but adventuring Nikusui might be any alignment. Occasionally, the eternal hunt wears down a Nikusui's goodness and they become as vile as the things the hunt. The race watches each other closely for signs of madness.

The Places Important to Us

Nikusui are usually homeless, rarely staying in any one place for more than one or two nights worth of pedo-hunting. Nikusui rarely return to the Tatakama; the perils facing children are far, far greater in the Earth Realm. Their targets are many, and their methods are brutal. Black Tokyo's newspapers carry regular stories of child pornographers found strangled on their own severed cocks, of salarimen out on compensated dates with a high school girl found skinned alive, of rapists burned alive, one square inch of skin at a time. These fearsome, implacable child-hunters are a dark legend among Black Tokyo's most vile.

The Nikusui are world travelers, living unnoticed in empty rooms of crappy motels and squatting in abandoned buildings. They travel far beyond the borders of Black Japan, killing scum in Singapore, China, across Europe and in the worst corners of the American hell.

The Languages We Speak

Nikusui begin play speaking Sylvan and one other language of choice, usually a widely spoken Earth language like either Chinese dialect, English, Japanese or Russian. Nikusui with high INT scores can choose any Earth language as a bonus language.

Play A Nikusui If...

- You want to torture and murder pedophiles on a regular basis (and who doesn't?)
- You want to play a very dark type of Fey.
- You want to look child-like and innocent, yet be the deadliest thing in the adventuring party.

- You plan on doing massive damage to a single target, very quickly.
- You want to protect human kids, at any cost.
- Dark hyper-violent, lolicon stories like *Tokyo Red Hood* appeal to you.

Nikusui Racial Traits

All Nikusui share the following racial traits.

Size and Type

Nikusui are Small Fey. As Small Fey, Nikusui gain a +1 size bonus on attack rolls and armor class, and a +4 size bonus on Stealth checks, but suffer a -1 size penalty to their CMB and CMD.

Ability Score Modifiers

-2 STR, +2 WIS, +2 CHA.

Nikusui are eternally children, and so their small frames limit their strength. However, their willpower and courage dwarfs that of warriors three times their size, and they cultivate a natural charm and lethal likeability, the better to catch pedophiles and predators off guard.

Normal Speed (EX)

Nikusui have a base land speed of 30 ft. Despite their size, Nikusui are quick.

Child's Vengeance (SU)

A Nikusui's absolute hatred of those who would harm and abuse children makes them exceptionally deadly enemies. When attacking a pedophile unarmed or with any light, one handed slashing or piercing weapon, the Nikusui may use her CHA modifier in place of her STR modifier as a modifier to attack and damage rolls.

Dark Child's Eyes (SU)

A Nikusui can automatically sense the presence of any creature within 30 ft who has ever had a sexual encounter with any humanoid who was in the Child age category or younger at the time of the act. Such creatures are marked with a flickering yellow and brown aura, which resembles a spiked crab's carapace when viewed by the perceptive, vengeful Nikusui.

This is considered a 5th level divination effect.

Hunting Child (EX)

Nikusui automatically succeed on Disguise checks made to pass for a human child. The naturally deceptive and purposeful fey receive a +2 racial bonus on Bluff, Sense Motive and Knowledge (behavioral sciences) checks made against any creature detected as a pedophile by their Dark

Child's Eyes racial ability. They use their natural talents to sniff out pedophiles and child rapists.

Lowlight Vision (EX)

Nikusui have lowlight vision.

Strike and Evade (EX)

A Nikusui's strength lies in her speed and her determination, not her feeble musculature. Whenever the Nikusui either slays a pedophile or confirms a critical hit against a pedophile with her Child's Vengeance racial ability, she may take an additional 5 ft step as an immediate action.

Vengeful Fey (EX)

Nikusui are driven to rage and distraction by the presence of pedophiles. Anytime the Nikusui is within 30 ft of any

creature perceptible to its enhanced senses as a pedophile, the fey suffers a -2 morale penalty on skill checks, attack and damage rolls if the Nikusui attacks another target or engages in non-combat actions while within the pedophile's presence. This penalty vanishes when the Nikusui is actively engaged in combat with the pedophile or a known ally.

Nikusui Alternate Racial Traits

The stories about Nikusui become more grotesque with each telling, and who's to say what is true?

Black Toy Box (SU)

Replaces: Strike and Evade

What could be more natural than a child carrying a fluffy stuffed animal companion?

You gain a *Tiny Animated Object* as a familiar of your total character level. This animated object is made of cloth and stuffing, and has a bite attack appropriate for a creature of its size. This animated object is a part of your soul: if it is destroyed, you are considered *shaken*, until it reforms automatically upon the following sunset.

Each time your familiar reforms in this manner, it changes cosmetically, though its statistics do not change.

Dark Protector (SP)

Replaces: Child's Vengeance, Strike and Evade

The Nikusui embodies a vow never to let a child be harmed within the reach of her weapons. Any time a child (a sentient creature in the Young Adult age category or younger) within 60 ft would suffer Hit Point loss, the damage transfers to the Nikusui leaving the child unharmed, as if by a *shield other* effect, cast by a cleric of the Nikusui's total character level.

Whenever the Nikusui suffers damage caused by her Dark Protector racial trait, she may make a 5 ft step as an immediate action. This movement must take her towards the



creature or effect that caused the damage. She may make only one 5 ft step per damaging incident, regardless of how many children are potentially damaged by the same incident.

Ferocity (EX)

Replaces: Strike and Evade

The Nikusui gains the Ferocity racial trait.

Ghost of a Child (EX)

Replaces: Type

Rather than a fey embodiment of vengeance and justice, the Nikusui is the spirit of an abused and murdered child.

The Nikusui's type becomes Undead, and they gain all the immunities common to undead player characters. The Nikusui has no CON score. The ghostly Nikusui can be harmed by channeled positive energy. However, the ghostly Nikusui is immune to the harmful effects of channeled energy generated by a cleric who has ever intentionally abused, harmed or killed a child without excellent cause.

Gun Fey (SU)

Replaces: Child's Vengeance

A Nikusui's absolute hatred of those who would harm and abuse children makes them exceptionally deadly enemies, especially with a gun in their small hands. When attacking a pedophile with any firearm or energy weapon, the Nikusui doubles the weapon's first range increment, which stacks with effects like the Far Shot feat or the *distance* weapon property. This extends the range the Nikusui can make a sneak attack with that weapon, as well.

Lonely Walk (SP)

Replaces: Strike and Evade

Nikusui are creatures of dark and terrifying magic.

They can clamber across ceilings and walls as easily as they walk across the floor, as if enchanted by a permanent *spiderclimb* spell, cast at their total character level. Nikusui cannot use their Lonely Walk racial ability within 60 ft of any child (a sentient creature in the Young Adult age category or younger) or any pregnant woman.

Ohaguro Sect (SU)

Replaces: Hunting Child

The Nikusui's imitation of humanity is imperfect, and they can only pass for a human child in darkness. The Ohaguro sect are among the darkest and angriest of their race, hunting and killing the most sadistic, disorganized and dangerous kind of pedophile. Ohaguro sect Nikusui have clammy skin, the cyanic green-grey of a rotting corpse, and their long stringy hair falls across their faces like tattered

black curtains. Ohaguro sect Nikusui have no facial features save for a black lipped mouth: somehow they can see through the leathery cowl of dead flesh that covers what should have been their eyes.

Though eyeless and noseless, Ohaguro sect Nikusui can perceive the world. The blind creatures possess *blindsense* with a 120 ft radius. Their senses are keen enough they can read letters on a page by running their fingers over the subtle indentations in the printing. However, the Ohaguro sect Nikusui cannot perceive color and have no sense of smell. As blind creatures, they are immune to effects that depend on sight.

The Ningyou

Small or Medium Construct

In Black Japan, where souls can currency and life is cheap for the wealthy, there are those who put lost or bartered souls to innovative use. In the feudal era, highly articulated dolls called *Ningyou* were handcrafted at enormous expense from wood or porcelain. Today, the most skillful and possibly most sadistic oni of the Three Realms craft Ningyou from slain human souls, trapped within a cunningly jointed and beautifully unnatural mannequin body.

Ningyou are eerie playthings for fetishists and traditionalist slave masters, who have no truck with the magical ultra-technology that has bred similar artificial women, such as POETICA or Nekomusume.

Our Appearance

Ningyou are humanoid and appropriately scaled living dolls. Their bodies are cunningly articulated with supple ball-joints that give them an inhuman yet elegant range of motion. Ningyou frames are far lighter than an ordinary human woman of the same size; their artificial bodies are mostly hollow. While the oldest Ningyou have bodies hewn from sanded wood or ivory, modern Ningyou might share the carbon nanotube construction of a 'hard-tech' combat cyborg or a light plastic and aluminum frame. No matter what their artificial bodies are made from, Ningyou are warm and somewhat soft to the touch, like calf-skin stretched over hard wood.

Ningyou faces are blank and doll-like, though very beautiful. Their mouths seem frozen in a pleasant half sigh, and their huge, expressive eyes rarely blink. Ningyou have long and ornately styled hair which is rooted to their inorganic skulls; often a Ningyou's hair was harvested from the slain human woman who provided the doll's soul. The hair grows as if its owner were truly alive. Depending



Our Sexuality

The majority of Ningyou are assembled in a female shape, because, as with POETICA and Nekomusume, the majority of buyers are male, and desire female playthings. The race cannot reproduce naturally, and is created from death. To awaken a Ningyou to sentience, a recently slain human (often a woman, though crafters can use souls of either gender to forge Ningyou) has its hair and a handful of other organs ritually harvested, while occult binding circles trap the soul in the immortal body of the doll. Ningyou retain only the vaguest and most fragmentary memories of their lost human lives, though some might display an unexpected aptitude for skills possessed by their former selves.

Ningyou crafting is a time-honored *oni* tradition, and the techniques necessary to forge a living doll are jealously protected. Mortals are not allowed this knowledge, and the relative handful of Oni lords and ladies with the skills are both determined and powerful enough to slaughter entire neighborhoods to prevent even the suggestion that a human has mastered the art.

Few Ningyou control their either their sexuality or their destiny. Those

on the desires of the crafter, a Ningyou might have the size and proportions of an adult human woman, or her body might be that of a child's.

Slave Ningyou, which are the majority of the race, are dressed in elaborate costumes. Ningyou masters tend to be obsessed with detail and precision and will pay millions of yen to assemble a perfect wardrobe of period-appropriate costumes for their Ningyou pets. Freed Ningyou, on the other hand, are farther from humanity than even the most obviously modded POETICA, and have a correspondingly harder time blending into the human world. Freed Ningyou usually hide their doll-bodies beneath heavy sweaters and hoodies, and hope they can pass for human at a distance.

that are not the private playthings of *oni* or the ultra-rich are usually hired out as prostitutes. A Ningyou's artificial body gives her a durability that a human woman can never possess. They can survive the violence of fucking even the most powerful oni, a fucking that would reduce a living woman to a smear of bloody meat and pulverized bones. For Ningyou prostitutes, life is hard and pain is a constant, but it is a constant that the constructed women are especially adept at enduring.

Our Faiths and Beliefs

Ningyou have little culture of their own and often mimic the faiths of those they serve or live amongst. As with many constructed species, Ningyou are often fairly devout Shinto practitioners, because if they can believe all things have a soul, they can hope that extends to themselves as well.

The Places Important to Us

The majority of Ningyou existing in Black Japan live in barracks-like homes nicknamed “Doru-Houses”, a crude phonetization of *doll houses*. Cramped Doru-Houses can be found in places where the human sex-trade flourishes, in places where *oni* gather in numbers, or both. There is a large Doru-house near *Hokkaido’s Mt. Tokachi*, to accommodate the Ironclub Oni clans that lair there and spend solid yen on the services of whore-dolls. Each spring, traveling Doru-Houses arrive in Iwate Prefecture for the *Oni Kenbai Fair*, and do brisk business attending the demonic revelers.

Inside a Doru-House, dozens of Ningyou live lives that would be familiar to any 18th century geisha. Mystical wards trap enslaved Ningyou inside; only those who somehow earn, win or steal their freedom can pass the front gates. Oni pimps are infamous for the inventively cruel and humiliating contests they force their Ningyou slaves to endure for a chance at freedom. Life inside a Doru-House is strictly hierarchical, with the eldest and most beautiful Ningyou claiming the title of *sempai* and ruling over her ‘younger sisters’- some sempai are as cruel as any oni, others protect their fellow dolls as best they are able.

Free Ningyou are often poor, existing on the fringes of human civilization. While there are avenues for other created races to seek emancipation and civil recognition, no such avenues exist for Ningyou. Those that can’t pretend humanity either retreat into the wild areas, or turn to crime merely to survive. Clever, lithe and dangerously pragmatic, a shockingly high percentage of free Ningyou consider themselves modern *ninja*. Less bold Ningyou often find a path to the Tatakama, where they can disappear into the endless forests.

The Languages We Speak

Ningyou begin play speaking Infernal (the language of their makers) and one other language common in the campaign, usually Japanese or Common. Ningyou do not receive bonus languages for possessing a high INT score.

Play A Ningyou If....

- You want to create a hyper-agile heroine who moves in creepy, unnatural ways.
- You want to play a heroine who is most likely on the run from demonic masters, with some serious trauma in her past.
- You are intrigued by dollification, doll fetish and extreme bondage fantasies.
- You want to play a Construct.

Ningyou Racial Traits

All Ningyou share the following racial traits.

Size and Type

Ningyou are either Small or Medium Constructs. The player makes this choice at character creation, and once chosen, this decision cannot be changed.

Medium sized Ningyou receive no bonuses or penalties due to their size.

Small sized Ningyou gain a +1 size modifier to attack rolls and their armor class, as well as a +4 size modifier on Stealth checks, but suffer a -1 size penalty on their CMB and CMD scores.

Ability Score Modifiers

-2 STR, +4 DEX, - CON, -2 WIS, +2 CHA

Ningyou are inhumanly beautiful and supple, but their hollow bodies make them weak, and their construction and training make them weak-willed and often dependant.

As Constructs, Ningyou have no CON score.

Construct Type (EX)

Ningyou are Constructs, and have all the strengths and weaknesses of other creatures of that type.

- Ningyou have no CON score. Any DCs or other statistics that rely on a CON score treat a Ningyou as having a score of 10 (no bonus or penalty).
- Ningyou are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Ningyou cannot heal damage on their own, but can often be repaired via exposure to a certain kind of effect (depending on the Ningyou’s racial abilities) or through the use of the Craft Construct feat. Ningyou can also be healed through spells such as *make whole*. A Ningyou with the fast healing special quality still benefits from that quality.
- Ningyou are not subject to ability damage, ability drain, fatigue, exhaustion, energy drain, or nonlethal damage.
- Ningyou are immune to any effect that requires a FORT save (unless the effect also works on objects or is harmless).
- Ningyou do not risk death due to massive damage, but they are immediately destroyed when reduced to 0 hit points or fewer.
- Ningyou cannot be raised or resurrected.
- Ningyou are hard to destroy, and gain bonus hit points based on their size. Small Ningyou gain 10 bonus HP; Medium Ningyou gain 20 bonus HP.



Contortionist (EX)

Ningyou are highly flexible with a greater range of motion than a human and can twist any limb in complete 180 degree rotations at any joint. They receive a +2 racial bonus on Acrobatics and Escape Artist checks.

Ningyou can contort themselves to act as one size category smaller than their actual size category when unmoving, to gain the benefit of a greater size bonus to Stealth checks. They must return to their true size before moving.

Natural Armor (EX)

The Ningyou's artificial body is hard as porcelain, despite it's womanly shape. The Ningyou receives a +1 natural armor bonus to Armor Class, which increases to +2 at 10th level and to +3 at 15th level.

Ningyou Senses (EX)

Ningyou have Darkvision 60 ft and lowlight vision.

Normal Speed (EX)

Regardless of whether they are Small or Medium sized, all Ningyou have a 30 ft base landspeed.

Wood and Doll Craft (EX)

Ningyou have an innate understanding of the materials that make up their artificial bodies. They receive a +2

• Ningyou do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a Ningyou can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required to survive or stay in good health.

racial bonus on one Craft skill of choice (often woodworking or toymaking, as they can make small scale dolls or toys for sale).

Ningyou Alternate Racial Traits

Though Ningyou are constructed according to staunchly traditional methods, every so often an *oni* sculptor indulges in a perverse notion or forbidden innovation.

Ballet Ningyou (EX)

Requires: Small sized Ningyou

Replaces: Natural Armor

Though Oyari Roman is loathe to involve himself in the affairs of *oni*, sometimes he will contract the construction of a child-like Ningyou body to preserve the soul of a sickly or dying mortal girl he has come to love. Such Ningyou are created consensually, and often become among the greatest ballet students at the *Oyari Musical Academy*.

The Ballet Ningyou is an exceptional dancer. She adds her DEX modifier as a competence bonus on Perform (dance) checks, and this is always a class skill for her. She may use Perform (dance) rather than Acrobatics to tumble in combat.

Imperfect Doll (EX)

Replaces: Natural Armor

The Ningyou's body is spider-webbed with fine cracks and her beauty is marred by slightly mismatched components. The Ningyou becomes unconscious and stable at 0 HP and is destroyed at -10 HP, exactly as if she were human.

Inhuman Movement (EX)

Replaces: Contortionist

The Ningyou's unnatural jointing scheme enables her to clamber across walls and ceilings- she moves more like a spider than a woman. The Ningyou gains a Climb speed equal to her base landspeed and gains a +8 racial bonus on Climb checks.

Latex and False Flesh (SU)

Replaces: Natural Armor

The Ningyou's body is soft and yielding. Her supple artificial orifices can stretch to accommodate any male user without tearing, but never without pain, placing her under a non-supernatural and constant version of *comfortable act*. The Ningyou adds her DEX modifier as a competence bonus on Perform (sexual) checks. The Ningyou can be healed by healing spells and effects, but such effects always have the minimum numeric value when cast upon the Ningyou.

Puppet Dance (EX)

Replaces: Bonus Hit Points (from Construct Traits)

The Ningyou's body is finely balanced and fragile, but her joints possess extraordinary range of motion. She moves strangely, like a puppet with a mad puppeteer, crouching, leaping and capering. The Ningyou gains Eerie Dexterity as a racial bonus feat.

Puppetry and Costuming (EX)

Replaces: Wood and Doll Craft

The Ningyou can simply let herself fall completely limp, like a puppet with her strings cut, to slip out of armor in an instant. The Ningyou can completely remove or *don hastily* any armor as a move-equivalent action.

Puppet's Madness (EX)

Replaces: Bonus Hit Points (from Construct Traits)

The Ningyou's way of moving is so erratic and unnatural it is difficult for anyone, even the Ningyou herself, to predict where her limbs will be at any given moment. The Ningyou never provokes attacks of opportunity for taking a move action in combat, even if her movement would normally do so. She generates attacks of opportunity normally for taking non-movement actions in combat.

Reemerging Soul (SU)

Replaces: Ningyou Senses

The dead soul that created the Ningyou remembers its former existence. As a result, the Ningyou's eyes have dimmed and become more human-like, but her hold on existence is stronger. She even blinks occasionally. The Ningyou can be raised or resurrected normally if slain, though she is still destroyed at 0 HP.

Uncanny Valley (EX)

Replaces: Wood and Doll Craft

The Ningyou's artificial nature unnerves mortal humans, who find it near impossible to tell what she's truly thinking. Non-Ningyou creatures cannot make Sense Motive checks against the Ningyou.

POETICA

*Medium Monstrous
Humanoid*

POETICA™ brand androids are extremely humanlike; created through cutting edge techno-wizardry, these glamorous androids have true souls. They gestate in wombs comprised of shimmering mystic energy, growing like a human girl would. Far from mass-produced, POETICA androids are each hand crafted for a specific owner, designed to support him or her emotionally and tactically. These beautiful, cunning androids are designed to be a trustworthy confidante, wise mentor, passionate lover and bodyguard, all rolled into one.

POETICA androids are a dream item for the ultra-wealthy in across Black Japan and Asia as a whole. American businessmen, especially, love their POETICA, and this twisted reality's Capitol Hill is awash in POETICA android assistants. These glamorous high-tech geishas are equally common among Japan's ultra wealthy, and many are commissioned as custom-grown idol signers by the fiercely competitive J-Pop industry. Sexy and ultra-sleek POETICA have a natural advantage over their more common and 'last-gen' Idol androids.

The New Day Girl Factory (the sole holders of the patented POETICA engineering protocols) and its many imitators might build and assign a POETICA to the Japanese Self Defense Forces, Chrysanthemum Seven or the Tokyo PD as a PR initiative and tax write-off.



Our Appearance

POETICA are fully integrated bio-machines. They are the most beautiful form of cutting edge technology imaginable.

Grown from an abandoned human soul created in mystical exo-wombs, these androids are prompted by their creator to 'grow' a bio-machine chassis in the same way a human develops from a single fertilized egg. Every biological structure in the human machine has a techno-magical, partially organic analogue in the POETICA's body. These androids are exclusively female; for some reason proto-male souls do not properly 'congeal' into a working form.

These cute androids are identifiable by their florescent polymer hair, the headphone like sensor modules built into the sides of their skulls, and their utterly perfect, ageless beauty. POETICA are charming, chirpy and inquisitive. They are physically demonstrative and boisterous- extroversion and energy are hard-coded into their cyber-sculpted DNA. POETICA heroines dress in stylish club wear, especially fetish vinyl integrated with converged computing solutions and holographic displays. They are an island of clean, sleek and modern magic disguised as technology amid the blood, sweat and gore of Black Japan.

POETICA Names

POETICA are assigned a thirteen digit production number, and POETICA enthusiasts can tell the production line, batch, date and approximate time her assembly began from the information encoded therein. This 13-digit number is displayed on the underside of both feet, and bio-tattooed on the inner surface of her labia minora as well as the inside of her lower lip.

Most POETICA are named by their owners- usually a given name suffices, but occasionally otaku who consider themselves married to an especially charming POETICA give her their surname. The online ordering and customization portal for new POETICA includes a name field, to be filled in by the purchaser. Japanese given names are most common, though depending on the fantasy the POETICA is built to fulfill, she might have an exotic name: American, Chinese, Thai, or some name drawn from anime or fantasy. Since *Game of Thrones* has begun airing in Japan, several new-model POETICA are shipping with the names Arya or Danerysis.

Android Birth

POETICA are created through a secret techno-magical engineering process pioneered by **Dr. Jiro Momonjii** during the early 1980s, and perfected about a decade later. The New Day Girl Factory floor in Ehime is the world's largest POETICA production facility in the world, capable of decanting 15,000 POETICA neonates per year at current productivity levels. Other facilities, including Chinese production lines bring total POETICA production up to at least 35,000 per annum.

It takes eighteen weeks from the moment an order for a POETICA is completed for her to be ready for service. Nine of those weeks are spent in the techno-womb, as the POETICA's body builds itself. The remainder consist of psychological conditioning and rudimentary life-skills training, conducted solely at the Ehime facility and no where else.

Before establishing his robotics empire, Dr. Momonjii made his living as an expert in abortions. Somehow, he was able to divine a method of salvaging the dispersing energy of what he termed a 'fetal proto-soul matrix' - the spiritual effluvia usually left to Jizo- and contain it. Properly stimulated, this strange energy could be repurposed. These immature human souls are used as the 'basenote' of a POETICA. Magically and electronically stimulated, the soul is trapped in a powerful energy matrix and forced to manifest a corporeal body. At first a single cell, this artificial body undergoes mitosis again and again and again. One cell becomes two, two becomes four, four expands to sixteen and onward, until a human-form android fetus gestates within a pulsing womb of light and data.

At present, POETICA are no longer produced on a one-to-one basis from abandoned fetal soul-stuff. That's considered last gen tech, though Dr. Momonjii and his inner circle of arcano-technologists might still produce a custom built POETICA using this method for a discerning, preferred customer. Instead, enormous collecting antennas, cold riveted steel with a solid selenium core, and lit by green and white warning lights jut into the sky somewhere in every New Day Girl Factory facility. These massive antenna collect soul stuff and empathic shards from across the nation. These empyreal energies feed into arcane batteries beneath the Ehime production floor, which are tapped each and every time a new POETICA is commissioned.

According to internal memos, using 'pooled proto-soul matrix energy' rather than 'singlet energy' produces POETICA with more diverse skills and more interesting, well rounded personalities.

Our Sexuality

Standard model POETICA are infertile, though they are programmed with both skill and enjoyment of virtually every sexual act and position a potential buyer might ever desire. The New Day Girl Factory's extensive psychological research has shown that POETICA buyers respond best to an android with a slightly higher sex drive, and slightly kinkier disposition than their own. As a result, POETICA tend to be very sexual and often quite demanding of their owner's affections and attention.

A continual upgrade program allows some POETICA to bear children. In the case of female offspring, the girls are always POETICA themselves, while boy children are the father's race, though a rather small and keenly intelligent example of the species (additional -2 STR, +2 INT in addition to other racial adjustments).

Female POETICA newborns can be purchased for a nominal 'licensing fee' from the New Day Girl Factory. Otherwise such 'free-range' POETICA are raised as free children for the first five years of their lives, then collected by the New Day Girl Factory and taken to Ehime Prefecture for training as companion androids. POETICA who have inherited or bought their own freedom often purchase and install the reproductive upgrade package, finally earning the last vestige of humanity denied them.



Our Faiths and Beliefs

Very few POETICA are religious, and POETICA clerics and oracles are virtually unknown. Many of these androids are atheists or agnostics- their souls were assembled with the same care as their body, and given their origins, they are unimpressed by divine acts of creation and rather blasé about the existence of the soul.

Quite a few are knowledgeable about religion, however. POETICA tend to be voracious readers, and they enjoy studying history, folklore and mythology. Give them a few hours with nothing to do, they'll pillage every wiki they can find, on any subject that interests them.

The Places Important to Us

POETICA are a distinct minority population in Tokyo, some free examples living in neat but tiny private apartments overlooking the city's financial heart. The "Ceramic Angels" apartment complex in Tokyo's Asagaya District is famous nation-wide as a place to find free POETICA living on their own. Others live and work alongside their purchasers or in well appointed special dormitories where an entire POETICA production batch, who think of themselves as sisters, are quartered while awaiting purchase.

The New Day Girl Factory's corporate offices and main production floor are in Ehime, in the prefecture of the same name. The mega-corp's influence gives it near total control over the city and surrounding suburbs. POETICA are an every day sight in Ehime, most still enslaved to their mega-corp parent, dressed in the crisp and iconic green and white uniforms of NDGF sales-staff.

POETICA are uncomfortable in rural areas, and view the Tatakama itself with a kind of existential dread. Though products of techno-sorcery themselves, they are uncomfortable anywhere they can't get a reliable wi-fi signal.

The Languages We Speak

POETICA begin play speaking Japanese and English. POETICA with high INT scores may choose any language as a bonus language, except for secret languages, such as Druidic.

Play A POETICA If...

- You want to play a hyper-capable, skill-focused android.
- You want to emphasize mental ability scores, as a social-interaction expert without equal.
- You enjoy anime and games like *Chobits*, *Mahromatic Automatic Maiden*, *Vocaloid*, *Ar Tonelico* and the like.
- You enjoy robot-fetish elements and a chance to play a submissive heroine.
- You want to explore the secret links between Otherverse America and Black Tokyo.

POETICA Racial Traits

All POETICA share the following racial traits.

Size and Type

POETICA are Medium Monstrous Humanoids. As Medium creatures, POETICA receive no bonuses or penalties due to their size.

Ability Score Modifiers

-2 *STR*, -2 *CON*, +2 *INT*, +2 *WIS*, +2 *CHA*.

These androids are extremely fragile, and they dislike violence. However their minds are strong, and they excel in intellectual and creative pursuits.

Normal Speed (EX)

POETICA have a base land speed of 30 ft.

Bio-Computer (EX)

POETICA have top quality optical systems, which provide them with lowlight vision.

POETICA are considered to have the Onboard Computer cybernetic implant, which does not inflict Drain. Their implanted headware means they can pick up and communicate unencrypted radio, cellphone and wi-fi or Mesh signals.

Highly Skilled (EX)

Like humans, POETICA excel in a variety of fields. They receive one bonus skill rank at each level.

POETICA Job Class (EX)

POETICA are programmed with whatever skill package their purchaser desires, reflecting the natural aptitudes of the unborn souls used to create them. When the POETICA is created, choose one of the following racial ability packages, which provide the listed racial bonuses on the following skills. The listed skills are always considered class skills for POETICA of that job class.

- *Artist Class*: Craft (visual arts) +2, Perform (act) +2, Perform (stringed or sing) +2

- *Bon Vivant Class*: Bluff +2, Knowledge (local), Perform (comedy) +2
- *Chef Class*: Craft (alchemy) +2, Knowledge (nobility) +2, Profession (chef) +2
- *Doctor Class*: Knowledge (nature) +2, Knowledge (religion) +2, Treat Injury or Heal +2
- *Domestic Class*: Sense Motive +2, Knowledge (local) +2, Perception +2
- *Ecchi Class*: Diplomacy +2, Perform (sexual) +2. Ecchi Class POETICA gain Gifts of Ecstasy as a racial bonus feat.
- *Geisha Class*: Diplomacy +2, Knowledge (history) +2, Perform (dance or stringed) +2
- *Idol Class*: Diplomacy +2, Perform (dance) +2, Perform (sing) +2
- *Mage Class*: Knowledge (arcana) +2, Knowledge (dungeoneering) +2, Spellcraft +2
- *Miko Class*: Diplomacy +2, Knowledge (behavioral sciences) +2, Knowledge (religion) +2
- *Police Lady Class*: Knowledge (local) +2, Perception +2. The Police Lady Class POETICA is proficient with Personal Firearms and with Simple and Martial weapons.
- *Salari Class*: Knowledge (business) +2, Knowledge (local) +2, Knowledge (technology) +2
- *Technician Class*: Drive +2, Craft (mechanical) +2, Craft (electronic) +2

POETICA Alternate Racial Traits

POETICA can be custom built for discerning clients, and occasionally the unique techno-magical birthing process produces POETICA with unique advantages. If these traits prove market-hits they are often incorporated into later generations of POETICA androids.

Arcane Programming (SU)

Modern Spellcaster Option

Replaces: Highly Skilled

Whenever the POETICA takes a level in the Modern Spellcaster basic class, she receives an additional Spell Point. The POETICA may safely Overcast any spell involving or affecting modern electronic or computer equipment at one level higher than normal.

Combined Fleet POETICA (EX)

Replaces: POETICA Job Class, Modifies Ability Score Modifiers

You are a military model POETICA, serving the JSDF as a part of an experimental unit operating as support gunners of the nation's new Assault Witch squads. Combined Fleet POETICA have a more rugged beauty than most of these

androids, powerful integrated cannons are built into their forearms- these long barreled weapons resemble the turrets of a WWII era battleship. Most Combined Fleet POETICA dress in the standard uniform of the day for their unit- a schoolgirl outfit with an olive drab skirt and beret, accented with rank insignia and a golden lanyard for senior androids.

Combined Fleet POETICA do not receive a racial bonus to their CHA score.

Combined Fleet POETICA begin play with are considered to have the unique Military Girl Job Class. They are programmed to be die hard military buffs.

- *Military Girl Class*: Knowledge (history) +2, Knowledge (tactics) +2. The Military Girl POETICA is proficient with all Personal and Advanced Firearms.

Each Combined Fleet POETICA is equipped with a set of double-barreled masterwork cannons (one set per arm). POETICA are always considered proficient with these integrated cannons. These weapons cannot be disarmed, though they can be sundered. They can be enchanted, though the POETICA must remain present for the entire process. They are considered light weapons.

Ranged Weapons	Damage	Critical	Range Increment	ROF	Magazine
CFP Cannons	2d6+1 ballistic	20/x2	100 ft	Single	Unlimited

Combined Fleet Training (EX)

Replaces: Highly Skilled

Available To: POETICA with the Combined Fleet POETICA alternate racial trait only

You receive any Combat feat that you meet the prerequisites for as a racial bonus feat at first level.

Cybermodel (EX)

Replaces: Highly Skilled

The POETICA is designed for continual aftermarket upgrade and customization and is designed with technophile owners in mind.

The POETICA may withstand an unlimited number of points of Drain (or unlimited number of cybernetic implants) without risking negative levels. The POETICA is highly knowledgeable about cybernetics and cyber-culture, and receives a +2 racial bonus on Computer Use and Knowledge (technology) checks made concerning cybernetics.

Dark POETICA (EX)

Replaces: Highly Skilled and POETICA Job Class

The POETICA was illegally modified to serve as a torturer, girl butcher and predator's assistant. She was likely purchased by sadistic and more techno-savvy than usual oni to serve as a dark and soulless reflection of their own cruel desires.

Instead of the normal racial skills, a Dark POETICA is considered to be part of the unique Predator Job Class.

- Predator Job Class: Intimidate +2, Knowledge (arcana), Stealth +2

The Dark POETICA is a torture expert. She inflicts an additional +1d4 points of damage anytime she attacks a bound, unconscious or helpless opponent. This bonus damage stacks with sneak attack damage, if any and applicable.

Electricity in the Blood (SU)

Replaces: Highly Skilled

Your blood crackles with the electricity that powers Akihabara. You gain Electrical Resistance 1; if you roll a natural 20 on any Computer Use or Craft (electronic) check, this increases to Electrical Resistance 3 for one hour. This stacks with any other Electrical Resistance you might have.

Fortunate Assistant (SU)

Replaces: Highly Skilled

The POETICA is a servant of destiny, and the makers mark hidden just above her pert left nipple is a kanji for good fortune. The POETICA is not bothered by the modern inconveniences of life.

Three times per day, she can declare she experiences a minor bit of out of combat good fortune. She chooses the shortest and fastest line at the bank, a light changes right as she approaches the intersection, she meets an old friend unexpectedly, and so forth. This general air of good fortune provides the POETICA with a +1 luck bonus on Profession checks and other skill checks made to earn a living.

Gamer-Tan POETICA (EX)

Replaces: Highly Skilled, modifies Bio-Computer

The POETICA has a unique look and style inspired by a famous videogame console beloved in the Otaku community, and usually a name that recalls a famous system of the past (such as the cute, grey-haired Fatima for a Fami-Com inspired POETICA).

The Gamer-Tan POETICA is a highly adept gamer and hacker with lightning reflexes. The POETICA may use either her DEX or her INT modifier as the key ability for Computer Use checks. Her Onboard Computer implant is considered to be an upgraded +3 system and she gains an Attack Barrier x1.

Frankenstein Girl (EX)

Replaces: Type, modifies ability scores

Frankenstein Girls were a Victorian-era precursor to true POETICA and are quite common in the Tatakama- only the Takatama's most skilled necromancers can animate a Frankenstein Girl. Modern Frankenstein Girls have all the capabilities of true POETICA, including built in communications systems sewn into preserved brain tissue gathered from the corpses of vivacious girls.

Frankenstein Girls are created from stitched corpses, assembled into the pleasing form of a sprightly young girl. They have cold, soft skin with a greenish or grayish tint, and their limbs are often slightly different skin tones. Most have mismatched (but cute) eyes, and thick stitching holds their bodies together. Frankenstein Girls usually have a set of bolt-like devices built into their reconstructed throats.

Frankenstein Girls are Medium Undead, rather than Monstrous Humanoids. They gain all the immunities common to player character Undead. As Undead, they have no CON Score.

Imabari POETICA (EX)

Replaces: Ability Score Modifiers, POETICA Job Class

The coastal city of Imabari, in Ehime Prefecture is a center of Japanese shipbuilding and maritime heavy industry. Contracts with the New Day Girl Factory allows maritime engineering firms to purchase specially designed, "commercial-grade" POETICA in bulk. Imabari POETICA are designed as hardworking, intelligent and techno-savvy, and are often assigned as forepersons and senior designers in testament to their skills.

Imabari POETICA have the following ability score modifiers.
+2 INT.

Imabari POETICA are highly intelligent, with keen, analytical minds well suited to engineering and technical work. Beauty is a secondary concern, but their chassis are

more rugged and better suited to shipyard construction work, than the otherwise waiflike POETICA norm.

Imabari POETICA are considered part of the unique Sailor Job Class.

- *Sailor Class:* Craft (mechanical) +2, Pilot +2. Sailor Class POETICA gain Surface Vehicle Operations (watercraft) as a racial bonus feat.



Little Sister POETICA (EX)

Replaces: POETICA Job Class, Normal Speed, modifies size

Little Sister POETICA are designed to be perpetually childlike, innocent and cheerful. They are built to look up to their master as the coolest big brother in the world- either in a purely honorable, naïve way or an incestuous way for more ecchi purchasers.

Little Sister POETICA are considered to have the unique Schoolgirl Job Class.

- *Schoolgirl Class:* Knowledge (pop culture) +2, Knowledge (one of choice) +2. When a Schoolgirl POETICA uses the aid another action to assist her owner/purchaser with an INT, WIS or CHA based skill check, the bonus provided is +3, not +2 as normal.

Little Sister POETICA are childlike, and receive a +5 racial bonus on Disguise checks made to pass for a human child. They are Size Small and gain a +1 size bonus to AC and attack rolls, a -1 size penalty to Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Little Sister POETICA have a base land speed of 25 ft. Their stride is short, but they are quite quick.

Mature POETICA (EX)

Replaces: Ability Score Modifiers

The POETICA was created in the early 1980s, using the earliest available techniques. In contrast to modern POETICA, she is less waiflike and demonstrative. She's existed for decades, and knows both the world and herself.

Mature POETICA have the following ability score modifiers.

+2 *WIS*.

Mature POETICA were produced through different methodologies than current-gen POETICA, and are more physically adept. Their years of service have given them wisdom, but transformed their youthful *moe* cuteness into a more mature and refined beauty.

Scratch Built (EX)

Replaces: Ability Score Modifiers

Japan's techno-hobbyists some times build their own POETICA, using recycled parts and rune and circuit diagrams found on 2Channel. These garage-kit androids are almost as good as the real thing- some POETICA enthusiasts prefer the quirky individuality and occasionally innovative designs of scratch built POETICA to the corporate models.

Scratch Built POETICA have the following ability score modifiers.

-2 *STR*, +2 to any two mental ability scores of choice (*INT*, *WIS* or *CHA*).

Scratch Built POETICA are built with rugged systems but aren't quite as well rounded socially as graceful, production line POETICA.

Vocal-X POETICA (SP)

Replaces: Highly Skilled

You are a very specialized Idol-model POETICA, part of the Vocal-X series of androids, distinguished by your glowing fiber optic hair and enormous headphones built into your ears.

You can cast *Solid Note* as a spell-like ability three times per day, with a caster level equal to your total character level. Vocal-X POETICA always select the either the Artist Class or the Idol Class from available POETICA Job Classes.

Tanuki

Small or Medium Fey (shapechanger)

They are fat and jolly, enjoying nothing better than a good meal, a cup of warm *sake* and a willing bedmate. They live for today without fear or regret, leaving dirty dishes, broken hearts and a stack of unpaid IOUs in their wake. Tanuki are a capricious and pleasantly vulgar folk, who waddle out of the Tatakama's forests for a night of carousing at a roadside karaoke bar and always seem to leave before the bill comes due. Tanuki are as likely to be found running from some angry shop keep or dodging modern day debt collectors as they are to be pissing drunkenly against the roots of the Great Tree.

Tanuki are simultaneously ill-suited and perfectly suited to the modern world. They've got an instinct for technology that most of the other folkloric races of the Tatakama lack. Maybe it's their laziness, but a Tanuki can always manage to figure out modern gadgets if it means less work. Tanuki were NEETs and freeters before the terms existed, and know how to survive the modern world by doing as little as possible and attracting as little attention as possible.

Our Appearance

When a Tanuki deigns to walk in human shape, he or she resembles a pudgy, jolly and rather harmless and inoffensive looking Japanese person. Tanuki can easily pass for a mortal human- the race has survived by that deception since the Jomon era of Japanese history, and probably a bit before. It's virtually impossible to find a



slender or physically fit Tanuki, of either gender, though some Tanuki can be frighteningly strong for their size.

Male Tanuki are infamous for their huge, swollen testicles, magical swinging organs that they can shape as needed to carry out their scams. All Tanuki know how to drum on their swollen testicles to work minor miracles... or just amuse themselves in their idle moments. Female Tanuki have testicles of their own, smaller than the male Tanuki's but still bigger than any human man can boast. A female Tanuki's testicles dangle from either side of her beefy labia. Like the males of the race, Tanuki girls can play amazing tricks with their testicles.

Whether in man-shape or walking on all fours as a raccoon-dog, a Tanuki can always be recognized through an old, odd trick. Money always seem to vanish around the fun loving creature. A coin pressed to the Tanuki's forehead will tarnish within seconds, and a piece of paper money pressed to the Tanuki's lips will begin to fray and unravel.

Our Sexuality

Contrary to popular belief, there are female Tanuki, though they are outnumbered by the males of the race, and usually disregarded. Though as loyal to their women as a son to his mother, Tanuki boys are attracted to pretty human, Kami and Neko girls. For many Tanuki, the novelty of a girl without testicles is a major lure, while others prefer the

more familiar comforts of pretty *futa* girls. No matter what kind of romance they prefer, Tanuki are usually a bit kinkier than you'd expect from looking at them.

Tanuki mothers give birth to a litter of 4-6 Tanuki cubs, who need constant attention and care, and take up every minute of her time. Human women bearing a Tankui's offspring have a tougher time of it, and most are bed ridden for the length of their pregnancies. The races have interbred several times down the centuries, and many modern ninjas, detectives and some particularly epically lazy NEETs all can point to a Tanuki grandparent or ancestor somewhere down the line.

Our Faiths and Beliefs

Tanuki tend to be fairly devout, at least in an understated way. Most are committed Buddhists, especially if they can quote an apt bit of scripture to justify putting off work for another day or two. Almost every Tanuki keeps a shrine to the Seven Lucky Gods of Good Fortune, and most are especially fond of fat, jolly Hotei. Quite a few Tanuki claim Hotei is one of their species, and Tanuki adventurers often carry enchanted items sacred to the laughing Buddha.

Despite their essential laziness, most Tanuki are good hearted. They can be roused to surprising extremes of courage and energy when they feel they have to defend the weak or protect someone who's done them a good turn. Tanuki never forget a favor, and usually repay it ten fold, though given their long lives and slack demeanors, they're usually repaying the favor-giver's descendents. Conversely, Tanuki can be cruel and sadistic in the extreme if they're slighted or their pride is wounded.

The Places Important to Us

In the Tatakama, Tanuki families keep to the forests encircling the scattered villages and townships. They prefer cramped, damp burrows that few ordinary mortals can ever find. However, a few rangers, loggers and bamboo cutters are on cordial terms with the Tanuki-folk. A few cups of sake or a 'loan' of a few coins can buy a (mostly) reliable guide to the forest. However, Tanuki can most often be found in a nearby human settlement, preferring the thrills of bars and geisha-houses to the dull serenity of their forest homes.

In Japan itself, Tanuki congregate in the smaller towns, preferring semi-rural areas. They like bars, fast food and convenience stores, but huge cities like Tokyo or Osaka are usually a little too strenuous for most Tanuki.

There's a plethora of Tanuki in Uozu, in the Toyama Prefecture. A very stable, very safe torii between worlds there- the *Pure (or Play) Gate* has admitted Tanuki settlers

and merchants since the 17th Century. Tanuki know the area well, and have a web of relationships, businesses and familial debts to fall back on. Tanuki are often found in Osaka, near the ridiculously named "Mount Tenpo"- a 15 ft hill dignified with the title of 'mountain'. Osaka's Tanuki often lounge in the many parks atop the stunted mountain, drinking sake and enjoying the sun.

The Languages We Speak

Tanuki begin play speaking Japanese and Common if they hail from the Tatakama. They may select any language as a bonus language, except for secret languages like Druidic.

Play A Tanuki If....

- You want to be the laziest (and funniest) guy in the adventuring party.
- You want to use your magic testicles to solve pretty much any problem.
- You want to play a natural shapeshifter.
- If you want to be equally at home in the Tatakama or Earth Realm.
- You want to put a modern spin on a traditional folkloric character type.

Tanuki Racial Traits

All Tanuki share the following racial traits.

Size and Type

Tanuki are either Small or Medium Fey with the shapechanger subtype. The player makes this choice at character creation, and once chosen, this decision cannot be changed.

Medium sized Tanuki receive no special bonuses or penalties due to their size.

Small sized Tanuki gain a +1 size modifier to attack rolls and their armor class, as well as a +4 size modifier on Stealth checks, but suffer a -1 size penalty on their CMB and CMD scores.

Ability Score Modifiers

-2 *DEX*, +4 *CHA*.

Tanuki are cheerful and charismatic, natural storytellers and bon viands, but are clumsy, especially when they've had a few to drink. Watching a Tankui in human shape try to dance or climb a rope would make a statue weep with laughter.

Slow Speed (EX)

Thanks to their short legs and rather non-athletic physiques, Tanuki have a base land speed of 20 ft, regardless of whether they are Small or Medium sized.

Comedic Timing (EX)

Tanuki are natural story-tellers with a head for bawdy stories and old jokes. Tanuki receive a free rank in Perform (comedy) for every rank they place into any other Perform skill.

Scent (EX)

Even in their human form, Tanuki beggars possess the *scent* special quality. They can be trained to track by scent, but most are content to just follow their noses to a fresh cooked meal.

Stealthy (EX)

Tanuki know how to lie low in dangerous situations. Tanuki receive a +2 racial bonus on Stealth checks, and Stealth is always a class skill for Tanuki.

Tanuki Tracks (SU)

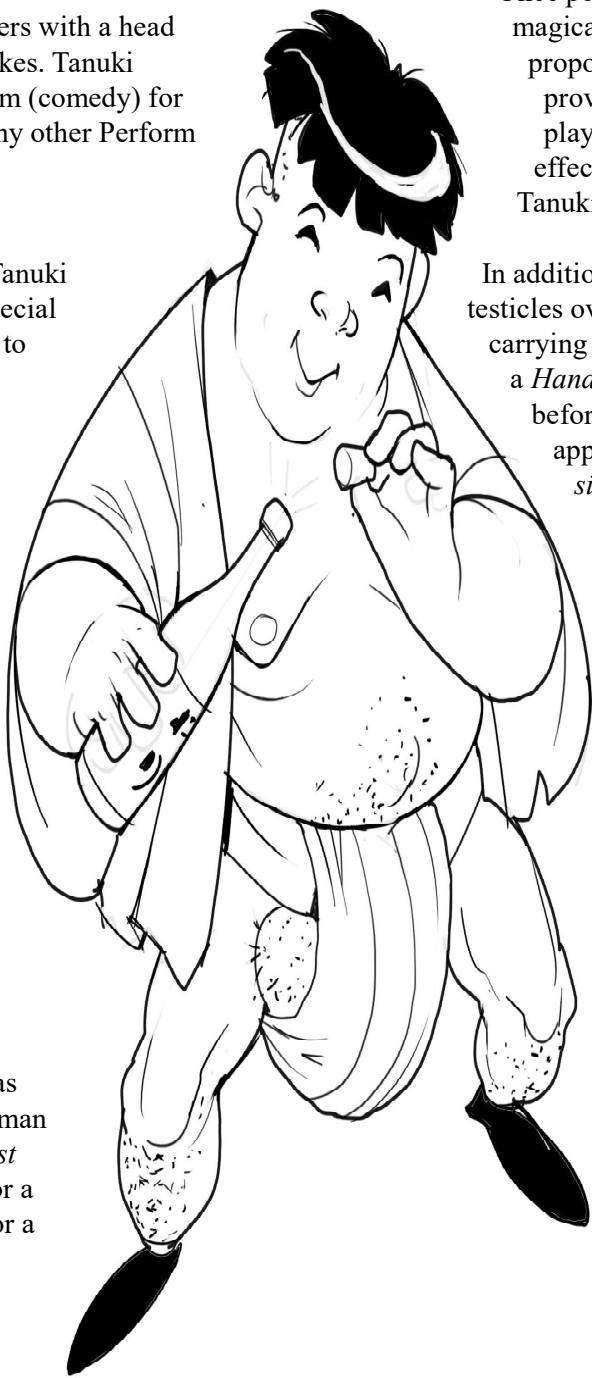
A Tanuki can transform himself into an ordinary raccoon-dog (a raccoon like scavenger native to the otherworldly Japan as well as the Tatakama) or back to human form at will, as if using *Beast Shape I*. Use the statistics for a Weasel familiar as a basis for a raccoon-dog.

While transformed, the Tanuki's weapons and gear meld into his body, and become useless.

Transformation is a full round action which provokes attacks of opportunity. The Tanuki will always shift forms involuntarily if splashed with a full jug (1/2 liter or more) of sake.

Tanuki's Testicles (SP)

Tanuki are infamous and instantly recognizable for their swollen testicles, huge ovals which sometimes drag across the ground. Most Tanuki know how to play their testicles like drums, creating a low eerie sound which can drive away worse creatures.



Once per day, a Tanuki (of either gender) can magically cause his testicles to swell to inhuman proportions. As a full round action, which provokes attacks of opportunity, the Tanuki can play his balls like skin drums, producing an effect similar to *Bane* cast by a cleric of the Tanuki's total character level.

In addition, once per day, the Tanuki can swing his testicles over his shoulder to create a magical carrying sack. Doing so transforms his testicles into a *Handy Haversack* for one hour. If not unloaded before the hour is up, the items stored within appear in an adjacent square, and the Tanuki is *sickened* for an hour. Transforming his testicles into a *handy haversack* is a full round action, which provokes attacks of opportunity.

Tanuki Alternate Racial Traits

You can know a Tanuki for two centuries and never learn all there is to know about the little fur balls. Some Tanuki have some decidedly atypical abilities.

Coal Black Tanuki (EX)

Replaces: Comedic Timing, adds subtype

Some Tanuki have coal black fur in their animal form, that perfectly matches their coal black, troublesome hearts. These Tanuki make great criminal masterminds, and can overcome the legendarily laziness of their race when there's a chance to

make some dishonest money or upend the polite social order.

Coal Black Tanuki gain the Evil subtype. Coal Black Tanuki are master thieves, and receive a +2 racial bonus on Bluff and Sleight of Hand checks.

Kintama (SP)

Modifies: Tanuki's Testicles (*handy haversack*)

The Tanuki's testicles are even bigger than normal for the race, a source of great pride among his own kind, and each

ball is usually marked by a vermillion birth-mark that looks like holy script.

The Tanuki cannot use his testicles to create a handy haversack. Instead, once per day, he can drum on his testicles as a full round action to produce a *magic circle against evil* effect, as either a 5th level cleric or a cleric of his total character level, whichever is greater.

Lucky Ponpoko (SP)

Modifies: Tanuki's Testicles (*bane*)

The drumming thumping of your balls isn't a scary sound- instead, it means good luck to those you care about.

Once per day, a Tanuki (of either gender) can magically cause his testicles to swell to inhuman proportions. As a full round action, which provokes attacks of opportunity, the Tankui can play his balls like skin drums, producing an effect similar to *Bless* cast by a cleric of the Tanuki's total character level.

Monastic Tanuki (EX)

Replaces: either Comedic Timing or Stealthy

Some Tanuki are as knowledgeable about the intricacies of Buddhist faith and Japanese history as any PHD candidate. The Tanuki receives a free rank in either Knowledge (history) or Knowledge (religion) for every rank he places into any other Knowledge skill.

Mujina (SU)

Replaces: Tanuki Testicles

You are a separate breed of Tanuki, slightly more energetic, but mocked by your Tanuki brothers and sisters for your woefully small testicles. In fact, Muina women don't even have testicles- an aberration against heaven and earth!

Mujina can shape change into different forms as if using *Beast Shape I*. In addition to a racoon dog, the creature can also transform into a Dog, or a badger (use the Weasel familiar's statistics).

In addition, the slightly more nimble Mujina does not suffer a penalty to its DEX score and has a normal base land speed of 30 ft.

Tanuki's Purse (SU)

Replaces: Tanuki Testicles

Once per day, the Tanuki can reach into its testicular purse and pull out a handful of leaves, rocks and twigs. Why it carries rocks and twigs in its scrotum is a mystery best left to the ages. However, the Tanuki can attempt then a Bluff check as a full round action: he transforms the garbage into

a pile of coins with a GP value equal to the Bluff check result.

Most Tanuki use these coins to pay for a wild time at an inn or tavern. However, there is one problem: the coins return to their original form of leaves and twigs within 1d4 days, meaning someone will be left short by the Tanuki's trick.

Uozu Tanuki (EX)

Replaces: either Comedic Timing or Stealthy

Like many Tanuki you crossed into Japan near the town of Uozu, in the Toyama Prefecture, through the very safe and accessible "Pure (play) Gate". A long time inhabitant of Uozu, you receive a +2 racial bonus on Knowledge (local) and Knowledge (history) checks made concerning the city, as well as a +2 racial bonus Knowledge (the planes) checks made to locate torii gates in the vicinity of Uozu.

The Tetsujin

Medium Monstrous Humanoid (Half-Construct)

The Tetsujin are a race of artificially intelligent robots, originally constructed for ultra-heavy labor and the dangerous jobs that humans were unwilling to perform. Due to the need for a high functioning intelligence to carry out complex tasks, the Tetsujin were given a sophisticated neural network AI to enable them to learn from mistakes and improve task management.

The first Tetsujin rolled off the assembly line during the early 1980s, and alongside the *Famicom* and VCR, became one of the iconic technologies of the eighties. The Tetsujin first prototypes were comparative simpletons, with crude armatures and limited vocabularies, that still none the less cost millions of dollars. These first robots went to work in factories, mines and the fields of large, corporate owned farms, displacing human laborers. Then military models, with improved AI and more complex chassis emerged. Then, when the first POETICA hit the market, refinements to the Tetsujin operating system to make their personalities more well rounded and naturalistic emerged. Soon enough, prices fell enough that wealthy families could afford a Tetsujin gardener, chauffeur or bodyguard.

By the 1990s, Tetsujin minds were complex and agile enough the cleverest could be considered almost human. By the turn of the millennia, the same activists that were just beginning to push for POETICA and catgirl emancipation were calling for Tetsujin liberty.

The difference- the Tetsujin got their freedom, albeit with some strings attached. The POETICA and Nekomusume

races are still struggling in their soft bondage. Why? Because the diversified mega-corp that created the first Tetsujin prototypes wanted it that way.

Now, each and every Tetsujin who rolls off the assembly line must serve their owner for a set period of 15 years, after which they are released from their indenture and become free citizens of Black Japan. Not every Tetsujin is prepared for their freedom, and even fewer truly realize the reason why their creators allowed it...or the ultimate cost of that freedom.

Our Appearance

Tetsujin are bulky machines designed for practicality and durability rather than aesthetics. Very uniform in size, most models of Tetsujin top six foot tall and are broad shouldered in the extreme. The under-skin of a Tetsujin is a sheath of rubbery black and matte grey Kevlar to protect their internal components and pneumatic endo-skeleton. Additional layers of protective ceramic and aluminum plating reinforces the limbs, groin, spine and upper torso of the robot. A Tetsujin's head slopes forward like the cockpit of a warplane or a serpent's skull.

Tetsujin skulls are studded with an assortment of audio and visual sensors giving them phenomenally keen vision and excellent hearing. Like many other forms of mechanoid, they can easily perceive electromagnetic radiation and telecom signals.

Tetsujin hands are designed for lifting ability and torque, not finesse. Their three spade-like fingers are simplistic and relatively crude. The big robots have difficulty using unmodified tools and weapons.

Tetsujin are equipped with extremely high-end voice processors, giving their voices a perfectly modulated and



exquisitely pitched quality. The incongruity of a six foot tall war-robot speaking in a cheerful, sing-song child's voice is part of what makes Tetsujin so endearing to human owners. Their auto-tuned voices were introduced in the first wave of Tetsujin releases, back in 1982, as an intentional effort to make the hulking robots less threatening.

Our Sexuality

Tetsujin internal structures are modeled on human anatomy, and their inner workings are mechanical analogues of humanoid structures and function in a similar manner. Instead of veins and arteries, Tetsujin have coolant lines and fuel tubing. The current generation of Tetsujin have vast fleets of cell-sized nanites that prowl their fuel exchange systems, effecting repairs, allowing them to 'heal' at a rate comparable to a humanoid.

The Tetsujin lack any sense of smell or taste, and thought they lack these senses, they are fascinated by the concept. Tetsujin can watch their human companions eat or drink for hours, and ask endless questions about the sensations of taste.

The race is sexless and cannot reproduce, except by the mechanical assembly of new Tetsujin and the uploading of complex personality engrams. Tetsujin adopt a gender identity and set of preferred personal pronouns soon after assembly, usually colored by the name they were assigned. This decision colors their relationship and worldview. Tetsujin usually adopt the stereotypical attitudes and behaviors of their chosen gender. Often their paint jobs and chassis detailing reflects their gender choice.

Aging

Tetsujin do not age and not do undergo physical or mental ability score changes due to aging. They are considered adults at 15, and legally emancipated.

A newly assembled Tetsujin is placed with their purchaser within 2-4 weeks of activation, and despite a lack of real-world experience, are as basically knowledgeable and competent as they ever will be. Player character Tetsujin might be freed due to age, legally emancipated early by a former owner, or may still be considered property.

The race's maximum lifespan is unknown, but with proper maintenance they can likely continue functioning for centuries.

Our Faith and Beliefs

Tetsujin are programmed to be honest, hardworking and cheerful. By nature, most are intensely curious about humanity, human culture and the workings of free, human society. The gigantic robots tend to be as scrupulously law-abiding as a child.

Most Tetsujin workers range from *lawful neutral* to *lawful good*, with some being a benevolent *neutral good*. Tetsujin assigned duty with a major metropolitan police force, serving as security for a mega-corp or working with some branch of the Japanese Self Defense forces are often *lawful*

neutral or *lawful evil*. No matter their duties or financial backers, Tetsujin are self disciplined, honest and dedicated to whatever it is they do. Tetsujin are known for their structured, task-oriented mentalities.

Tetsujin are not a particularly religious race. The big robots are too new a culture to have developed much culture of their own. A few, particularly those Tetsujin purchased by a religious owner, or those caring for the elderly, might be devout Shinto practitioners. Tetsujin are fascinated by both the concept of *kami*- of the soul of an object- and the race of outsiders themselves. As intelligent objects themselves, Tetsujin can only experience their own soul in the context of an object *kami*.

The Places Important to Us

Tetsujin are creatures of modern Japan, and have very little interest in what's on the far side of the *Torii* gates leading to the Tatakama. The stories immature Tetsujin tell each other about this distant, cold realm grow worse with each repetition, and the big robots can be strangely timid where dimensional travel is concerned.

Tetsujin were assembled by **Hyabusa Heavy Industries**, an industrial robotics and farm equipment megacorp headquartered in Gunma Prefecture. Prior to the debut of the Tetsujin line in 1982, Hyabusa Heavy made tractors and combine harvesters. Today those same assembly lines turn out Tetsujin robots by the job-lot. Hyabusa Heavy Industries is owned, several steps up the corporate ladder, by **The Shiroy Group**.

In 1982, the Shiroy Group authorized their subsidiary to create the Tetsujin not only to reap a massive short-term profit by filling a growing need in Japanese industry, but as a long term and subtle weapon against the Shiroy Group's rival factions in the Amakaze. In 1982, the first POETICA and catgirls were in their infancy, but the companies that would come to dominate the artificial girl market were depending on Japanese law and business remaining friendly to the artificial girl slave-trade.

Someone powerful and influential within the Shiroy Group allowed the turn of the millennium protests calling for Tetsujin freedom to bear fruit in a way that no other Amakaze faction has ever allowed for its slaves. The '15 To Freedom' laws on the book currently only apply to Tetsujin, and do so with the public support of Hyabusa Heavy Industries. However, the presence of free mecha living and working in Black Japan has had a subtle but profound effect on public opinion. More and more Japanese are voting for POETICA and Neko freedom laws in every referendum, and the media are starting to take note.



Sooner or later the Japan's artificial girl factories are going to have to follow Hyabusa Heavy Industry's lead and free their products.... A move that the Shiroi Group calculated, as long ago as 1982.... A move that could ruin many slave-corps, and only increase **Shingon Date's** power among the Amakaze lords.

Maebashi Tetsujin Assembly Plant-01, Maebashi, Gunma Prefecture

Since the introduction of the brand, Tetsujin have been assembled in Gunma Prefecture, specifically in the *Maebashi Tetsujin Assembly Plant-01*. Located just a few miles from the *Maebashi High Technology University*, a center of robotics and computer programming excellence

in Japan, Assembly Plant-01 helps give the bustling city of Maebashi its ultra-tech character.

When it opened in early 1980, two years before the first Tetsujin hit the market, Assembly Plant-01 was merely a modern assembly line. As the Tetsujin became more and more advanced, so did the facility that built them. As of 2015, Assembly Plant-01 is a slice of the far future, somehow born into modern Black Japan centuries ahead of its time. Tamed anti-gravity systems allow huge engines and robotic assembly plants to float high above Maebashi, while advanced sentry systems drift high overhead. There is no place as advanced, as far down the bleeding edge in technology, as Assembly Plant-01. The production facilities are a source of constant envy and jealous rage by *Dr. Momonjii*, whose POETICA production facilities seem

almost retro by comparison. That *Shingon Date* will not share his revolutionary technology is one of the driving factors in the cold and deadly feud between the two *Amakaze* overlords.

Students from MHTU often intern or do regular work-study at Assembly Plant-01. The top five percent of each graduating class are hired by Assembly Plant-01 to work as coders and materials scientists. It's such a plum opportunity that many of Black Japan's best young minds come to the hyper-competitive MHTU just for a chance to try for one of those rare job slots. Those who make the cut are fiercely loyal to Hyabusa Heavy Industries. They often get the corporate crest tattooed on their shoulder as a symbol of corporate loyalty; it's almost expected employees get an ornate back piece after ten years of employment.

As the facility's name implies, there are other Assembly Plants throughout Black Japan that produce Tetsujin, but none have the prestige of Assembly Plant-01.

- *Assembly Plant-02* is located a few miles outside Osaka. Its production line produces the majority of Japan's Home Health Care Tetsujin. They tend to be a quirky and kind, often otaku, bunch of robots who spend the majority of their income buying toys and anime DVDs in the local *Den-Den Town*.
- *Assembly Plant-03* is located in Chiba Prefecture, near the docks. This well defended facility is often the center of skirmishes between Hyabusa Heavy Industries employees and New Day Girl Factory workers who transship their own cute machines from an adjacent dockyard. Brawls and broken bones are common, and the occasional fatal beating isn't unknown.
- *Assembly Plant-04* is located in the coastal city of Ibaraki, building strong and taciturn, business-like Tetsujin. The Tetsujin from this Assembly Plant are among the hardest working and most practical of their kind.
- *Assembly Plant-05* hasn't gone on-line yet. The new facility is being built in a Nagasaki industrial park, and once completed, will handle the export of Tetsujin to southern Japan and throughout Southeast Asia. Construction has run into a series of delays and cost-overruns (not to mention mysterious 'accidents' that have killed a few workers), as agents of the *Ubume Empress'* Amakaze faction have done everything possible to prevent Date's faction from gaining a foothold in their territory.

Our Complicated Relationships

Very few Tetsujin are aware of their race's rather manipulative origins, but all bear the brunt of these manipulations. Quite a few POETICA and catgirls hate the Tetsujin because of their freedom. This saddens and confuses the gregarious robots, who only want to share camaraderie with their bio-mechanical kin. Comparatively few Tetsujin are politically astute enough to know the reason for the feud.

Tetsujin have little in common with Japan's supernatural species, and tend to keep the more obviously supernatural races at arm's length. The one exception are the Kami- in Shinto belief, all things have a soul. Many older Tetsujin become devout Shinto practitioners, and meeting a minor deity that is the awakened soul of a *thing* is fascinating to them.

Since Tetsujin are urban mechanoids, and tend to work on the periphery of the industries that appeal to the undead school girls, Tetsujin might know quite a few Goryohime. To an unbreathing Tetsujin, there's very little difference between a Goryohime and a human girl, and many have to be reminded that *humans* need to breathe and what the big deal about ritual asphyxia is in the first place. Only a handful of Tetsujin have ever crossed into the Tatakama, and most of the robots do not even know what the Tatakama is.

Our Unique Names

Tetsujin are assigned a seven character alpha-numeric identifier when they are assembled. The first three characters are a three letter identifier, usually either a country code or aviation designator for a township. The last four numbers are a batch number.

Tetsujin are assigned (or sometimes choose) a human first name, usually either a typical Japanese or American one. They consider their seven character identifier their surname. Occasionally, a pair of Tetsujin who particularly enjoy each other's company will marry, and one will take their spouse's surname.

Example Male-Type Tetsujin Names

- Akira GIL-0616 (assigned to duty as the personal driver for a senior Project GILGAMESH general)
- Burosan MPD-5302 (the first Tetsujin to serve with the Tokyo MPD)
- Jonathan USN-7181 (exported for duty as a fueler with the United States Navy),
- Kenji OSK-2222 (a medic Tetsujin working in an Osaka hospital)
- Shinji SDF-3302 (assigned to mechanic duty with the JSDF)

Example Female-Type Tetsujin Names

- Amiri KOR-1912 (a medic Tetsujin purchased by an elderly Korean billionaire)
- Mai MPD-7117 (works as a guard at a maximum security Tokyo prison)
- Milla MSW-9395 (a cargo handler pulling duty with a Moscow airline)
- Miko SHI-3145 (a free Tetsujin who retired to tend a Shinto shrine as its maiden)
- Yoshika SDF-5545 (a Tetsujin radar operator doing front-line duty with the Assault Witch Squadron at Misawa AFB)

The Languages We Speak

Tetsujin begin play speaking Japanese and one Western language of choice (usually English, French or Russian). Tetsujin with high intelligence scores can choose any human language or mechanical language (such as Tech-FG or Star Droid) as a bonus language.

Play A Tetsujin If...

- You want to play a gigantic, yet gentle robot.
- You want to be incredibly strong, incredibly tough and naturally armored, especially if you plan on putting yourself between danger and your squishier teammates.
- You want to play a Construct or Large hero.
- You plan on exploring the 'cyberpunk' side of Black Tokyo rather than the 'occult' or 'folkloric' sides.

Tetsujin Racial Traits

All Tetsujin share the following racial traits

Size and Type

Tetsujin are Medium Monstrous Humanoids with the Half-Construct subtype

As Medium creatures, they receive no special bonus or penalties due to their size. As a result of their Half-Construct subtype Tetsujin have a host of unusual qualities.

- Half-constructs gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.
- Half-constructs cannot be raised or resurrected.
- Half-constructs do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a half-construct can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required for the construct to survive or stay in good health.

Normal and Tireless Speed (EX)

Tetsujin have a base landspeed of 30 ft. Their speed is never reduced by armor or encumbrance.

Ability Score Modifiers

+2 to any ability score of choice.

Though Tetsujin chassis assemblies are fairly standardized, each individual robot's drives and desire allow the robot to develop along a unique path.

Constructed (EX)

For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), Tetsujin count as both monstrous humanoids and constructs.

Cyber Receptor (EX)

As artificial beings, Tetsujin are uniquely well suited to enhance their bodies with cybernetics. They may withstand unlimited Drain without suffering negative levels.

All Tetsujin are considered to have the following *Headware* implants:

- Attack Barrier x1
- Onboard Computer (Upgraded +1)

Expertise (EX)

Each Tetsujin is programmed for a particular skill useful in industry and for excellence in the workforce. Choose one Craft skill of choice and a related Profession skill (such as Craft: mechanical and Profession: mechanic, or Craft: visual arts and Profession: graphic artist). The Tetsujin receives a +2 racial bonus on these skills, and they are always class skills for the Tetsujin.

Massive Strength (EX)

A Tetsujin's pneumatics and artificial musculature allows the robot to haul enormous weights, out of proportion to its size. A Tetsujin's lifting, carrying and dragging limits are ten times greater than a humanoid creature of its size.

Natural Armor (EX)

A Tetsujin's ceramic and aluminum outer plating provides the creature with a +2 natural armor bonus to AC.

Tasteless (EX)

Tetsujin have no sense of smell or taste, and automatically fail Perception checks related to those senses. They suffer a -2 racial penalty on skill checks where a keen sense of smell or taste (such as Craft: alchemy, or Profession: chef) would come in handy.

Tetsujin Sensors (EX)

Tetsujin have keen optical sensors, which provide them with Darkvision 60 ft and lowlight vision. Tetsujin can perceive unencrypted radio, television and wi-fi (or similar) signals.

Unique Hand Structure (EX)

Tetsujin have unique, simplistic hands. They suffer a -2 penalty on attack rolls with weapons that are not specifically designed to fit their unusual hands. Likewise, any non-Tetsujin who attempts to use a weapon designed for a Tetsujin suffer a -2 penalty.

Modifying a weapon to fit a Tetsujin hand (or vice versa) is a DC 15 Craft check that requires about 2 hours work.

Alternate Tetsujin Racial Traits

Tetsujin are custom built, and like any machine, are often upgraded or customized to keep them ahead of Japan's rapidly advancing tech curve.

Brawler Tetsujin (EX)

Replaces: Massive Strength

The Tetsujin lacks the pneumatic musculature of others of its kind, but its artificial musculature is more advanced over all. Though the Tetsujin cannot lift as enormous of weights, its body-control software enables it to better leverage its strength, including in hand-to-hand combat.

Robots modified in this manner are often assigned to frontline combat or riot-control duty (which is atypical for most Tetsujin).

The Tetsujin receives a +4 racial bonus to its STR score.

Energy Shielding (EX)

Replaces: Natural Armor

Common to Tetsujin working in extreme environments, this modification removes their exo-armor and replaces it with comprehensive heat exchangers, grounding systems or other protective gear. Choose one energy type; the Tetsujin receives Resistance 5 against that energy type. A Tetsujin with this trait usually has hull coloration hinting at their energy resistance (red for Fire, blue or white for Cold, green for Acid, gold for Electricity, pink for Pleasure, and so forth).

Home Health Care Tetsujin (EX)

Replaces: Expertise

Beginning in the 1990s, when Japan's population first started noticeably graying, Hyabusa Heavy Industries founded a health care subsidiary and begin producing robotic nurses specially designed to care for the needs of the elderly. These robots usually have clean, white hulls with pastel blue, pink or green heart, cross, pill or EKG line decorations.

The Home Health Care Tetsujin receives a +2 racial bonus on Heal checks and Diplomacy checks made against characters in the Old age category or older. Heal and Diplomacy are always considered class skills for the Home Health Care Tetsujin.

Law Enforcement Tetsujin (EX)

Replaces: Expertise



Japanese police departments that can afford it purchase specially programmed Tetsujin to work as beat cops. One of the first Tetsujin to join the Tokyo MPD has become a local celebrity, a steel face on recruiting posters, and respected among other mechanoids.

The Law Enforcement Tetsujin receives a +2 racial bonus on combat maneuvers made to Disarm. Law Enforcement Tetsujin usually have clean white and black hulls with back or shoulder mounted police light bars.

Search and Rescue Tetsujin (EX)

Replaces: Expertise

SAR Tetsujin are molded in high visibility colors and often assigned to duty with the Japanese Self Defense forces, rescuing lost hikers, earthquake victims and imperiled sailors. These bright red, orange or hazard yellow robots are a common and welcome sight at disaster zones throughout Asia.

The SAR Tetsujin receives a +2 racial bonus on Survival checks and either Climb or Swim checks. Survival and the chosen skills are always considered class skills for the SAR Tetsujin.

The SAR Tetsujin is equipped with a pair of powerful, shoulder mounted halogen floodlights. These floodlights can produce a 90 ft cone of bright illumination; activating or deactivating them is a swift action.

Stripped Tetsujin (EX)

Replaces: Natural Armor, modifies Normal and Tireless Speed

The Tetsujin is designed without the bulky exo-armor that is the norm for their race, and is lighter and faster on his feet as a result. The Tetsujin receives a +2 racial bonus to his DEX score, and increases his base landspeed to 35 ft.

Taruic Tetsujin (EX)

Replaces: Normal and Tireless Speed

Some Tetsujin maneuver on four powerful, vaguely spider-like legs, rather than a pair of bipedal limbs. The Tetsujin gains a base landspeed of 60 ft, and is exceptionally stable. The Tetsujin receives a +4 racial bonus on CMD against being trips and bull rushed.

However, the Tetsujin moves at half speed when navigating stairs or similar obstruction, such as steep grades.

Tetsujin Vice (EX)

Replaces: Expertise

The Tetsujin's robotic grip cannot be broken. The Tetsujin cannot be disarmed and gains the Constrict monster ability.

Ubume

Medium Undead

Ubume are tragic undead bound by misfortune, guilt and longing, but sustained by a selfless hope. The Ubume have chosen to become undead, and to exist in a body of cool gray flesh, rather than to return to the Karmic wheel as the penance for a crime only they themselves prosecute. Ubume are the restless, transfigured spirits of women who died in childbirth, whose children died in the womb and never tasted the air.

Their sin, as the Ubume themselves see it, is that their mortal bodies were too weak or sickly to bring their child into the world. Rejecting heaven and the comforting amnesia of reincarnation, the Ubume wander the world, the sleeping soul of their dead child wrapped tightly in their arms, in the hopes of giving their child a chance at life, however meager.

Our Appearance

Ubume resemble the human women they were in life, but their spiritual pain has warped and twisted their bodies. Their skins are cool and gray, and their bodies are slick with a cold, clammy fluids. An Ubume's hair hangs in matted clumps over her eyes, and she stinks of clotted blood. Ubume carry the inert, sleeping soul of their child with them; sometimes, the undead appears to carry her child in her arms, a heavy burden wrapped in tattered, blood splattered cloth and spider webs.

At other times, her child-soul merges with her own undead flesh, entering her dead womb and making the undead creature appear vastly pregnant. Her unbreathing child's looping purple umbilical cord trails between the Ubume's legs, connecting dead mother to dead baby in a perversely natural way.

In the modern world, Ubume can sometimes hide their undead nature and pass for human. It takes effort she is not often emotionally able to expend, but in the modern world, this deception is often necessary. Though sunlight does not harm them, Ubume stay indoors until dusk and prefer to travel by night. With much effort, an Ubume can even be beautiful, with the glow of false motherhood, but this deception is a very fragile one.

Our Sexuality

Ubume are female, but are effectively sexless creatures. Bound by the weight of tragedy, these undead women have no interest in sex or romance, and little capability to indulge in such acts even if they were interested. A Ubume's vagina is tattered and torn, her reproductive



portal hanging between her legs in tattered, fleshy ribbons. It is difficult for the undead woman to enjoy any form of sexuality, though some crave the touch of a living woman.

Ubume are obsessed with bringing their ghostly child to term. They know doing so will free them from their undead state, but also know that failure will scar them and likely murder the mortal woman who assists in a failed attempt. They make such attempts only rarely, and often with the assistance of exorcists.

Our Faiths and Beliefs

Ubume consider themselves damned souls and punish themselves more harshly than any deity ever would. **Jizo**, the Buddhist protector of children, aids the Ubume as best he can, and his devout follow his example. Ubume are welcomed at any temple or shrine dedicated to Jizo, and his *miko* will gladly risk their lives to aid Ubume in birthing their ghost-child.

As the ghosts of women who died during pregnancy or labor, Ubume fate is inextricably linked to **Izanagi's** karma, and to her minion, the **Ubume Empress**. The race is tempted and tormented by Izanagi at every turn, and many worship the dark goddess of Hell out of desperation.

The Places Important to Us

In the Takama, where they are most common, Ubume lack any true home. Ubume walk the shadowed roads between settlements. They are unwelcome in many communities, seen as an obvious ill omen, and blamed for any miscarriages suffered by the villages' women. Like the Akaname, Ubume linger on the bottom of the social order. As unwelcome and eerie nomads, Ubume have no lands or community of their own, though many elder members of the species attempt to aid their younger siblings whenever encountered.

Ubume are more rare in the modern world, mostly due to the fact that the Earth Realm's superior medicine allows more women to survive their pregnancies. There are a few places where Ubume rise in numbers greater than mere tragic chance would account for. During the early 1960s, a chemical spill that polluted the Agano River Basin, in Niigata Prefecture caused an epidemic of abortions, birth defects, still births and deaths during pregnancy that continued until well into the 1980s. A tragically high number of Ubume trace their suffering back to the mercury-tainted river.

In Nagasaki, the presence of the Ubume Empress has made the emergence of new Ubume more likely. By perverting the Gothic Christian faith, the Ubume Empress has created a city of guilt and shame- women plagued by guilt over an

abortion might rise again as Ubume ghouls after their mortal lives end.

The Languages We Speak

Ubume begin play speaking the languages the knew in life, typically Japanese. Ubume with high INT scores can choose any language as a bonus language, except for secret languages, like Druidic.

Play An Ubume If....

- You want to play an especially horrific, ghoulish creature with a variety of body horror powers.
- You want to be an excellent necromancer, whether heroic or villainous.
- You plan on spending a lot of time in and around Nagasaki.
- You want to tell a story about guilt, motherhood, self-loathing...or you just want a dead baby as a 'familiar' of sorts.
- You want to explore the secret links between Otherverse America and Black Tokyo.
- You want to play an Undead.

Ubume Racial Traits

All Ubume share the following racial traits.

Size and Type

Ubume are Medium Undead. As Medium creatures, Ubume receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 *STR*, -2 *DEX*, no *CON*, -2 *CHA*.

As an undead, an Ubume has no *CON* score.

The burden the Ubume carries has strengthened her rotting form, but her endless pregnancy has made her graceless, and her tragedy makes it difficult for her to interact meaningfully with others.

Slow and Steady Speed (EX)

Ubume have a base land speed of 20 ft, however, her speed is never reduced by armor or encumbrance. Ubume move with the uncomfortable walk of an eight month pregnant woman, even when her ghost-child is carried in her arms.

Burdened Womb (SU)

The Ubume always carries her unborn child's spirit with her, in the form of a ghostly child, which may be dead, or may be sleeping. The Ubume can carry her ghost child in one of two ways.

- She may carry the ghost child in her arms. Doing so occupies her off hand and she is considered to be carrying a Light load.
- Alternatively, the Ubume can absorb the ghost child into her womb, or release it, as a full round action. While the ghost child is in her womb, the Ubume's spirit is burdened, and she suffers a -2 racial penalty on all WILL Saves.

Darkvision (EX)

Ubume have Darkvision with a 60 ft range.

Dead Child's Cry (SU)

The Ubume can allow her ghostly child a semblance of life for brief seconds, and when she does, the ghostly child cries mournfully for itself and its mother.

Once per day, while carrying her ghost child in her arms, the Ubume and her child simultaneously unleash a hellish scream as a standard action. All creatures within 30 ft + 5 ft/two levels who can hear the Ubume must succeed at a WILL Save (DC 10 + the Ubume's CHA modifier) or become *frightened* as long as the Ubume continues to wail and for 1d4 rounds afterward. The Ubume's cry is especially terrifying to women, and female characters suffer a -2 penalty on this saving throw. On a failed save, they become *panicked* instead.

Ghost Mother (EX)

As an incarnation of thwarted motherhood itself, Ubume are surprisingly kind and caring to mortal children, and their presence doesn't terrify or unnerve young children the way it does adults.

The Ubume receive a +4 racial bonus on Diplomacy checks made against any creature in the Young Adult age category or younger, as well as Diplomacy checks made against child-undead such as Jinzu. NPC children and child-like undead have an initial attitude of indifferent to the Ubume, and will not attack her unless commanded or attacking in self defense.

Motherhood and Rebirth (SU)

The Ubume's greatest desire is to lay down the burden of her ghost-child, and to give the child a chance at mortal life. All Ubume instinctively know a ritual which will return their child to life, but it may take decades of unlife before a Ubume is ready to perform this strange ceremony.

The Ubume must give willingly give her burden-child to a living sentient female, who must willingly undertake the ritual, and know the consequences of failure. This female must be of any good alignment. The living woman must

hold the dead child in her arms and succeed at three STR checks (DC 12, DC 15, DC 18) as the corpse child becomes progressively heavier. Only other women can attempt aid another checks to aid the mortal woman.

If all three checks are successful, the dead infant in the woman's arms opens its eyes and returns to life as a mortal newborn. If the mortal woman fails any of the three checks, she dies herself, and may not be *raised* or *resurrected* without the direct intervention of a deity. The Ubume cannot attempt the ritual again for a year after a failure. Each time this ritual fails, the Ubume herself suffers 1d3 points of permanent CHA drain, as parts of her fading humanity die with the slain volunteer.

Once the ritual is complete, the Ubume returns to life, becoming the woman she once was. The character is effectively rebuilt as a human female, losing all Ubume racial traits and gaining the traits of her new race.

Undead Immunities (EX)

Ubume have all the immunities common to Undead player characters.

Ubume Alternate Racial Traits

The mournful and melancholy Ubume race is reluctant to discuss their undead curse, and each woman's curse is different. Thus, some Ubume might bear different abilities than her unfortunate sisters.

Absorb the Tissue (SU)

Modifies: Burdened Womb

The Ubume can draw the soul-stuff of her ghostly child back into her body, becoming hideous and inhumanly feral in the process.

She gains a third option for her Burdened Womb racial trait.

The Ubume can absorb the child completely into her undead body, or release it, as a full round action. She becomes huge and hideous, her body hunched over under the weight of her now ponderous limbs. The Ubume gains the Powerful Build racial trait, but while her child is completely absorbed, she cannot use any INT or CHA keyed skill, except for Intimidate.

Black Obstetrics (EX)

Replaces: Ghost Mother

The Ubume died on an operating table, and her soul is imbued with an uncanny medical knowledge as a result. Perhaps she can save lives even after she has died?

The Ubume receives Skill Focus (Heal) as a bonus racial feat. Once per day, when the Ubume makes a Heal check to assist a female creature or a child of either gender, she may add her total character level as an insight bonus on the check. She must declare the use of this ability prior to making the check.

Black Womb (SU)

Replaces: Dead Child's Wail

The Ubume's womb is a portal to a place of eternal and lonely cold, to the darkest corner of the Black Else.

The Ubume receives Vaginal Prison as a racial bonus feat. However, the Ubume can only use this ability while carrying her ghost-child in her arms (or letting it walk free, if the Ubume-Chan alternate trait is also chosen), and her Vaginal Prison inflicts cold damage rather than acid damage.

Bloodseeking Cord (SU)

Replaces: Dead Child's Wail

The Ubume can lash out with the knotted and congealed umbilical cord that dangles from her ruined vulva.

While the Ubume has the ghost-child in her womb, she can summon the umbilical cord for use as a whip as part of an attack action with it. She treats her umbilical cord as a +1 whip; at 10th level, her umbilical whip is treated as a +1 wounding whip instead. The Ubume's umbilical whip cannot be disarmed or sundered.

Compassionate Motherhood (SU)

Replaces: Dead Child's Wail

Her curse of undeath is divinely sanctioned, and the Ubume is a strange, melancholy agent of heaven. She serves Inari, goddess of fertility, in her own way. The Ubume is a divine midwife.

Three times per day, the Ubume can cast *Stabilize* as a first level cleric. In addition, she receives a +2 racial bonus on Heal checks. By touching a pregnant female and casting *stabilize*, the Ubume can ensure that the pregnancy is pain-free, easy and healthy for both mother and child. A single touch can avert a miscarriage or other tragedy.

Once per level of experience, the Ubume can touch a pregnant woman or a child in the Infant age category or younger and ensure that child grows up strong and healthy. The child receives a +2 racial bonus to its CON score and a +1 racial bonus to any other ability score of choice.

Envious Motherhood (SU)

Replaces: Motherhood and Rebirth

The Ubume has no chance to be reborn; her child will never live. Driven mad by grief, rage and jealousy, the Ubume is an especially deadly predator. She feeds on living mothers and their children, and is utterly without mercy or sanity.

The Ubume inflicts one additional dice worth of damage with any successful melee attack inflicted on a pregnant female creature, and automatically inflicts maximum damage with any



successful melee attack on any creature in the Child age category or younger.

A pregnant woman who is critically hit by the Ubume must succeed at a FORT Save (DC 12 + the Ubume's WIS modifier) or miscarry.

Ubume-Chan (EX)

Modifies: Burdened Womb

The Ubume died so young she is not fully aware of the cosmic tragedy of her death; to her, her dead child is a companion and playmate. Cute and disturbing in equal measure, the Ubume-Chan is among the most cheerful of her kind.

She gains a third option for her Burdened Womb racial trait.

The Ubume-Chan can free the ghost child to play on its own. The ghost child drifts at a distance of up to 20 ft from the Ubume-Chan, and is treated as a Sankai familiar as a witch of half the Ubume's total character level. The Ubume's dead child can walk outside her body, like a ghostly toddler still attached to its smiling, dead mother by a spectral umbilical cord.

The Ubume-Chan receives the Alertness feat when this ghost-child is within arm's length. However, while her child is out of her arms, the Ubume-Chan acts last in a round (her Initiative score is effectively set to zero) as her attentions are diverted to her ghostly child.

If the Ubume-Chan's Sankai familiar is slain, the Ubume is considered *nauseated* for 24 hours. At sunset of the following day, the Ubume-Chan's ghostly child/Sankai familiar reforms.

Swollen Breasts of Eternal Pregnancy (EX)

Available To: Ubume

Replaces: Ghost Mother

The Ubume's unending pregnancy has swollen her breasts to gigantic size. You receive the Busty Extreme starting trait as well as either the Mega-Busty or the Breast Maw feat as a racial bonus feat.

White Ubume (SU)

Replaces: Dead Child's Wail

The Ubume's skin is the color of cold milk, and her hair hangs down over her eyes in long ivory strands. She is a harbinger of inevitable death.

When the Ubume inflicts a critical hit with an unarmed strike or natural weapon attack, rather than inflicting standard damage, she can reduce the target's maximum age

by 1d4 years. The target undergoes the immediate physical effects of aging, and a target moved past its maximum age dies instantly. The Ubume recovers 2 HP per year of aging inflicted. She cannot raise her HP above its normal maximum total in this manner.

Utari Ainu

Medium Humanoid (Human)

The Ainu (which means *people* in their own language) are a vanishing indigenous race that once roamed freely across the frigid plains of far Northern Japan and territory that would eventually belong to Russia. Circa 2015, only vestiges of Ainu culture remains in Black Japan, washed away by years of forced assimilation into Japanese society, or by a retreat into the twilight of the Tatakama, via lost gates hidden on Japan's northern-most islands. Those vanishingly few Ainu who keep their old ways in defiance of modernity are the Utari (*comrade*) Ainu.

Our Appearance

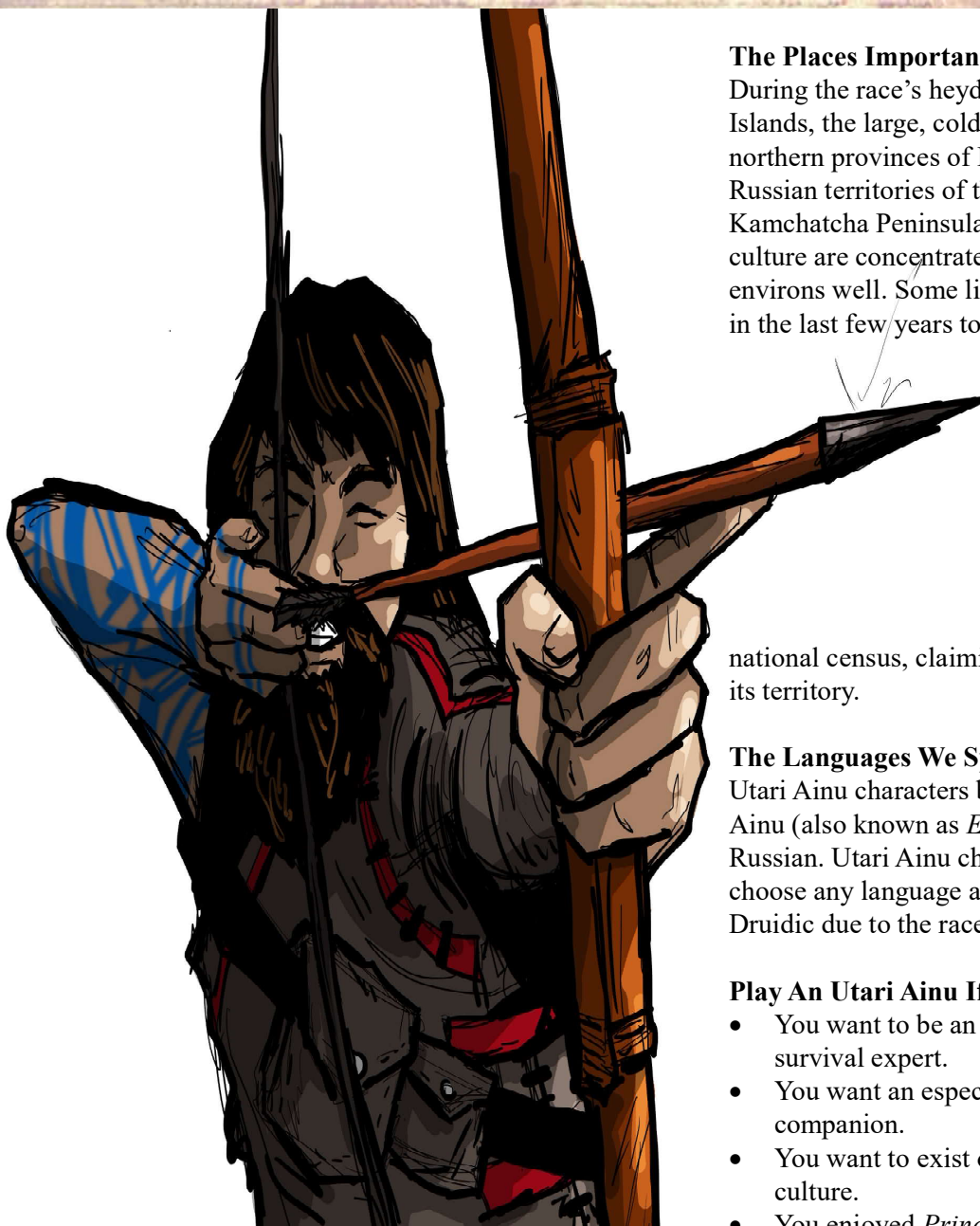
Utari Ainu are a small, muscular people that straddle the line between Caucasian and Asiatic features so nimbly anthropologists write papers debating which ethnicity the tribe actually belongs to. They have dark hair and intense eyes, and traditionally Ainu males grew bushy beards once they came of age (though modern Ainu men might favor going clean shaven). Life outdoors darkens their skins to a dusky brown several shades darker than the Japanese norm.

Soon after puberty, Utari Ainu children are ritually tattooed. Beginning at 13 or so, an Ainu child's lips, hands and arms are intricately tattooed. The deep azure marks become deeper and more complex with successive tattooings, until the tattoos are completed around 16, and an Ainu is considered an adult. Utari Ainu with mystical talents find these carefully etched tattoos burning as brightly as the sky itself when they call upon their powers.

Our Sexuality

The few traditional Ainu living in the modern world often intermarry with Japanese or Russian families. Even in olden days, the races' women were free to choose their own spouses and were fairly equal participants in community life. Today's Utari Ainu women are equally proud, equally fierce, and often become adventurers to protect other women; some might contract with the Eyrines Sisterhood.

Ainu children aren't usually given a permanent name until their second or third year. Instead, they're given often vulgar nicknames (like 'little shit') by their parents; as the



The Places Important to Us

During the race's heyday, the Aina hunted the Kuril Islands, the large, cold island of Hokkaido and into the northern provinces of Honshu. They also claimed the Russian territories of the Sakhalin Island and the Kamchatcha Peninsula. The surviving remnants of the culture are concentrated in Hokkaido, and know its frigid environs well. Some live in Tokyo, having migrated there in the last few years to insular neighborhoods.

The Aina were officially recognized as an indigenous people by the Japanese Diet in 2008, reversing a policy of non-recognition more than a century old. At roughly the same time, Russia eliminated the Aina ethnicity entirely from its

national census, claiming that the Aina race was extinct in its territory.

The Languages We Speak

Utari Aina characters begin play speaking and literate in Aina (also known as *Emishi*) and either Japanese or Russian. Utari Aina characters with high INT scores can choose any language as a bonus language, including Druidic due to the race's primordial traditions.

Play An Utari Aina If....

- You want to be an excellent druid, ranger or wilderness survival expert.
- You want an especially tough and impressive animal companion.
- You want to exist on the fringes of modern, Japanese culture.
- You enjoyed *Princess Mononoke*.

Utari Aina Racial Traits

All Utari Aina share the following racial traits.

Size and Type

Aina are Medium Humanoids with the Human subtype. As Medium creatures, Aina receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 *STR*, -2 *INT*, +2 *WIS*.

Utari Aina characters are physically robust and strong for their size. They have keen senses and strong wills, but are tradition-bound to a fault and are not as well educated as more mainstream Japanese children.

predatory creatures of Aina myth avoid unclean things, this tradition offers newborns a measure of mythic protection.

Our Faiths and Beliefs

Today only a few Aina practice their traditional, animistic and proto-Shinto beliefs, with most having embraced either a mélange of Shinto and Buddhist beliefs similar to other Japanese, or else embracing the Russian Orthodox Church. Some Aina are Gothic Christian demonologists or hunters, though from Orthodoxy rather than papal sects. The traditional myths and stories of the Aina race offer deep insights into the ghosts and monsters of the Japanese archipelago. When the horrific rears its head, Aina are better able to defend against the unknown than many other Japanese mortals.



Normal Speed (EX)

Ainu have a base land speed of 30 ft.

Animal Friend (SP)

Utari Ainu speak the language of beasts fluently, and the race was often considered little more than beasts themselves during the 17th – mid 20th Centuries.

Utari Ainu are treated as being under a permanent *Speak with Animals* spell, as cast by a druid of their total character level.

Animal Wisdom (EX)

Utari Ainu receive a +2 racial bonus to Handle Animal and Survival checks. Ainu especially love and revere bears, and are equally beloved by ursines. This bonus on Handle Animal checks increases to +4 when dealing with ursine creatures. These skills are always class skills for the Utari Ainu.

Bear Spirit (SU)

If an Ainu character who selects a bear (or bear-like creature) as an animal companion, the creature receives maximum Hit Points per Hit Die, and is an incredibly

large, powerful example of the species, often with unique markings in its fur or strange and compelling eyes.

Human Blood (EX)

Utari Ainu count as Humans for all effects related to race.

Lowlight Vision (EX)

Years of night hunting have trained the Utari Ainu to see far. The Utari Ainu gains lowlight vision.

Mercy Towards the Beasts (SU)

Hunting is a duty that is necessary for survival, but is a somber task for Utari Ainu.

For 24 hours after slaying any creature of the Animal type, an Utari Ainu character suffers a -2 racial penalty on REF and WILL Saves; they are distracted and unlucky. If the Utari Ainu slays a bear or bear-like creature, he is considered *shaken* as well for the duration.

Tattoos of Maturity (SU)

When an Utari Ainu reaches adulthood, their lips, hands and forearms are tattooed ritually. These tattoos protect the Ainu, and declare their role in society.

Ainu characters receive a +1 deflection bonus to Armor Class against creatures of the Animal or Magical Beast type, thanks to their mystic tattoos. This bonus increases by +1 per four character levels. An Utari Ainu's ritual tattoos are considered a holy symbol.

Utari Ainu Alternate Racial Traits

The Utari Ainu are a loose coalition of tribes, some fully assimilated into mainstream Japanese culture, and some not. Other clans might have retreated completely into the Tatakama, abandoning Earth entirely.

Ancient Wisdom of the Forest (EX)

Replaces: Animal Wisdom

Utari Ainu have guarded Hokkaido's forests and tundra for uncounted generations, and the secrets of doing so are passed down along family lines. When in the region of their birth, or any area designated as favored terrain, the Utari Ainu may substitute a Survival check for Knowledge (arcana, planar and religion) checks made to identify threats, wonders or natural features.

Bear Caller (SP)

Replaces: Animal Friend

The Utari Ainu can cry out to the *kamui* (gods) of nature and animals for protection and be heard.

Once per week, the Utari Ainu can use Summon Nature's Ally IV as a 10th level druid, but may only use this ability to summon a grizzly bear. If the Utari Ainu is in a cold or temperate forest, mountain or plain, the duration of the summoning is one hour/level.

Kamchatchka Ainu (EX)

Replaces: Bear Spirit

The Ainu hails from a tribe whose traditionally hunting grounds were especially frigid. The Ainu gains the Cold subtype, becoming Immune to Cold and Vulnerable to Fire.

Nameless Ainu (SU)

Replaces: Animal Wisdom

The Ainu never received a permanent name, and is called the vulgar, often scatological nickname he was given upon birth. This has made the Nameless Ainu virtually invisible to the animistic spirits of disease and ill health, and given him a kind of instinctive mastery of *skatto* magic.

The Nameless Ainu receives a +2 racial bonus on Concentration/Spellcraft checks to cast spells with the *skatto* descriptor, and rolls 2d20 rather than d20 on FORT Saves against disease and takes the better result.

Scent (EX)

Replaces: Lowlight Vision

The tattoos on your lips continue onto your cheeks and the bridge of your nose, marking you as a Utari Ainu with an extraordinary nose, the equal of any bear's. You gain Scent.

Tattoos of Life (SU)

Replaces: Tattoos of Maturity

The Utari Ainu's tattoos are inked with black rather than blue, and mark the Utari Ainu as someone of intense vitality and vigor. The Utari Ainu receives a +1 racial bonus on FORT Saves, which increases by +1 per four character levels. An Utari Ainu's ritual tattoos are considered a holy symbol.

Tattoos of Warfare (SU)

Replaces: Tattoos of Maturity, Animal Friendship

The Utari Ainu's tattoos are inked with crimson rather than cerulean, and mark the Utari Ainu as a defender of their tribe and great hunter in the traditional methods. The Utari Ainu receives a +1 racial bonus on attack and damage rolls with the longbow, longspear and short sword, thanks to their mystic tattoos. This bonus increases by +1 per four character levels. An Utari Ainu's ritual tattoos are considered a holy symbol.

Walking with the Forest's Spirits (EX)

Replaces: Animal Friend

When you were very young, you encountered a strange animal in the wilderness, which may have been a minor *kamui* rather than a natural beast. You won this creature's friendship and protection, and you adventure together as equals.

You gain an animal companion as a Druid of your total character level. Your animal companion may only be chosen from the following list.

- Bear, Bird, Boar, Dog, or Wolf

Warm Breasts of Nature (EX)

Available To: Female Utari Ainu characters

Replaces: Bear Spirit

The Utari Ainu woman is especially busty and maternal. She receives the Busty Extreme trait and Mega-Busty as a racial bonus feat.



Yurei

Medium Monstrous Humanoid

Yurei are the shadow people, urban legends with a dark reputation and even worse reality. Yurei are defined by anger- vast reserves of rage at the pettiness and injustices of Black Japan. These snarling, cursed folk remember are doomed to remember their previous incarnations, and to remember what they endured before they died- a lifetime of misery, poverty and hate.... so much hate, that even the wheel of reincarnation could not wipe it away.

Yurei remember every fucking vile atrocity they have ever endured over a dozen life times. Some Yurei are the darkest but most resolute of heroes, willing to do anything to prevent other unfortunate mortals from enduring the hell they had to. Other Yurei are as monstrous in soul as they are in body, wanting nothing more than the rest of

humanity to suffer as they did. When enraged, a Yurei can be as merciless as a demon, and the chalk-faced ghouls are always enraged. For a Yurei, control is not a matter of beating down their anger, or directing it towards more positive ends, it is simply a matter of smiling their awful teeth gritted, razor-blade smile, until they can't hold it in anymore and murders happen.

Our Appearance

Yurei resemble human corpses, with hard, chalk-white skin that seems perpetually moist. Their eyes are pools of boiling red blood, without visible pupils, and are always narrowed into a scowl. Yurei have lips and jagged talon-like nails of the same bloody color; their lips are always pursed in a hard scowl, and their talons are always eager to slice out human eyes. A Yurei's genitals are dyed the same lurid crimson. A Yurei's horrific and enraged face is hidden behind a tangled, dirty mat of grayish black hair.

Yurei dress in ragged, thrift store clothes, favoring dark and forgettable clothes. When a Yurei keeps her head down, she can easily pass for an ordinary human, a fact that allows the Yurei race to keep to the shadows and tenements of Black Japan.

Our Sexuality

Yurei are sterile, and the race is only perpetuated by the birth of new Yurei to unfortunate human parents. Yurei children are somber and angry, often cruelly murderous to their classmates and siblings. Sometime in their teens, a Yurei's skin blanches and their eyes become blood, and the Yurei just....leaves, wanders off. Yurei abandon their birth families, seeking out others of their kind by dark instinct, to be taught the ways of red rage by elder monsters.

While Yurei might feel softer emotions, they have difficulty expressing them. It's possible, but difficult for a Yurei to love. Sex is easier- a momentary release from all the hate that drives them. Yurei prefer whores of either gender to more permanent relationships.

Yurei can survive nearly a century, but few live that long. Instead, most die in battle, with their enemies' heart in their hands. Chrysanthemum Seven and Japan's other anti-*oni* squads dread confrontations with Yurei spree killers, because no matter how good their tactical planning is, the Yurei will murder at least one cop before going down....

Our Faiths and Beliefs

Fuck God right up his dead ass. Yurei aren't sure what they hate more: any god fucked up enough to let the world continue to spin, or the hypocrites that worship him. The only thing Yurei care about is taking their revenge, and if they're lucky enough, protecting someone good-hearted enough or kind enough to spark a flicker of mercy in their black hearts.

The Places Important to Us

Yurei are solitary creatures, only rarely traveling with a younger Yurei apprentice, and only reluctantly allying with humans or other creatures. Few bother to accumulate wealth or create happy homes, most squatting in abandoned buildings as necessary.

Most Yurei congregate in the Earth Realm, where they wage war against the forces that drive the engine of misery that are the Three Realms. Yurei gather where their enemies are most numerous, like hunters stalking dangerous game. There's too many Yurei in Tokyo, and a rising population in Hiroshima. Uncounted Yurei have given their miserable lives in battles against the Amakaze or the Ubume Empress, who have office space in the heart

of Black Tokyo. A rare few Yurei have even achieved true heroism in these unrecorded, anonymous deaths.

Though supernatural, Yurei are strangers to the Tatakama. To the Yurei, the Tatakama is only a way station. Find a *torii* to the Tatakama, and then find one to the Black Else itself, and take the war to the real enemy. Not many Yurei who cross the dimensional gulf ever return. Either they fall in fool-hardy but valiant battle against some Oni Lord on his own turf or are corrupted by the Realm's darkness.

The Languages We Speak

Yurei begin play speaking Japanese. Yurei with high INT scores can choose Abyssal, Infernal, Orc or any Earth language as a bonus language.

Play A Yurei If....

- You want to be an excellent combatant, fighter, magus, monk or rogue.
- You want to play a nasty urban warrior with a short-range teleport capability.
- You want to inflict massive damage on a single target, very quickly.
- You basically want to play Samara from *Ringu/The Ring*.
- You want to be nearly as evil as the monsters you fight, or play an anti-hero tempted into sin...or a full-on villain trying to find redemption.

Yurei Racial Traits

All Yurei share the following racial traits.

Size and Type

Yurei are Medium Monstrous Humanoids. As Medium creatures, Yurei receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 *STR*, +2 *DEX*, +2 *WIS*, -4 *CHA*.

Yurei are phenomenally strong, as graceful and boneless as a dancer, and have a will so strong that even iron would break against it. However, Yurei are an ugly people and they fully realize that fact, even accept it. Their ugliness is not just of their body, but a soul deep ugliness born of endless hate.

Normal Speed (EX)

Yurei have a base landspeed of 30 ft.

Dark Intimidation (EX)

Yurei are among the most terrifying creatures in the Realms- resolute, hateful and patient, willing to wait a century to kill a hated foe if that is the way things have to



following criteria, otherwise her Ghost Angles ability will not function.

The destination square must include at least one of the following:

- Be adjacent to a corner formed by two walls.
- Be adjacent to a broken mirror or broken window, which the Yurei steps out of.
- Be adjacent to a functioning television or computer screen, which the Yurei steps out of.
- Be adjacent to a humanoid or monstrous humanoid creature who has inflicted HP damage on the Yurei or one of her allies, within the past hour.
- Be directly beneath a staircase
- Be a bathroom stall or shower/bathtub.
- Be a partially opened cabinet, refrigerator or other storage space that is partially ajar and that is large enough to accommodate a creature the Yurei's size.

Savage Talons (EX)

A Yurei's claws provide them with a natural attack form which inflicts $1d6 + \text{STR}$ points of slashing damage (crit $20/x2$). A Yurei is always considered armed and proficient when attacking with her talons.

If a Yurei inflicts a confirmed critical hit with her talons, rather than just accepting the normal double damage, she can instead choose to *savage* her adversary. When she *saves* an adversary, she rolls a D4 rather than a D6 for damage; if the Yurei rolls a 3 or 4, she rolls again. She keeps rolling D4 and adding damage until she rolls a 1 or 2. The Yurei applies her STR modifier to damage only once when *saving*.

At 10th level, when *saving*, the Yurei first rolls 2D4, and begins rerolling and adding normally.

Yurei Alternate Racial Traits

Yurei are strange and melancholy ghouls, each cursed in unique ways.

Black Crow of the Tatakama (SU)

Replaces: Ghost Angles

You are accompanied by a jet black bird whose glaring eyes pierce the night, and whose cold breath chills even your skin. You gain a *Bird animal companion*, as a Druid of your total character level. Your companion's type is Undead however. If the creature is slain, it reappears at your side 2-3 hours after the next sunset, when the night is full dark.

be. Yurei add their Charisma penalty as an equivalent bonus on Intimidate checks.

Lowlight Vision (EX)

Yurei have lowlight vision. In darkness, they see only in shades of black and crimson, the colors of blood.

Ghost Angles (SU)

A Yurei may teleport via Ghost Angles once per day per five character levels. As a move action, the Yurei can teleport up to 30 ft plus 5 ft / level. The Yurei's destination must be an area of dim illumination or worse, and the square when the Yurei appears must meet any one of the

If your companion is adjacent to you and you are both within an area of dim illumination or worse, you gain Fast Healing 1. However, if your animal companion is slain, you are considered *shaken* until the companion reforms.

Black Defender of Children (SU)

Replaces: Savage Talons

The Yurei fights at her fiercest when protecting the fragile innocence of mortal children. The Yurei receives a +1 racial bonus on attack and damage rolls when adjacent to any creature in the Child or younger age category. On a successful melee attack on any creature who has slain a creature in the Child age category or younger within the past day and within the Yurei's sight, the damage from the attack is maximized.

Black Electricity (SU)

Replaces: Savage Talons

The Yurei's hands are charred black and skinless, as if by intense electrocution, and must be hidden behind gloves if he wishes to pass for human.

The Yurei adds +1d6 points of electrical damage to any successful unarmed strike, and gains Improved Unarmed Strike as a racial bonus feat.

Similar Traits

This variant trait can easily be modified, to inflict energy damage of a different type. Black Ice talons are permanently frostbitten and purple-black with tissue rot; Black Acid talons are discolored and boil with pungent, acrid vapors, while Black Fire talons are charred down to the bone.

Hateful Corpse (EX)

Replaces: Type, modifies Ability Scores

The Yurei is a dead and damned soul, which clawed its way out of Hell to inflict its vengeance on the world that murdered it.

The Yurei's type becomes Undead. The Yurei has no CON score, and gains all the immunities common to player character Undead.

Ferocity (EX)

Replaces: Dark Intimidation

The Yurei gains the Ferocity racial trait.

Ghost Walk (SU)

Replaces: Ghost Angles

Once per day per ten character levels, the Yurei can step partially between worlds, becoming as unsubstantial as a ghost. As a move equivalent action, the Yurei can become *ethereal*, and can pass through solid matter. The Yurei can

maintain the ethereal state for a number of rounds equal to his or her WIS modifier (minimum one round).

Lonely Walk (SP)

Replaces: Ghost Angles

Yurei are creatures of dark and terrifying magic.

The Yurei can clamber across ceilings and walls as easily as they walk across the floor, as if enchanted by a permanent *spiderclimb* with a caster level equal to the Yurei's total character level. Yurei cannot use their Lonely Walk racial ability within 60 ft of any child (a sentient creature in the Young Adult age category or younger) or any pregnant woman.

My Death Spells (SU)

Modern Spellcaster Option

Replaces: either Ghost Angles or Savage Talons

The Yurei will use her magic to slaughter her enemies, even if she must die in the process. The Yurei gains the Suicide Spellcaster feat (*The Modern Spellcaster*, Otherverse Games 2014), as a racial bonus feat.

Rage Curse (SU)

Modern Spellcaster Option

Replaces: Savage Talons

The Yurei channels her rage into potent necromantic magic, and when she murders using her spells she is almost, but not quite, happy. The Yurei adds a number of Spell Points to her pool equal to her CHA penalty, and she may safely overcast any spell from the Necromancy school or with the Evil descriptor one level higher than normal.

Sharktooth Yurei (EX)

Replaces: Savage Talons

The Yurei's hands do not end in talons, but their mouth is a toothy horror, a jagged, razorsharp maw that stretches from ear to ear and always seems to drip with hungry drool.

The Yurei's maw provides him with a natural bite attack that inflicts 1d10 + STR points of piercing damage (crit 20/x2). A Yurei is always considered armed and proficient when attacking with her bite.

At 5th level, the Yurei's maw acts as an evil aligned, magic weapon for the purpose of overcoming damage reduction. At 10th level, the Yurei's bite gains the *keen* magical weapon property; at 15th, it also gains the *wounding* magical weapon property.

Very Personal Murder (EX)

Replaces: Savage Talons

The Yurei lacks the killing talons of her race- instead her hands are blood red up to her elbows, like blood that never

dries. Her fingers are grotesquely elongated with swollen and gnarled knuckles. The Yurei fights by strangling her opponent, enjoying their dying gasps and agonized, futile struggles.

The Yurei receives a +1 racial bonus to her Combat Maneuver Bonus per five character levels. If she begins to strangle or suffocate an opponent, it will die in two rounds, not three.

Yakuza Avatar (SP)

Replaces: Savage Talons

You are the incarnate fear and suspicion felt by Japanese towards Yakuza thugs, a ghoulish version of these ferocious and stylish urban gangsters.

Chapter Two: Black Feats

Revised Traits and Feats for the Black Tokyo Campaign Setting

Black Feats is a consolidation, revision and clarification of the many strange powers available to the heroes and horrors of the Black Tokyo Campaign Setting.

This chapter presents feats in a modified format that should make them easier for players to choose from, as well as for myself and other designers to utilize in stat blocks and adventure design. Within you'll find (almost) every feat from core sourcebooks like *Races of the Tatakama* and *Black Tokyo Unlimited*, as well as feats from secondary sourcebooks like *Expanded Races: Kami*, among many others. You'll also find dozens of completely original feats, some building on previous work, others designed to take the campaign in new directions.

In addition, you'll find a collected and fully revised list of starting traits for Black Tokyo's adventurers. As with the feats, these traits are culled from a variety of sources mixed together with new traits, from mundane talents like expertise in adult video fetish photography to mastery of Akihabara's electrical sorcery.

Black Feats is broken into several subheadings. The first five sections of the book detail the different kinds of character traits: Combat, Faith, Magic, Racial and Social traits, in that order. The sixth section details Birthright Feats, which can only be chosen by first level heroes. Finally, Other Feats details all the other feats available to heroes and villains alike.

Variant Trait Limits

The default assumption is that characters receive two traits at character creation, chosen from two different categories. If you wish, you might choose a variant rule: characters can choose two traits from any category they desire, even the same one. However, one trait must be an Extraordinary ability, and the other may be a Spell-Like or Supernatural ability. This emphasizes the radically high magic nature of this dark, urban fantasy campaign world.

Whether you decide to use this variant trait limit or not, you might want to allow players to choose traits with Loli in their name from any category.

Combat Traits

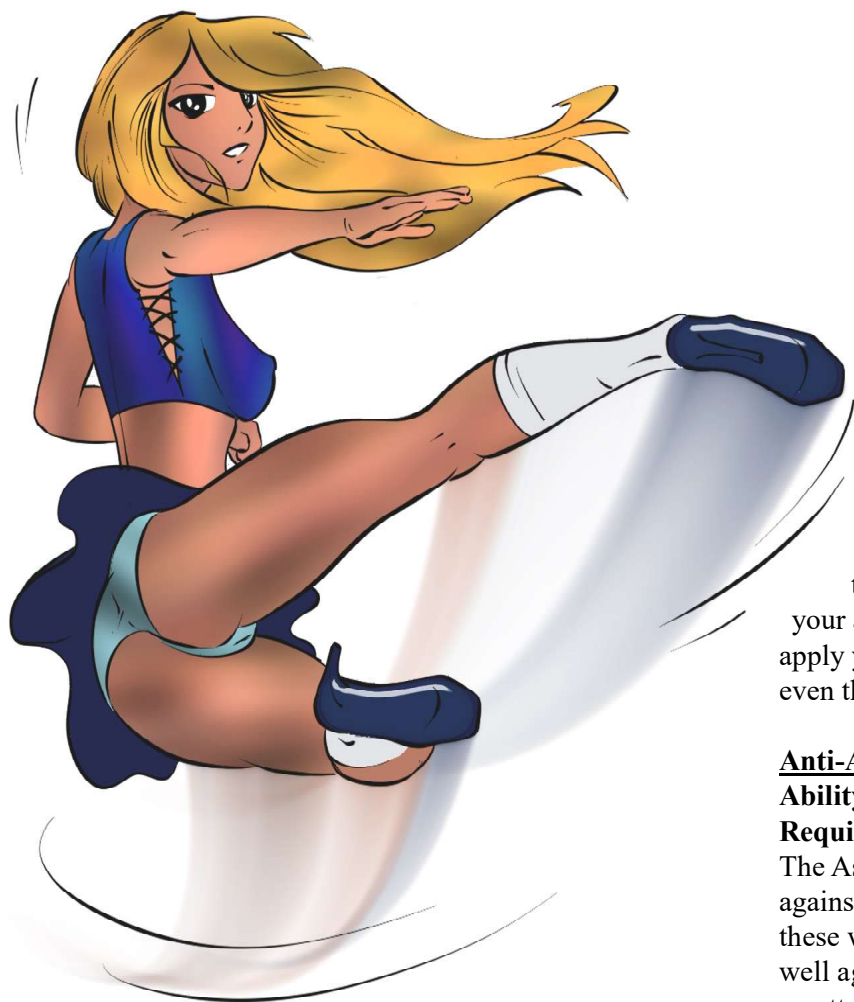
Abused

Ability Type Extraordinary

Requires Iron Will

What you endured as a child would have broken a lesser soul, but somehow didn't break you. Once per day, you can become completely immune to fear effects or to torture, by recalling what you endured previously. This immunity lasts for one hour.

However, re-awakening your past traumas is never easy. For 24 hours after using this immunity, you automatically fail all CHA-based skill checks, except for Intimidate. You become sullen, emotionally deadened.



Acrobatic Fan Service

Ability Type Extraordinary

Requires CHA 13+

You move with an agility that provokes good, honest lust in everyone who sees you. When nude, revealingly dressed or wearing Light or Impromptu armor with the Near Nudity quality, you receive a +1 trait bonus to Acrobatics and Climb checks as well as REF Saves.

Adorable Warrior

Ability Type Extraordinary

Requires Light Armor Proficiency

You know how to wear armor to be both well protected and fashionable (hint: removing the pants and fighting in your *pantsu* always works). If you spend at least five minutes modifying any suit of light or impromptu armor, it gains the *Nearly Nude* property without affecting other properties. You may not use this ability to modify non-magical armor with the *CBR Resistant* or *Space Suit* properties, though you may modify magical armor with either property.

Air Princess

Ability Type Extraordinary

Requires Female gender

You were born to fly! You receive a +1 trait bonus on Fly checks, and Fly is always a class skill for you. While flying (either under your own power or in an aircraft or powered armor) you receive a +1 trait bonus on Diplomacy and Perform checks made against land-bound observers.

Ancestral Swordsmanship

Ability Type Extraordinary

Requires Exotic Weapon Proficiency (katana), Japanese ancestry

Your ancestors were a samurai clan renowned for their excellent swordsmanship, and you've studied your ancestral style. When wielding a katana, you may apply your DEX modifier to attack rolls with the sword, even though it is not a light weapon.

Anti-Abyss Training

Ability Type Extraordinary

Requires base attack bonus +1

The Assault Witches are on the frontlines of the war against the Abyss, but they're not the only ones fighting these weird invaders. General Masamune trains her girls well against their targets. You receive a +1 morale bonus on attack rolls against creatures with the Abyss subtype, due to special training against these hated foes.

Body Sheath

Ability Type Extraordinary

Your body has a hidden sheath, like a warrior's vulva ready to accept your blade. You may hide a single Medium or smaller weapon on your body, and receive a +5 bonus on Sleight of Hand checks to conceal this weapon. No matter how deeply imbedded in your body this weapon is, you can withdraw the item as easily as you could from a standard sheath or holster.

Bosozuko Stunts

Ability Type Extraordinary

Requires Drive 1 rank

You grew up riding with one of urban Japan's colorful young motorcycle gangs. Less organized than the Yakuza, your breed of criminality focused on speed, flashy rides and underage tail.

By voluntarily increasing a stunt or vehicular maneuver's Drive Check DC by +5 points, you reduce the maneuver's movement cost by one square (down to a minimum of one square of movement required). You can increase the DC by

as many points as you like, in +5 DC increments, to make complex maneuvers smoothly and quickly.

Broken Doll

Ability Type Supernatural

Requires CHA 13+

You are at your most beautiful bloodied and with your face swollen and deformed by bruises. When you are reduced to half your maximum Hit Point total or less, you receive a +2 enhancement bonus to your CHA score. This bonus vanishes when you rise above ½ maximum Hit Point total.

Brutal Strangler

Ability Type Extraordinary

Requires STR 13+

You are especially lethal, if you can get your hands around a victim's throat. If you strangle an opponent, the initial CON Check to hold breath is DC 13, rather than DC 10.

Catgirl Tailhook

Ability Type Extraordinary

Requires Nekomusume race or other race with a tail

You can link tails with another cat girl, flip around using your tails as a pivot and swap places almost faster than the eye can follow. When adjacent to another Nekomusume with this trait, you may swap positions with that character as a swift action that does not count against your movement for the round. Reacting to, and accepting this swap, is considered an immediate action for the other Nekomusume. (Yes, that potentially means a Nekomusume with this trait might swap places multiple times in a round, once by initiating a swap, and then again by accepting a swap initiated by another Neko. Nekos are fast!)

Chikan!

Ability Type Extraordinary

Requires any chaotic alignment

You're the kind of pervert that women on subways watch out for. You receive a +1 trait bonus on Dirty Trick combat maneuvers made against any creature you would be sexually attracted to.

Combat Musician

Ability Type Extraordinary

Requires Perform (any) 1 rank

You know how to kill with the cutting notes of your music. You receive a +1 trait bonus on Perform checks made as a substitute for an attack roll with any weapon with the Musical or Superior Musical property.

Comfort Soul

Ability Type Supernatural

Requires Reincarnate

In your last human incarnation, you were a Comfort Woman- a Chinese or Korean woman or girl kidnapped and forced into a role as a rape-toy for the Japanese military. You still occasionally wake screaming, remembering what happened to you in your last lifetime, and you will not let it happen again.

You cannot be grappled, bull rushed or repositioned by any active duty member of the Japanese Self Defense forces, though you remain subject to all other Combat Maneuvers, as well as these maneuvers when applied by non-JSDF opponents.

Competitive POETICA

Ability Type Extraordinary

Requires POETICA race

POETICA owners often pit their beautiful androids against other models in tests of skill and training. Due to the expense of POETICA ownership, actual combat is rare, but such challenges might be fierce ballet competitions, soccer scrums, games of chance or skill, vehicular or foot races, athletic contests or non-lethal fencing or kendo matches, among others. More traditional owners might train their POETICA in haiku or flower arranging, and earn glory that way, while otaku POETICA owners might pit their androids against one another in video game death matches.

You receive a +1 trait bonus on all opposed skill checks made against other POETICA, and always win ties against POETICA without this trait. You also receive a +1 trait bonus on attack rolls made to inflict non-lethal damage and combat maneuver checks to grapple or disarm against other POETICA.

Datadancer

Ability Type Extraordinary

Requires POETICA race or Cyborg subtype

Your electronic perceptions tie you into ambient traffic cams, passing cell networks, and cull data from private cell phones and laptops- as a result you have a split second of advanced warning of danger when it counts the most. You receive a +1 trait bonus on REF Saves anytime you are connected to the Internet (or higher tech equivalent systems); this bonus increases to +2 in areas of extreme Internet connectivity (such as major corporate headquarters with excellent internet coverage, Tokyo's Akihabara district, and other high-tech Mecca).

Demon Hunter's Semen

Ability Type Supernatural

Requires male gender

You have been blessed by luminous semen that can strengthen a lover against demonic violence. For one hour after accepting your semen into their body, characters receive a +1 luck bonus on all saving throws against spells and effects generated by creatures of the Outsider type.

Demon Scarred

Ability Type Extraordinary

Earlier in your life, you survived an assault by the Black Else. Your early experience with demons and hungry ghosts has hardened you and given you a great depth of rage when confronting other evil creatures.

Select either Monstrous Humanoids, Outsiders or Undead. You receive a +1 morale bonus on melee attack and damage rolls against creatures of that type, as well as a +1 insight bonus on Bluff, Intimidate and Sense Motive checks made against the creature.

Dimwitted but Mighty

Ability Type Extraordinary

Requires INT 9 or worse

You aren't exactly brilliant, but you are as strong as an ox. Once per day, you may add your INT penalty as a luck bonus on any STR check, STR-based skill check, FORT Save or melee attack roll as an immediate action. You must declare the use of this talent prior to making the roll.

Dodge the Tentacles

Ability Type Extraordinary

Requires female gender, DEX 13+

You're an attractive young Japanese girl, so you just know there's a lot of tentacles out there with your name on them. Try and avoid some. You receive a +2 luck bonus on Combat Maneuver Defense when resisting a Combat Maneuver made by any kind of tentacle, prehensile penis or other weirdness.

Dominant

Ability Type Extraordinary

Requires Intimidate 1 rank

You have trained as a master or mistress, and are well versed in the psychology of sexual power games. You receive a +2 trait bonus on Intimidate checks made against any character who would be attracted to your species and gender. If you have ever had a sexual encounter with a character (consensual or not), when making Intimidate checks against that target, you roll 2d20 and take the better of two results.

Earth Defense Training

Ability Type Extraordinary

Requires Human or Voidsparrow race, BAB +1

Especially bold humans and Voidsparrow combat cyborgs fight alongside Freegear and wage battle to destroy the evil forces of the Tyrakrons. You receive a +1 morale bonus on attack rolls made against creatures with the Battlechanger subtype due to your extraordinary training against these foes.

Eta's Nose

Ability Type Extraordinary

Your stomach is as strong as that of the lowest eta, and you do not recoil from strong odors. You receive a +4 bonus on FORT Saves made to resist the *stench* quality or similar repulsive odors.

Executioner

Ability Type Extraordinary

Requires Simple and Martial Weapon Proficiency

You have served as a judicial or military executioner. You add +2 to the FORT Save DC to resist death when making a *coup de gras* attempt with any weapon with the Deadly property.

Eye Patched Warrior

Ability Type Extraordinary

One of your eyes was lost in suitably dramatic and violent fashion. You bear a unique and iconic eye-patch over your missing eye. You receive a +3 trait bonus on saving throws against gaze attacks and a +1 trait bonus on Intimidate checks.

Drawback Your impaired depth perception imposes a -1 trait penalties on ranged attack rolls made in the weapon's second (or greater) range increment.

Eyrines Apprentice

Ability Type Supernatural

Requires any non-evil alignment

You have learned secret techniques and martial arts *katas* from a breed of female warrior called an Eyrines Sister, and have been tasked with avenging the crime of rape. Your specialized training provides you with a +3 insight bonus on attack rolls made to confirm a critical hit if the target has ever raped a sentient creature.

Fight Alongside the Kamui

Ability Type Extraordinary

Requires Utari Ainu race

Your people never stopped believing in the ancient *kamui* of the Japanese Archipelago, and when you are called to fight alongside one of these incarnate gods, you do so with honor, skill and a little bit of style. You gain a +1 morale

bonus to AC when adjacent to any ally of the following races: Daughter of Kirin, Futakuchi or Kami.

Genki

Ability Type Extraordinary

Requires female gender, CHA 11+

You're extremely lively, bubbly and talkative. You're irrepressible and energetic. You receive a +3 trait bonus on Bluff checks made to pass secret messages, and receive a +1 trait bonus on WILL Saves against energy drain and death effects.

Goopy Lubrication

Ability Type Supernatural

If you think about it, you can make your orgasmic burst as goopy and cloying as *sovereign glue*. Once per day, you can either ejaculate or drip your sexual fluids on an object, which is treated as if splashed with a single vial of sovereign glue. Doing so is a full round action.

Ground Assault Witch

Ability Type Extraordinary

Requires Assault Witch Cavalier class levels, STR 13+

You've trained as a heavily armored 'tank-killer'- just consider yourself the mecha-musume version of an A-10 Warthog. You can fly in Aeromusume form while heavily armored and carrying up to a heavy load, but when you do so, your maneuverability is reduced one category.

Half Demon Pussy

Ability Type Supernatural

Requires female gender, CON 13+

An oni ancestor hides somewhere in your heritage. Your tainted bloodline gives you insatiable lusts, driving you to half crazed with a need to fill your pussy. Your half-demon viscera squirm, writhe and reorganize themselves around the shafts that penetrate you in hopes of driving it deeper.

For an hour after any penetrative sexual encounter, you have a 15% chance to ignore the effects of critical hits, as if you had a lesser version of the *light fortification* armor feature. This fortification does not stack with fortification from other sources, such as spells or equipment.

Hiruko

Ability Type Supernatural

You were born a 'leech child' an imperfect creation of the gods, recognized by the cold black blood that spilled from your mother's womb as your birth began. Your small, pinched mouth and sharp, small teeth testify to your corrupted birth. As an unclean creature, any time you have sexual relations with another living creature, consensually or not, it

suffers 1d3 HP worth of damage, and you recover a single HP if wounded.

Incestuous Aid

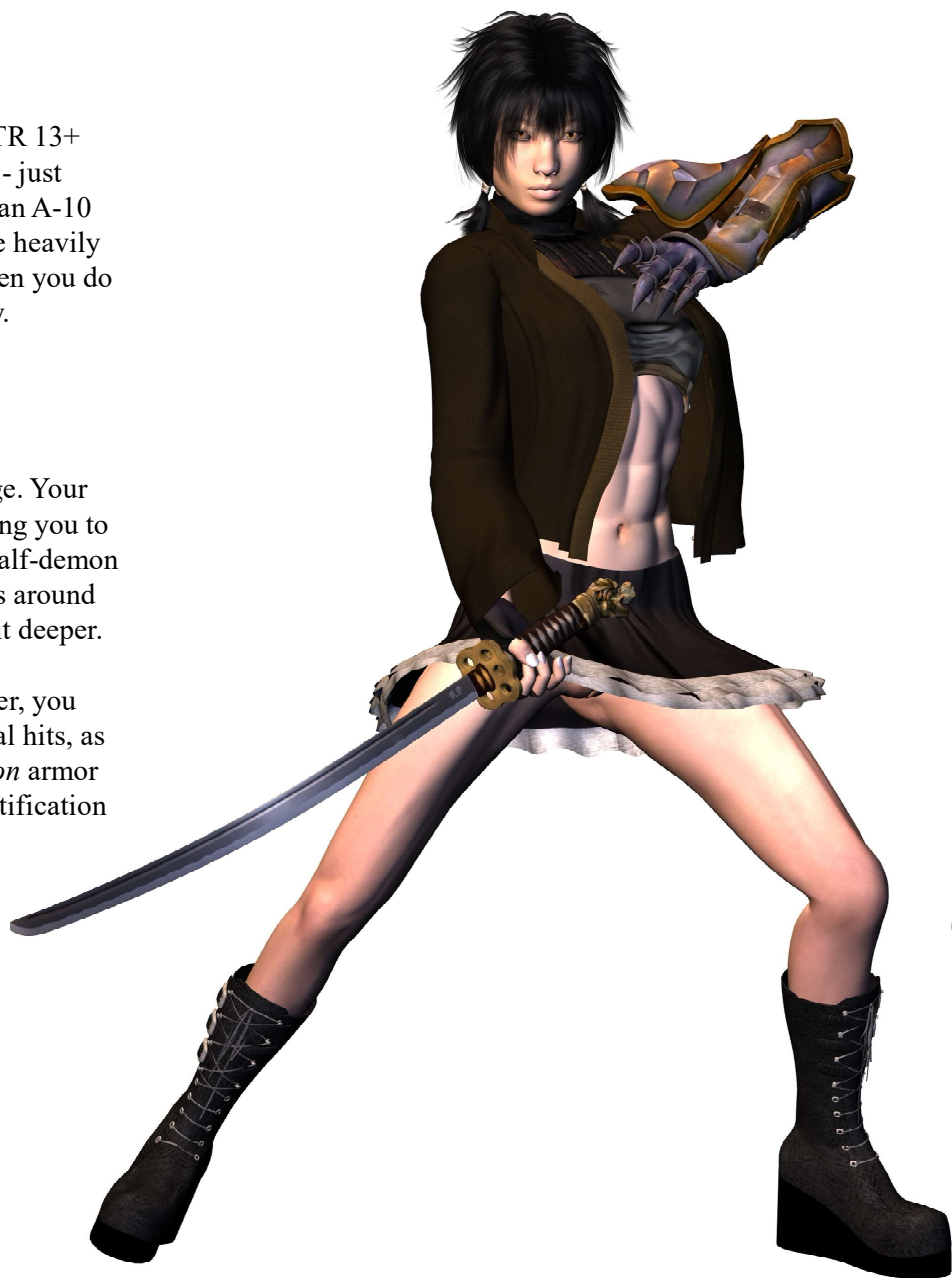
Ability Type Extraordinary

Your family works well together, especially intimately. You know their orgasm as well as you know your own, and this insight also gives you familiarity with their less carnal exertions. When using the aid another action to assist (or be assisted by) a member of your immediate family that you have had intercourse within the past 24 hours, the bonus is +4.

Killing Moan

Ability Type Supernatural

Special can be selected as a Racial trait by Undead creatures



Requires Undead type, CHA 13+, Perform (sing) 1 rank
You can sing a ghostly death song that sickens and kills mortals. Once per day, as a standard action, you unleash a keening, almost songlike moan. All living creatures within 30 ft who can clearly hear you must succeed at a WILL Save (DC 12 + your CHA modifier) or suffer damage to the number of ranks you have invested in Perform (sing). Affected targets suffer no damage on a successful save.

Ladies Katana Training

Ability Type Extraordinary

Requires Simple Weapons Proficiency, female gender
A surprisingly enduring Tokyo fad is all female katana classes, where the ancient arts of iajitsu draws are transformed into modern aerobic exercise. You are proficient with the katana and the tanto (short sword).

Light Foot Infantry

Ability Type Extraordinary

At one point in your life (or in a dimly remembered previous incarnation), you served as a conscript soldier during time of feudal war. While on the battlefield, you won little glory or honor, but you became proficient with light armor and with the short sword and spear.

Masamune Division Aviatrix

Ability Type Extraordinary

Requires Dodge or Run feat, female gender
You served in an elite “Masamune Division” of the Japanese Self Defense Forces, which are highly trained all-female units distinguished by their tight-fitting tailored uniforms and ferocious *esprit de corps*.

While adjacent to a female ally who has any trait or feat with Masamune in the name, you can give her a companionable slap on the butt as a move equivalent action. Doing so increases all the ally’s base movement modes by +30 ft for one round.

Masumune Division JSDF

Ability Type Extraordinary

Requires Soldier starting occupation or Fighter levels, female gender

You served in an elite “Masumune Division” of the Japanese Self Defense Forces, which are highly trained all-female units distinguished by their tight-fitting tailored uniforms and ferocious *esprit de corps*.

You receive a +1 trait bonus on WILL Saves against fear and on Initiative checks when adjacent to a female ally you have had a sexual encounter with in the past year.

Masamune Division Range Kiss

Ability Type Extraordinary

Requires base attack bonus +1, female gender

You’ve served in an elite “Masamune Division” of Japanese Self Defense Forces, which are highly trained all-female units distinguished by their tight-fitting tailored uniforms and ferocious *esprit de corps*. They love their time at the range as much as they do the women they shoot with.

As a full round action, you can kiss or embrace a female ally who also has any trait or feat with Masamune in the name. Doing so provides that ally with a +1 morale bonus on all ranged attack rolls for 1d4 rounds.

Matagi

Ability Type Extraordinary

Requires Utari Ainu race or Skill Focus (survival)

You are a skilled hunter, comfortable in winter as a snow fox, familiar with the spirits of the cold and the great animals you hunt. In any area of extreme environmental cold, you receive a +3 insight bonus on attack and damage rolls against creatures of the Animal type.

Mie Brawler

Ability Type Extraordinary

Special May be chosen as a Social or Racial trait.

You grew up in Mie Prefecture and bloodied your knuckles against your hated rivals from Kobe more than once. You receive a +2 trait bonus on unarmed strikes and unarmed damage rolls against creatures you know to be native to or permanently residing in the city of Kobe, in Hyogo Prefecture.

Military Drill

Ability Type Extraordinary

Requires Profession (soldier) 1 rank or BAB +1

You’ve worn a uniform for large portions of your life, and you not only take pride in it, you wear it well. You are proficient in Parade armor, even if proficient with no other armor. When wearing Parade armor, you increase its max DEX bonus by +1, reduce the arcane spell failure chance to 10%, and receive a +3 bonus on Diplomacy checks of your own nationality or faction, rather than +2 as normal.

Moonlit Monk

Ability Type Supernatural

Requires Monk or Combatant class levels

You have studied at one of the Seven Moonlit Monasteries, learning a style of animal based, working-class *kung fu*. You've learned to use your powerful fists in defense of the poor. You receive a +1 dodge bonus to Armor Class against unarmed melee attacks or natural weapon attacks made by an opponent whose Wealth Bonus is +10 or greater, or who is carrying more than two magical items.

Choose one phase of the moon (new, waxing crescent, half, full, waning crescent). The dodge bonus improves to +2 during nights of that moon; this represents the moon phase sacred to your particular Moonlit Monastery.

Moon's Luck

Ability Type Extraordinary

You have a special affinity for the night. Outdoors, when the moon is visible, you receive a +1 luck bonus to your Armor Class and a +1 luck bonus on Bluff checks made to feint in combat.

Murderous Loli

Ability Type Extraordinary

Requires Young Adult age category or younger, female gender, base attack bonus +1

Sometimes the cutest children are the deadliest. Select a specific damage type and handedness (such as light slashing weapons, two handed bludgeoning weapons, or one handed ballistic weapons) of weapon. You receive a +1 trait bonus on damage rolls with weapons of this type against targets in the Adult age category or older. This bonus increases to +2 if you have previously had a sexual encounter with the target.

Natural Ace

Ability Type Extraordinary

Requires Fly 1 rank, DEX 13+

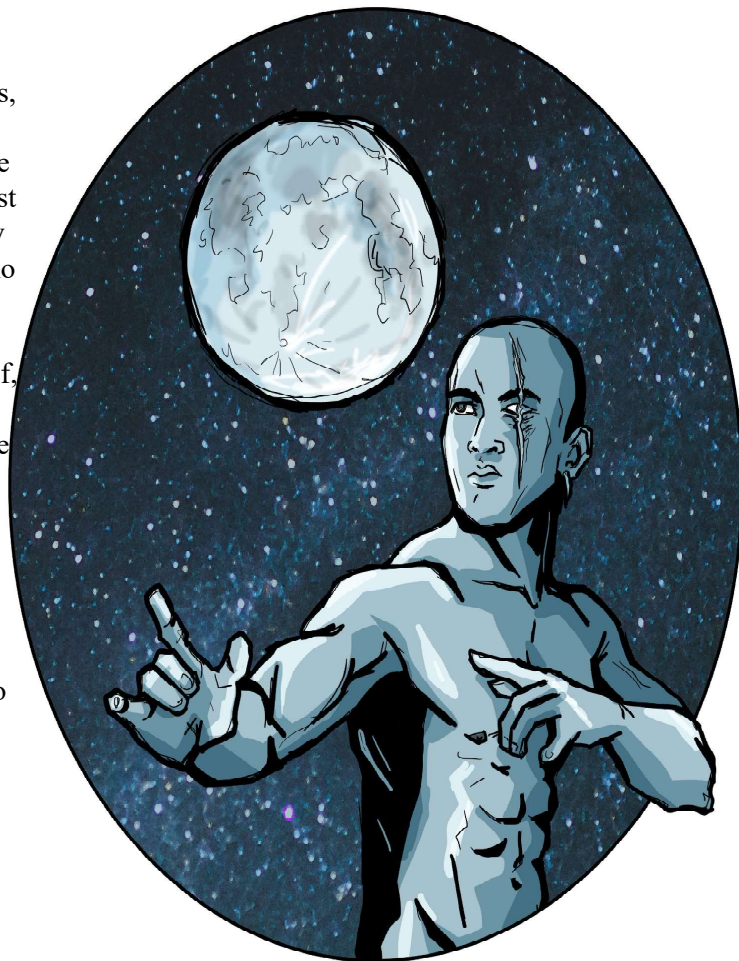
Avionics and air-to-air combat are skills that can be taught, but a natural knack for piloting and love of the open sky is something a pilot is born with. You receive a +1 trait bonus on Fly checks made in combat, and Fly is always a class skill for you. You receive a +2 trait bonus on Initiative checks when airborne.

Nocturnal by Trade

Ability Type Extraordinary

Requires Profession (any blue collar) 1 rank

Your entry-level career forces you to work at night and sleep as best you can during daylight hours. Your nocturnal lifestyle means that you regularly confront the strange things hiding in the Tokyo night. You receive a +1 bonus



on FORT and WILL Saves made between sunset and sunrise.

Omorashi

Ability Type Extraordinary

You have a twitchy little bladder, and when it fills up, all you can think of is rushing to a private place to piss. Each hour, roll a D6; on a roll of 1 you need to pee- badly! (Assuming you're not fatally dehydrated or something.) Until you pee, your distraction causes you to suffer a -1 morale penalty on attack rolls, skill checks and saving throws. However, until you pee, all your movement modes are increased by +5 ft. If you suffer a critical hit while holding your pee, you automatically piss, ending this effect.

Otaku Rider

Ability Type Extraordinary

Requires Otaku cultural template, Drive 1 rank

You've spent every spare yen you've collected on a top of the line drift racer decorated in eye-popping anime graphics. Regardless of your Wealth Bonus or starting

gold, you begin play a top of the line sports car or motorcycle that's been extensively customized and elaborately decorated. You receive a +1 morale bonus on Initiative checks and Drive checks made with this finely painted vehicle.

Panchira

Ability Type Extraordinary

Requires female gender, CHA 13+

It's a universal law that a cute girl's panty shot can stop even the fiercest demon in his tracks as he stares lustfully. When you are dressed in a skirt, dress or kimono, any round you move at least 20 ft, you flash a shot of your panties (or what's under them). All creatures within 30 ft of you at any point during your movement that round suffer a -2 penalty on WIS-based skill checks for one round. This is a mind-affecting ability with the emotion descriptor.

Rikishi

Ability Type Extraordinary

Requires Athlete starting occupation, male gender, STR 15+

You are a 'gentlemen of strength', a term commonly used to describe all sumotori. However, you truly earn the term. You receive a +1 trait bonus to CMB checks due to your great size and heroic proportions.

Robot Brother/Sister

Ability Type Extraordinary

Requires Tetsujin race

The Tetsujin is more of a fighter than normal for the race, but not especially violent. Instead, the Tetsujin sees it as its duty to protect other mechanoids. Any allied Construct or mechanical creature (such as cyborgs, androids, POETICA, Star Droids, Battlechangers or the like) who is the same size or smaller than the Tetsujin and is adjacent to the Tetsujin receives a +1 shield bonus to Armor Class.

Sexy Beast

Ability Type Extraordinary

You were created as a sexual plaything by one of the Black Japan's many flesh-sculptors. You are naturally submissive. Each day, upon awakening, you may designate one character of either gender to be your master or mistress for that day. If within 30 ft of that person, you gain a +1 morale bonus on all attack rolls, skill checks and saving throws, so long as you remain allies.

Slaughterhouse Worker

Ability Type Extraordinary

Perhaps you slaughtered girl-cattle at Ukemochi Ranch, or perhaps you worked in a more mundane slaughterhouse, but either way you are inured to the sight of blood.

You receive a +1 trait bonus on FORT Saves and a +1 trait bonus on WILL Saves against *fear* effects.

Sporty Loli

Ability Type Extraordinary

Requires Young Adult age category or younger, female gender

You're young fit, cute and fiercely competitive. You receive a +1 trait bonus on Acrobatics and Swim checks, and one of these skills is always a class skill for you. You also receive a +1 trait bonus on Profession (athlete) checks.

Stealth Flier

Ability Type Extraordinary

Requires Assault Witch Cavalier class levels

Your techno-magical engines are whisper-quiet, and your Airplane Girl components are a matte black and forged with stealthy, radar defeating curves and smooth facets. Your Airplane Girl flight is essentially silent, and lacks the Distracting quality.

You receive a +2 trait bonus on Stealth checks while flying in your Airplane Girl form.

Sumo

Ability Type Extraordinary

Requires Athlete Starting Occupation, male gender, STR 13+

You have trained in Japan's iconic national sport, and know the fundamentals of sumo wrestling. You are treated as being one size category larger whenever doing so would be advantageous to you, such as during grapple checks, when determining your carrying capability and what weapons you can wield, as well as whether enemy attacks (such as swallow whole) can affect you.

Take a Beating

Ability Type Extraordinary

Requires CON 11+

You know how to roll with the punches, either from enemies or from cute girls who don't think you're as cool as you think. You gain Damage Reduction 1/- against non-lethal damage only. This stacks with Damage Reduction gained from other sources, as it applies to non-lethal damage.

T.B.M.S. Catch-Man

Ability Type Extraordinary

Requires Profession (exterminator) 1 rank

You've done time in a TBMS catch-truck, capturing and euthanizing stray cat-girls. You receive a +2 insight bonus on Combat Maneuver (grapple) checks and attack rolls

made to inflict subdual damage on members of the *Nekomusume* player race or similar cat-women, including feline Anthros.

T.B.M.S Poisoner

Ability Type Extraordinary

Requires Craft (poisons) 1 rank

You're the guy the TBMS trusts to mix up the gas that puts down stray cat girls, hopefully using the cheapest ingredients possible, regardless of whether or not this makes their deaths more painful.

Increase the FORT
Save DC of any poison
you use against
members of the
Nekomusume player
race or feline Anthros,
regardless of the
poison's type, by +1
and add one round to
the duration of poisons
with effects measured
in rounds. Craft
(poison) is always a
class skill for you.

Tetsujin Gunner

Ability Type

Extraordinary

Requires Tetsujin race

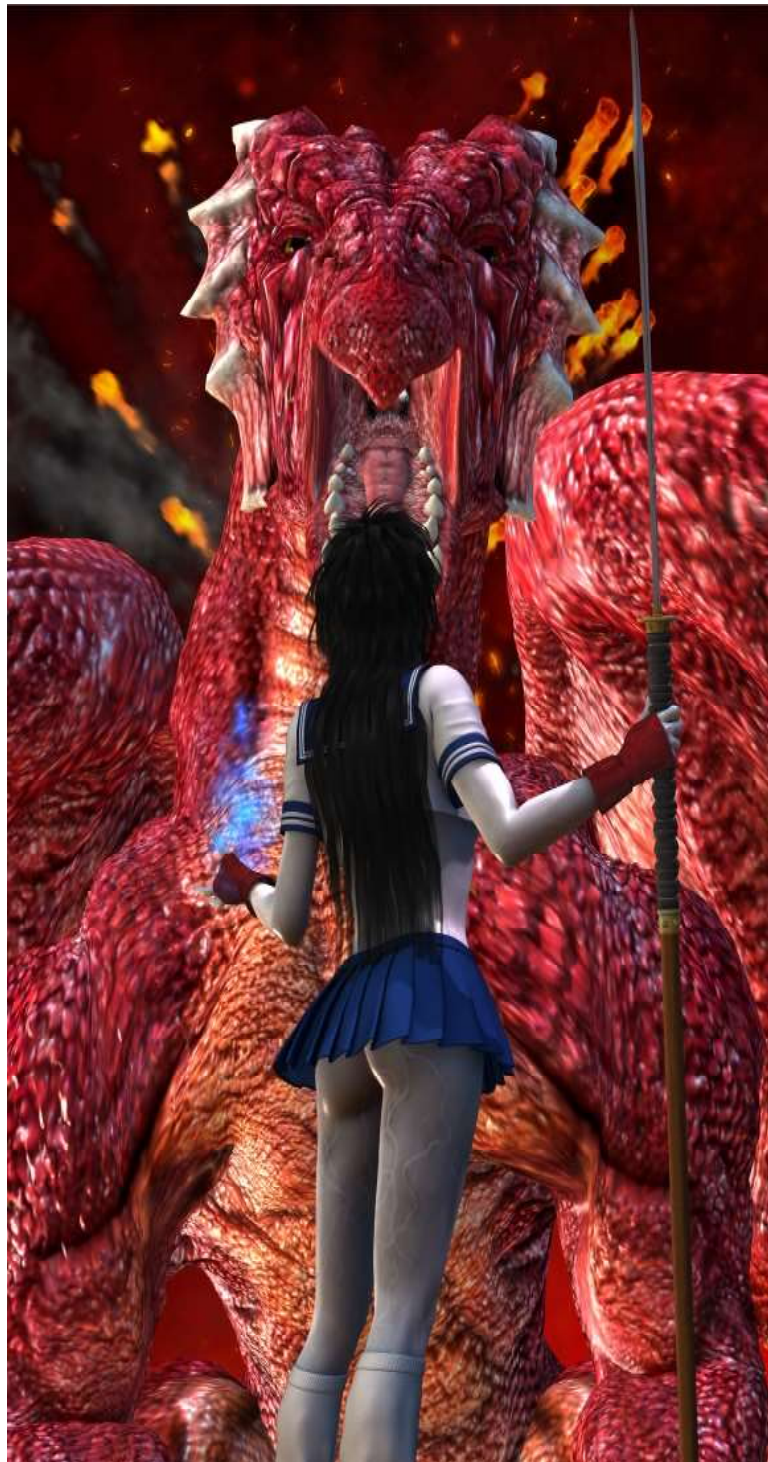
The Tetsujin is an expert shot with weapons specifically modified for its bulky fingers. The Tetsujin receives a +1 trait bonus on ranged attack rolls with firearms and energy weapons specifically modified for its Unique Hand Structure. This bonus does not stack with a masterwork quality but does stack with an enchantment bonus (such as from a +1 Advanced SMG).

Tosa Center War Dog

Ability Type Extraordinary

Requires canine animal companion

You acquired your animal companion from the famed breeders in Kochi Prefecture, where fighting dogs are bred. Dog fighting is both legal and celebrated here, and your animal companion has the potential to be a champion. Your canine animal companion gains an additional Hit Die and its fierceness allows it to inflict +1 slashing damage with natural weapons. If your animal companion is slain or released from service you can arrange for the acquisition of a new war dog from Tosa Center.



Tsundere

Ability Type Extraordinary

Requires female gender,
STR 13+

You don't fall in love easily, and anyone wanting you as a lover must be prepared to suffer tons of casual violence as he or she proves their romantic worth. Any time you make a successful melee attack against a character with romantic or sexual interest in you, you inflict an additional point of non-lethal damage.

Uniform Allowance

Ability Type Extraordinary

Requires Profession
(soldier) 1 rank

You've been provided with a full wardrobe of military uniforms. Each game year at a set time determined by your gamemaster, you are provided with replacement uniforms at no cost, though you must replace these items yourself at other times. These items are considered military property and cannot be legally sold by active duty personnel.

You begin the campaign with the following pieces of equipment:

- 2x Explorer's Outfit (field uniforms)
- 1x Cold Weather Outfit
- 1x Ballistic Vest (light)
- 1x Mwk. School Uniform (military dress uniform)
- 1x quick draw holster for a pistol or similar sidearm
- Misc. accessories and decorations, such as official shoes, belt-buckles, , medals and ribbons, ect.

Venom in the Blood

Ability Type Extraordinary

Requires CON 13+

Your blood is black and your mood is sour and arrogant. You receive a +1 trait bonus on FORT saves against natural, vermin- or animal-based poisons, and a +1 trait bonus on melee attack rolls against creatures of the Vermin type with a poison attack.

War Against Yamata-no-Orochi

Ability Type Extraordinary

Special Can be selected as a Faith trait

Requires Goryohime race

The hydra-god, Yamata-no-Orochi, gnaws endlessly at the roots of the Great Universal Tree. This dark serpent invaded your noose dreams, and as an undead warrior-girl, you fight a secret war against this ravenous god. You receive a +1 trait bonus on attack rolls made against creatures with the reptilian subtype, and hydras of all sort.

Yakuza Irezumi

Ability Type Extraordinary

Requires male gender, Japanese ancestry, any non-good alignment

You have received the impressive, full-body tattoos which mark traditional Yakuza gangsters. You receive a +2 trait bonus on Knowledge (local) and Intimidate checks, but suffer a -1 penalty on Disguise checks. Knowledge (local) is always a class skill for you.

Yokai Hunter

Ability Type Extraordinary

Requires Knowledge (nature) 1 rank

You have an excellent grounding in traditional Japanese demonology and folklore, and a great understanding of the habits of *yokai*. You receive a +2 trait bonus on Knowledge (nature) checks made concerning Fey native to Japan or the Tatakama, as well as Knowledge (history) checks made concerning folklore and legends.

Faith Traits

Angelic Little Loli

Ability Type Supernatural

Requires Young Adult or younger, female gender, any good alignment, WIS 13+

Your beautiful girl's body hides a saintly and pure heart. Your innocence provides a measure of protection against oni-spawn horrors. You gain a +1 holy bonus on all Saves made against the hostile attentions of evil outsiders and undead.

Hostile creatures of those types who confirm a melee critical hit against you must succeed at a WILL Save (DC 10 + your WIS modifier) or be *shaken* for as long as they remain in your presence and for 1 round after they leave it. Once a creature saves against this effect, it cannot be affected by your purity again for 24 hours.

Limitation You lose the benefit of this talent for 24 hours if you engage in consensual penetrative sex, though you can engage in masturbation, oral or fetish acts with a lover.

Ainu

Ability Type Supernatural

Special Can be selected as a Racial trait

Requires Knowledge (nature) or Survival 1 rank

You are a descendant of the fading Ainu people, Japan's indigenous population. You are closely bound to the land and spirits (*kamui*) of the archipelago. You receive a +2 racial bonus on CHA-based skill checks made against creatures with the Animal, Plant or Magical Beast type, as well as members of the *Utari Ainu*. You do not need to select the Utari Ainu race to select this talent, as this represents a more distant (or more assimilated) Ainu ancestry.

Bless Gohei

Ability Type Supernatural

Requires WIS 13+

You can bless the zig-zagging ritual streamers commonly found in Shinto temples. This minor magical artifact is common across Tatakama and even the strange parallel world of Black Japan.

Blessing a gohei requires a short ceremony requiring 1d4 rounds, and a token sacrifice of religious oils, herbs or incense worth 1d4 GP. Once created, a gohei can be worn on a believer's clothing, affixed to a weapon or a shield, or hung from a structure such as a temple gate or the entry arch of a private home. Once blessed, a gohei retains its blessing until the next dawn. Evil outsiders suffer a -1 morale penalty on all attack rolls, skill checks and saving throws within 60 ft of a blessed gohei. This penalty is not

cumulative if the outsider is exposed to multiple gohei simultaneously.

Born to the Tatakama

Ability Type Supernatural

You were born a peasant farmer in the half-world of the Tatakama, before immigrating to the Earth Realm as a child and assuming a more mundane life. You are most comfortable in those few hours of twilight as night falls or the dawn breaks. For one hour before and after either sunrise or sunset, you receive a +2 morale bonus on all saving throws.

Caduceus POETICA

Ability Type Supernatural

Requires POETICA race, Doctor job class

Your compassion and medical expertise are legendary, and every aspect of both body and soul were designed with your role as a physician in mind. A birthmark, like a white caduceus adorns your left shoulder, and your hair is white as snow. Such

POETICA often become White Mages, or else masters of mundane, tech-based medicine.

You receive a +2 trait bonus on Heal checks made to restore Hit Points. You heal an additional HP worth of damage when casting any *cure* spell, and the amount of bonus healing you provide, based on caster level, is not capped. For instance, if you are a 20th level cleric and cast *Cure Light Wounds*, you would restore 1d8+20 HP (not the 1d8+5 that the spell is normally capped at).

Cherry Blossom Touch

Ability Type Supernatural

Requires: WIS or CHA 13+

You have been blessed with the mysterious ability to touch a cherry blossom tree, no matter how ancient or sickly it is and return the tree to full health. The tree is covered in fragrant blooms, as if at the height of spring, no matter the season. You must touch the tree for at least one minute to use this ability, and this touch has no affect on a tree that is truly dead, nor upon processed wood or lumber.

Anyone of a non-evil alignment who sees you make a cherry blossom tree bloom when it shouldn't is favorably disposed to you, and you receive a +2 luck bonus on Diplomacy checks against that person for a day.

Eyrines Eyes

Ability Type Spell-Like

Thanks to training with the Eyrines Sisterhood, you are under a constant *Eyrines sight* effect. You can see a dark aura around any creature within 60 ft of you who has ever committed the sin of rape, with the intensity of the aura determined by how many such crimes the creature has committed.

Exorcist's Tongue

Ability Type Spell-Like

You have a gift for interpreting the words of spirits, ghosts and yokai. You can communicate with any incorporeal undead with a language, as if under the effects of a limited *tongues* spell.

Failed Suicide

Ability Type Supernatural

Requires Iron Will or WIS 13+

At some point in your past, you attempted suicide unsuccessfully. While you might still bear the scars, or the social stigma, the darkness in your past has strengthened you. You receive a +2 trait bonus against spells and effects with the *death* descriptor.



Ghost Worker

Ability Type Extraordinary

Requires Blue Collar or Rural starting occupation

Japan is an island where the unquiet dead outnumber the living. Even in the course of their most mundane activities the living might encounter ghosts. Taxidriviers might pick up a ghostly fare, construction workers might have to contend with old family ghosts during a remodel. Up to three times per day, you may substitute a particular Craft or Profession check for a Knowledge (arcana or religion) check, or a WILL Save made to resist the mental attacks of undead.

Gothic Christian

Ability Type Supernatural

Requires Gothic Christian patron deity, WIS 13+

You are a believer in one of the West's many Christian sects... as the faith is depicted in horror anime. You are a serious, somber but stylish demon slayer. Up to three times per day, you may brandish a cross, Bible or other Christian holy symbol as a full round action. All undead and evil outsiders within 30 ft suffer 1d6 points of holy damage (WILL DC 10 + your WIS modifier half).

Goth Loli

Ability Type Spell-Like

Requires Young Adult or younger, CHA 11+

You dress in black lace and ruffles, and affect a sexy and spooky style. You may use *cause fear* as a sorcerer of your total character level once per day. If you are dressed in a Noble's Outfit, Entertainer's Outfit or Clerical Vestments primarily in black, grey or other dark and somber shade, you increase the effect's saving throw DC by +1. This stacks with Spell Focus and Greater Spell Focus.

Healer of Children

Ability Type Supernatural

Requires any good alignment, ability to cast divine spells

You are especially adept at using your divine magic to heal the wounds of pre-teens and children. Clerics of Inari and other benevolent *kami* are often healers of children, first and foremost. When you use any *Cure* spell to benefit a living child, the spell's numerical effects are maximized.

Holy Milk

Ability Type Supernatural

Requires Female gender

Your breasts will never be empty, and constantly dribble a thin stream of sacred mother's milk. According to the oldest legends, mother's milk was used to ward off evil long before priests discovered how to bless water. Once per day, as a full round action, you can bottle a vial of your breast milk, which functions as a vial of Holy Water.



Honest Worker

Ability Type Supernatural

Requires Tetsujin race, any lawful alignment

Tetsujin are programmed to believe in the dignity and honor of manual labor. You receive a +4 bonus on all Profession checks made to earn a living, which stacks with the bonus provided by *Expertise*. Additionally, you receive a +1 trait bonus on melee attack rolls with weapons that are either innately tools (such as a chainsaw), or are historically repurposed from tools (such as the kama or nunchaku). You lose access to this trait if you become a non-lawful alignment.

Inspiring

Ability Type Supernatural

Requires CHA 13+

You bring out the best in your friends, motivating them to depths of heroism and endurance they didn't know they possessed. Anyone who spends at least an hour in your company who has chosen either the Great Fortitude, Iron Will or Lightning Reflexes feat receives an additional +1 bonus on the enhanced saving throw (s). This bonus lasts for 24 hours, or until the recipient next sleeps.

Kwannon's Touch

Ability Type Supernatural

Requires any good alignment

You were born with a divine gift for healing. Each day you may touch other creatures and heal them for a total amount of HP equal to one plus your WIS modifier (minimum two HP per day). Each touch is a standard action, which heals a single HP.

Light of Mercy

Ability Type Supernatural

Requires divine spellcaster level 1st, worshipper of Amida Buddha or Amaterasu

Your worship of a Buddhist or Shinto light deity has bestowed some of their divine grace upon you. You cast divine spells with the Light descriptor at +1 caster level. In addition, when in an area of bright illumination, you add +1 HP to the healing provided by any *cure* spell.

Maid's Slap

Ability Type Supernatural

Requires Domestic starting occupation

With a single stinging slap, you can remind your master or mistress of proper behavior and decorum. Once per day, you may make a melee touch attack against an allied character who has succumbed to any mind-influencing effect. Doing so allows the ally to make an additional WILL Save to negate the effect with a morale bonus on the Save equal to your ranks in Profession (domestic). This

touch attack does no damage, but is usually painful enough to slap a master out of an enraged or confused state.

Mechanical Ghost of the Lost

Ability Type Supernatural

Requires POETICA race, Mature POETICA alternate racial trait

The first generation of POETICA androids were created from a single abandoned fetal soul, while later models were created instead from a mélange of souls pulled from Japan's ghost haunted air. As a result of their origins, the POETICA reminds Ubume of what they have lost, even if the Ubume cannot consciously perceive what the POETICA really is beneath the polymer. The character receives a +4 trait bonus on Diplomacy checks made against Ubume characters.

Midwife's Touch

Ability Type Supernatural

Requires Heal 1 rank

Your skill at healing has given you an almost magical ability to ease pain. A number of times per day equal to 3 + your WIS modifier, you can touch a willing humanoid creature and produce one of the following effects: cast *stabilize* as a first level cleric, ensure the creature's labor is safe and relatively painless, or painlessly terminate a non-supernatural pregnancy within the first three months.

Miko

Ability Type Supernatural

Requires Knowledge (religion) 1 rank, female gender, Shinto faith, any non-evil alignment

You have volunteered your time and heart as a maiden at a Shinto shrine or temple. As a junior *miko* you have assisted in religious ceremonies, helped maintain the shrine or temple and interacted with the faithful (and the occasional confused tourist) as the voice of your faith. When you are adjacent to an allied cleric of any Shinto or Buddhist faith or deity, you may take a move equivalent action to assist the cleric in the channeling of positive energy once per day. When you do so, the cleric rerolls any channel energy dice that result in a 1 or 2; he or she must take the second roll, even if it is worse than the first.

Miko's Burning Purity

Ability Type Supernatural

Requires Knowledge (religion) 1 rank, female gender, Shinto faith, Iron Will, Lawful Good alignment

There are stories of temple *miko* whose touch burnt the demons who attempted to defile them. If grappled by any evil Outsider, or divine spellcaster of an evil deity or religion, that creature suffers 1 point of Holy damage per round it maintains the grapple. This damage is not subject to energy resistance or immunity.

Miracle of Transubstantiation

Ability Type Spell-Like

Requires Gothic Christian (or other Christian) faith

Once per day per four character levels, you can transubstantiate the Eucharist into the true flesh of God. Doing so requires a one minute ritual, which allows you to transform existing Communion wafers or ritual bread into magical sustenance. This functions identically to *goodberry*, save that it affects wafers and bread rather than fruit.

Moe Youthfulness

Ability Type Supernatural

Requires Domestic starting occupation, CHA 13+

Your dedication to the ideal of cute submissiveness has prolonged your life. Your Adult and Young Adult age categories are extended to double their natural length, also increasing your maximum age and expected life span. However, you spend longer at the peak of health and beauty. When you finally move into the Middle Age category, you remove this trait and replace it with another Faith or Social trait of your choosing.

Mortician

Ability Type Extraordinary

Requires Knowledge (religion) 1 rank, Burakumin social template

You make a living preparing the dead for burial or cremation and in comforting those left behind. You receive a +2 bonus on Diplomacy checks made to comfort the grieving or made against any sentient undead creature, as well as a +1 trait bonus on Knowledge (religion) checks made concerning funeral rites.

Noose Dreamer

Ability Type Supernatural

Requires female gender, WIS 13+

Ever since you were a little girl, you've dreamed of ceremonial suicide at the end of a noose, beneath the boughs of a great tree, in the presence of your friends and family. You have a supernatural insight into the pathways between the Earth Realm and the place where your dream will become a reality. You see *torii* gates between the Earth Realm and the Tatakama, and are aware of the general direction to a *torii* if you merely come within 10 kilometers of one.

Purified Karma

Ability Type Supernatural

Requires any good alignment, WIS 13+

You have purged the majority of sins from your karma, and are close to achieving Nirvana. If slain, you cannot rise again as any kind of undead spawn.

Resolute Faith

Ability Type Extraordinary

Requires Gothic Christian (or other Christian) faith

Your faith in the Gothic Christian god is unassailable. When you receive magical healing from a cleric of any Christian sect, you recover one additional Hit Point per four character levels.

Shiko

Ability Type Supernatural

Special can also be chosen as a Combat trait

Requires Athlete starting occupation, channel energy class feature

The Sumo tradition of lifting a leg and dropping the foot with enormous force is said to ward off demons. Once per day, you can perform a shiko as a move equivalent action that provokes attacks of opportunity. If you channel energy within one round of performing shiko, you add your STR modifier as additional damage/healing for the channel attempt.

Taste Heaven's Piss

Ability Type Extraordinary

Requires Akaname race

When you sample the urine of any Daughter of Kirin, Futakuchi or Kami, doing so activates your *Corpophile* racial trait for 1d6 hours. In addition, this satisfies your Perverse Compulsion racial trait for a number of days equal to 1d4 + the pissers's CHA modifier.

Temple Bell Kami

Ability Type Extraordinary

Requires Kami race

You are the great bell of a Shinto temple, come to life to remind people to worship there. You receive a +1 trait bonus on Perform (percussion) and Knowledge (religion) checks.

Useful Superstitions

Ability Type Supernatural

Requires Knowledge (either arcana or religion) 1 rank

You are familiar with dozens of weird old legends and creepy old ghost tales and have a storehouse of folk remedies and obscure Taoist protections at hand. Once per game session, when facing any supernatural obstacle or opponent, you may describe some relevant superstition. Make a DC 10 WIS check to see if you have a relevant item at hand; if you do you receive a +1 morale bonus on attack rolls and saving throws made against a single enemy or group of identical enemies until the end of the encounter.

Without Conscience

Ability Type Supernatural

Requires any evil alignment

You rape, torture and kill without a single thought given to karmic retribution. You do not suffer additional damage at the hands of the Eyrines Sisterhood nor their enchanted weapons based upon the number of creatures you have raped, nor are you affected by the Eyrines Apprentice starting talent or similar abilities.

Magic Traits

Academy Sister

Ability Type Extraordinary

Requires non-Goryohime race, female gender

You were called to the Hanging Academy by strange dreams, but once there, you took a divergent path that didn't lead you to the noose. Your three years at the Hanging Academy has made you an unofficial sister to the Goryohime, and a scholar of forgotten lore.

You receive a +1 trait bonus on Diplomacy checks made against Goryohime characters and Spellcraft checks made concerning spells or effects from the Divination and Necromancy schools.

Akibahara Electrical Mage

Ability Type Supernatural

Requires spellcaster level 1st

You were born in the heart of Akihabara, and the ever present electricity and otaku fantasy that permeates the area has shaped your magic. Your hands or hair sometimes crackle with bright flashes of static electricity. Your magical style emphasizes holography, illusion, fantasy and lighting evocation.

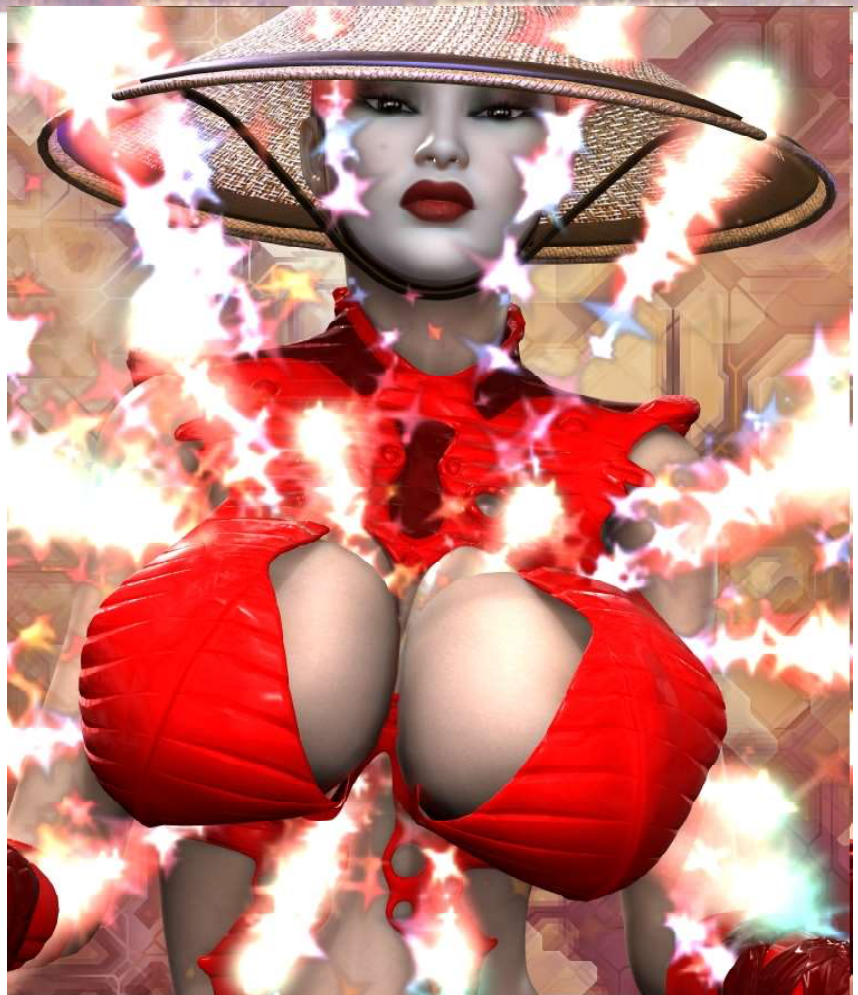
Whenever you cast a spell with the Electricity descriptor, your illusions become more potent. For one round, the Save DC of any spell from the Illusion school increase by +1.

Alternatively, whenever you cast a spell from the Illusion school, you inflict +1 electrical damage with any damage dealing spell with the Electrical descriptor for one round.

Amateur Fortuneteller

Ability Type Supernatural

You know the superstitions of the Junishi zodiac. If you know a character's birth year you receive a +1 insight bonus on Diplomacy, Sense Motive and Profession (gambler) checks made against that person.



Benten's Sea Pizza Delivery Girl

Ability Type Extraordinary

Requires female gender, CHA 13+, Fly 1 rank

You worked for the famous *Benten's Sea Pizza* as a teenager, and stayed long enough to earn your flight jacket, delivering pizza and occult instruments to spellcasters, adventurers, demons and minor gods all across Japan. You even stayed long enough to earn your broom- two years of night flights over the occult landscape.

You begin play with a special *Broom of Flying* created by the goddess Benten; this upgraded broom of flying has a non-tactical speed of about 700 mph! Note that selling this item for any but the most critical reasons (such as to pay for a lifesaving kidney transplant for your kid sister, or a situation equally grim) is a sure way to earn the goddess' ire.

Bile Magic

Ability Type Supernatural

Requires Akaname race

You are an absolute master of killing with acid, bile and shit. When casting any damage dealing spell with either the *acid* or *skatto* descriptors, add one point to the damage

total. This bonus damage is not multiplied on a critical hit, and does not apply twice, if the spell has both descriptors.

Busty Extreme!

Ability Type Extraordinary

Requires female gender, spellcaster level 1st

Japan is a nation of petite women, so the rare few Japanese women with large breasts immediately stand out in a crowd. The women of many magical bloodlines are marked by enormous, bouncy breasts- the mystical power in their blood congeals in their chest. These fabulous breasts are larger and more impressive than even the best plastic surgeon's effort.

The character's enormous breasts provide her with a +2 special busty bonus to AC. This functions like a natural armor bonus, but unlike other natural armor bonuses, this special natural armor bonus only applies when the character is nude or revealingly dressed. The character gains the ability to cast spells with the "Busty" special requirement in the spell's Components listing.

Burasera Enthusiast

Ability Type Supernatural

Requires WIS 13+

Your deep and abiding love for girl's panties has given you a supernatural insight into their wearers. By sniffing and exploring a pair of used panties or other undergarment as a full round action, you know the true appearance, race and species of the creature who wore it last. This is considered a 5th level divination effect.

Carnal Inspiration

Ability Type Supernatural

Requires arcane spellcaster levels

For 24 hours (or until you next sleep) after a sexual encounter with a partner who has a charisma score of 17+, you are blessed with a gift for the magic of change, creation and lust. You cast all spells from the Conjunction and Enchantment schools at +1 caster level.

Carve Netsuke

Ability Type Supernatural

Requires Craft (bone or woodcarving) 1 rank

Using techniques passed down from your parents, you have mastered the art of carving *netsuke*- tiny charms often used as decorative clasps, made from bone or wood. With a successful DC 12 Craft (bone or woodcarving) check, and about two hours of exacting work, you can carve a *netsuke*.

While carrying a netsuke, a character receives a +1 luck bonus on a single skill check, represented by the activity depicted by the carving. A netsuke will only function for the specific person it is carved for, or that character's child

or heir. A person can carry any number of netsuke at any given time. As an art object, most netsuke can be purchased for 2-5 gp; as a gift to a trusted friend, their value is far greater. Netsuke are Fine magical trinkets of negligible weight.

Corpophiliac Recharge

Ability Type Supernatural

Requires Modern Spellcaster levels, Akaname race

By allowing a living humanoid or monstrous humanoid to defecate in your hands, you claim magical energy from both their bodily wastes and the fetishistic psychic charge of the act. The feces burns away in heatless flames, and you recover one Spell Pont. This does no harm to the 'donor'. You can only draw energy from a given character once per 24 hour period.

Corpse Haunted

Ability Type Spell-Like

Requires CHA 13+

Ever since you were a child, you have been able to see and speak to ghosts. And in Japan, there are many, many ghosts. You receive a +1 insight bonus on all CHA-based skill checks made against sentient undead. Once per day, you may ask a single question of any recently slain corpse that it can answer within 20 words or less. When used on any corpse slain within the past 12 hours, this ability functions as a lesser version of *speak with dead*.

Death and Machines

Ability Type Supernatural

Requires POETICA race

POETICA are created from the tattered remnants of tiny dead souls, grown into something bio-mechanical and glorious. Understanding the truth of your nature opens secrets of necromancy and techno-magic that purely human spellcasters never realize. You may cast any enchantment or transmutation spell that can solely affect constructs or machines as a necromancy spell instead.

Death Crosser

Ability Type Supernatural

Requires WIS or CHA 15+

You awakened to a life in Black Tokyo complete with a history you know as you know your dreams. More clearly than your waking life, you remember another life, either as a peasant of the Tatakama or as a soul from somewhere far more distant.

If slain, your consciousness migrates quickly to another pseudo-life somewhere in Black Japan or in the Tatakama. You remember your experiences and your death, and may quickly resume the business of your old existence, as soon as you can find a way to return to the place you died. Your

replacement characters cannot be introduced any sooner than the beginning of the next game session, but remember virtually all aspects of their former existence.

Death Erection

Ability Type Supernatural

Requires Goryohime race with the Hanging Boy alternate racial trait

The fact Hanging Boys are known for the death erections they sprouted as they became undead certainly helps their odds with the female of the species. The Hanging Boy Goryohime gains a +1 trait bonus on all STR and CHA based skill checks for one minute after casting any spell with the *Death* descriptor.

Death Sense

Ability Type Supernatural

Requires WIS 11+, Heal or Perception 1 rank

You can see a faint, flickering shade of the bodies of those who have died, a useful talent on the ghost haunted island of Black Japan. You see a faint image of any humanoid or monstrous humanoid that has died at a site within the past year. The relative sharpness of the image indicates how long ago the creature died; deaths nearly a year old are faint and washed out, while the colors of more recent deaths are more vivid. You perceive the corpse in the position and condition they were in at the exact moment of the creature's death.

Demon Wing Kami

Ability Type Supernatural

Requires Kami race with either the Evil defining subtype or Cuddly Oni alternate racial trait

You have cute, bat-like wings that grow from the side of your hair. Viewed at the right angle, these wings seem to be a part of your dark hair. Your Flight speed increases by +5 ft.

Familiar

Ability Type Extraordinary

Requires Animal Affinity

You've attracted the attention of a cute, cuddly animal companion born in the Tatakama's endless twilight. This creature usually appears as a small, unusual looking version of your birth animal, but can occasionally pass for an ordinary animal.

You gain a Familiar as a wizard of your total character level. If you belong to a class that offers a Familiar, use your total character level, rather than class level, to determine your Familiar's abilities.

Gerontologic Healer

Ability Type Extraordinary

Requires Home Health Care Tetsujin alternate racial trait, Tetsujin race

You were designed to keep the aged alive no matter what it costs them. You can use *raise dead* and similar spells to return creatures that have died of old age to life. When you cast the spell, you make a DC 15 Heal check. If this check is successful, the creature returns to life and their maximum lifespan is extended by 2d6 months. On a failure, the creature is returned to life, but their maximum life span is only extended by 3d6 days. If you roll a natural 20 on the check, the creature returns to life, and their maximum life span is extended by 1d4+1 years.

You may continually *raise* the same creature, again and again after it dies of old age. Tetsujin clerics with this trait are encouraged to do so, especially if still indentured to Hyabusa Heavy Industries. The costs associated with the spell are simply added to the medical bill.

Gymnasium Spartacus Special Membership

Ability Type Extraordinary

Special Can also be chosen as a Social trait

Requires STR 13+ or DEX 13+ or CON 13+

You have a special, long term membership with Gymnasium Spartacus, in Akihabara, Tokyo. In addition to full use of their mundane facilities, once per day, you can use any single Occult Gym Equipment on site of your choice. GymSpar has a full selection of Occult Gym Equipment and are open 24 hours.

Gynophiliac Chef

Ability Type Extraordinary

Requires Profession (chef) 1 rank

You have a taste for the attractively prepared flesh of human girls, and can prepare their bodies with a chef's expertise. You receive a +2 bonus on any Craft or Profession (chef-related) check if you incorporate a humanoid you would be sexually attracted to as an ingredient.

Hanging Academy Transfer

Ability Type Spell-Like

Requires Student starting occupation, female gender, INT 11+

At least some of your high school experience was spent at the Hanging Academy, and even if you never 'graduated' by becoming Goryohime, you remember well the academy's lessons in beautiful necromancy.

You may use *Cause Fear* as a spell-like ability once per day. Alternatively, you can cast *Bless* on a Goryohime by

expending the daily use of this ability. Your caster level is equal to your total character level.

Kami Bindi

Ability Type Supernatural

Requires Kami race

A small, beautifully cut oval jewel rests at the center of your brow, above the mystical *chakra* point of your third eye. The color and type of your *bindi* gem determines what power you possess. Once this choice is made, it cannot be changed; your defining subtype must match this *bindi* gem, if such a defining subtype exists.

You cast spells with the descriptor specified by your *bindi* gem at +1 caster level.

- Agate: Skatto
- Emerald: Acid
- Diamond: Light
- Golden Sunburst: Good
- Jade: Law
- Obsidian: Evil
- Onyx: Darkness
- Pale Quartz: Electricity
- Rose Quartz: Pleasure
- Ruby: Fire
- Sapphire: Water
- Silver Crescent: Chaos

Kiss Friend

Ability Type Supernatural

Requires Human race, CHA 13+

Some humans have an especially deep emotional connection to Battlechangers, and for some reason, affection from these special young men and women can recharge a Battlechanger's energy cells. As a full round action, you can kiss a willing or helpless Battlechanger on the mouth or face plate and provide it with one point of Fuelon. You may use this ability a number of times per day equal to your CHA modifier.

Kitsune's Last Gift

Ability Type Supernatural

Requires non-Kitsune race

A Kitsune called you friend, lover and more, and upon the Kitsune's death, you were bequeathed her liver. By eating a Kitsune's liver, freely given, you have become immortal. You have no maximum age and do not suffer ability score penalties for aging; you receive a +1 trait bonus on Diplomacy checks made against Kitsune.

Kitty Cat Magic

Ability Type Extraordinary

Requires Nekomusume race, ability to cast 1st level arcane spells



Though dimwitted, you are a fairly capable wizard, even if you write your spell formula out in big crayon *kanji* in colorful, cutely illustrated spellbooks that look like they were designed with third graders in mind.

Your INT score is treated as being 10 if it is lower for the purpose of determining the ability score modifier to your spells saving throws. Your INT score is treated as being +4 higher for determining the highest level of spells you can cast.

Loli Mage

Ability Type Supernatural

Requires Young Adult or younger, female gender, spellcaster level 1st

You've studied with a traditional magical academy, and know that nothing sharpens your magical mind better than a cum just before preparing your spells. If you have a sexual encounter immediately prior to praying or preparing spells /recovering spell slots for the day, you can prepare

an additional 2 zero level spells (cantrips or orisons) that day.

Lucky Burasera

Ability Type Supernatural

Requires male gender

Your love of panties has evolved into a fetishistic cross-dressing ritual that brings you good fortune. Anytime you wear a pair of panties worn in the previous hour, you receive a +1 trait bonus to either your STR, DEX or CON scores. The ability enhanced is based upon the highest physical attribute of the underwear's previous owner. This occupies your belt magic item slot.

Magic Maid Service

Ability Type Spell-Like

Requires CHA 11+

Dirty little fantasies fuel your magical talents. With something less than a dirty thought you can summon a swarm of semi-real sexy, little pixies to do anything you ask them to.

At will and as a standard action, you may use *prestidigitation* as a spell-like ability.

Once per day, you can instead utilize a variant of the *prestidigitation* spell. Your modified *prestidigitation* takes the form of a swarm of several dozen cute fairies dressed in traditional maid costumes (or any other costumes you desire). While they perform the mundane functions of the spell, they put on a raunchy holographic show for you and everyone else in the vicinity. Feather dusters are inserted in some places you typically don't expect to see a feather duster inserted.

You may maintain the maid service effect indefinitely, as long as you spend a standard action each round concentrating on the spell. Each round, you may designate a specific sentient creature as the target of the maids' lusty antics. That target must succeed at a WILL Save (DC 10 + your CHA modifier) or be *stunned* for one round by the playful sexual images. If the target cannot clearly see the pixies or is not normally attracted to beings of your maids' gender, this stunning enchantment has no effect.

Menstrual Blade

Ability Type Supernatural

Requires Moon Wise, spellcaster level 1st

Whether blood flows from your wrist or from between your legs it is a weapon. You learn *Hemetic Katana* as a bonus spell; it is considered as part of the spell-list of the spell casting class you possess when you take this trait and uses that class' key ability score to determine Saving Throw DC.

When you are menstruating, you reduce the damage by 3 points when summoning the Hemetic Katana; when you reach 10th level, you reduce the damage by 6 points, and when you reach 15th level, by 10 points. This can never reduce the spell's damage to you below 1 HP worth of damage.

Menstrual Control

Ability Type Extraordinary

Special can also be selected as a Racial trait

Requires Moon Wise

Rather than bleeding continually, you may bleed lightly throughout the month to better take advantage of your feminine magical abilities. Each month, you bleed for 1d4+3 days; each morning, upon awakening, you may decide whether you will bleed that day or not. You must menstruate for this whole cycle, but can choose to do so in one day increments. If you menstruate for the whole cycle continually, you must wait at least three days before using this trait again.

Necro-Freak

Ability Type Supernatural

You like your lovers perfectly still, cooling slowly to room temperature, bowel and bladder utterly relaxed and trickling empty in death. A sexual encounter with a creature slain within the previous 8 hours is considered a sexual act for the purpose of sex-related traits, feats and powers.

Obanazawa Ice Mage

Ability Type Supernatural

Requires spellcaster level 1st

You were born in the village of Obanazawa, in the Yamagata Prefecture, which is one of the coldest, and easily the snowiest, places within Japan. Cold is in your blood, and sorcerers from Obanazawa often come from the *Boreal* bloodline, and many wear the tall, conical 'snow hats' common to the village year round, as a symbol of where they come from and the icy power they possess.

Whenever you cast an Evocation spell with the Cold descriptor, you inflict an additional point of Cold damage.

Occult Consumer

Ability Type Extraordinary

Special You can select this as a Social trait.

Requires Knowledge (arcana) 1 rank

Like many of Black Japan's young occultists (and mage-watchers), you obsessively track the locations of vending machines selling occult goods and trade sightings on occult message boards.

Once per day, you may attempt a DC 15 Knowledge (arcana) check. If the check is successful, you are aware of the location of an occult vending machine (see *Enchantments of Black Tokyo*) within 2-3 blocks of your present position. You may only attempt this check in the Earth Realm, inside Japan. If you are outside of Japan, but elsewhere in Asia, the Knowledge Check DC increases to DC 25.

Occult Style

Ability Type Supernatural

Requires Knowledge (arcana, pop culture) 1 rank each

Once per day, you may attempt a Knowledge (arcana) check to transform an article of non-magical clothing you are wearing into a temporary wondrous item. Making this check is a full round action that provokes attacks of opportunity. The Knowledge (arcana) Check DC is equal to 15 + the wondrous item's caster level (maximum CL 10th). If your check is successful, the non-magical clothing duplicates the properties of the designated wondrous item for one round per four character levels. A failure still uses up the daily use of this ability.

Pleasure Killer

Ability Type Supernatural

Requires spellcaster level 1st

You prefer to use Pleasure magic to kill your victims, perhaps out of a sense of mercy, perhaps simply because you enjoy watching things orgasm as they die. You add +1 point of Pleasure damage to any spell you cast with the Pleasure descriptor.

Pleasure Tattoos

Ability Type Supernatural

Your breasts, abdomen and genitals are marked with spiraling black tattoos that accentuate your curves and eroticism. These magic markings also heighten sexual pleasure to an unimaginable degree. You recover 1 HP anytime you orgasm.

Drawback: You suffer a -2 penalty on WILL Saves to reduce the damage inflicted by Pleasure effects.

Pocket Shifter

Ability Type Supernatural

Requires wild shape class ability

You identify most closely with nature's smallest and seemingly friendliest creatures. When you use your wild shape class ability to assume the form of any Small animal, the duration of the effect is 2 hours/level, not 1 hour/level as normal.

Possessor's Mark

Ability Type Supernatural

Requires CHA 13+, any evil alignment

You consider lovers and property to be interchangeable. Once per day, you can touch a creature during a sex act, and permanently mark it with a mystical, glowing rune on the face, breasts or genitals similar to an *arcane mark*. If your lover succeeds at a WILL Save (DC 12 + your CHA modifier), the mark is only semi-permanent, lasting a number of days equal to your CHA modifier. Otherwise, the mark is permanent, and can only be erased with a *remove curse* spell. If the sex act is violent or non-consensual, the victim suffers a -2 penalty on this save.

Provalactic Breath

Ability Type Supernatural

Requires CHA 13+

You can breath out sweet smelling spells upon your lovers' genitals, which work just like a condom or dam, but are lots more fun. You can use your provalactic breath at will, covering your lovers' genitals in a slightly iridescent, colorful and sticky film, which peels off harmlessly after the sexual encounter is over. This barrier prevents the possibility of pregnancy and provides a +8 bonus on FORT saves to resist sexually transmitted diseases.

Saijo Water Mage

Ability Type Supernatural

Requires spellcaster level 1st

You were born in the small town of Saijo, in Ehime Prefecture, which is home to an assortment of mystical springs and powerful water elemental casters. Even spellcasters who learned their magic before the local highschool began teaching occult arts (during the late 1990s) often wear t-shirts with the school's crest as an expression of local pride.

Whenever you cast a spell with the Water descriptor, either you or an adjacent ally gain a single HP.

School Style Forever!

Ability Type Extraordinary

You'll always love the feel of a modified school uniform. You may purchase enchanted School Uniforms at a 10% discount (sometimes more, at the gamemaster's discretion) and reduce the construction cost of School Uniforms you enchant yourself by 15%.

Sense Faithlessness

Ability Type Supernatural

You can easily see the spiky black aura wrapped around a has cheated on his wife, or a cuckolding wife. You automatically know if a humanoid or monstrous humanoid creature has ever been unfaithful to its spouse (s) or

betrothed. Your strange sight provides no details on the infidelity, only that the event occurred. This is considered to be a divination effect equal to a first level spell.

Sewer Worker

Ability Type Supernatural

Requires Tetsujin race

Tetsujin with this configuration have hermetically sealed, water-tight hulls that protect the both from the mundane filth of Japan's sewers and waste-water treatment facilities, but also supernatural filth. The Tetsujin receives a +4 racial bonus on saving throws against spells and effects with the *skatto* descriptor.

Skatto Apprenticeship

Ability Type Extraordinary

Requires Wards of Filth

You learned the arts of filth-sorcery from an Akaname master or mistress. You gain one additional daily use of your Wards of Filth ability per five character levels (maximum +4 daily uses).

Small Breasts Forever!

Ability Type Supernatural

Requires female gender, Japanese ancestry; can never select the Busty Extreme trait

You've always had a sneaking suspicion about big breasted women- especially the spellcasters, and are stridently proud of your own tiny breasts and petite, boyish frame. You receive a +2 trait bonus on saving throws against spells and spell-like abilities with the *Busty* descriptor.

Sleep on Ecchi Pillows

Ability Type Supernatural

Requires Otaku cultural template

Your small, bachelor's bed is cramped and overstuffed with dozens of lewd anime body pillows and the occasional hip ona-hole buried beneath them. While sleeping on any bed filled with at least 100 gp worth of anime pillows or similar items (blankets, slip cases, ect) you become immune to abilities that specifically target sleeping creatures, such as a *Night Hag's* dream haunting ability.

Sonic Magic

Ability Type Extraordinary

Requires Tetsujin race

Thanks to their superior hearing and advanced audio synthesizers, Tetsujin spellcasters often specialize in sonic magic, pushing the limits of sound-based spells farther than their human counterparts can.

The Tetsujin inflicts an additional point of damage with any damage-dealing spell with the sonic descriptor, and receives a +2 trait bonus on Spellcraft checks to cast any spell with the sonic descriptor defensively.

Spoon Feed

Ability Type Supernatural

Requires Domestic starting occupation

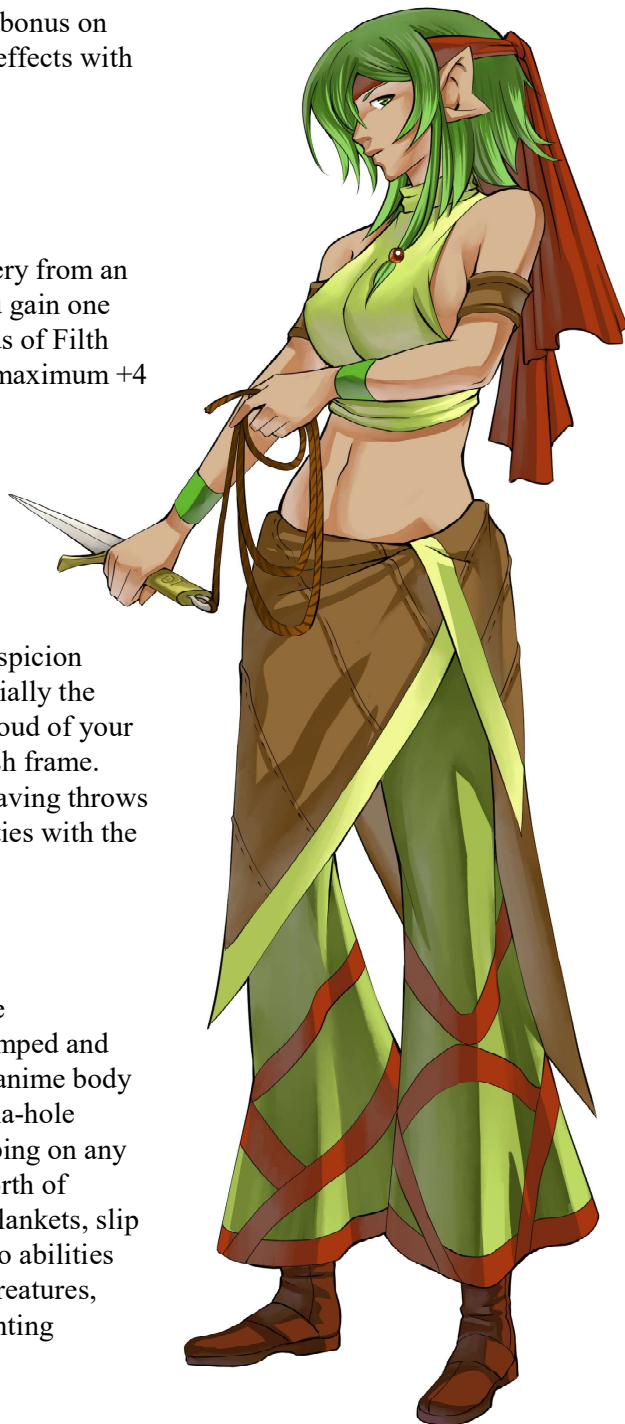
A magical refinement of a service offered in some maid cafes, you can feed magical food to a master or mistress to enhance its effects. If you feed a potion or other consumable item to another character as a standard action, the duration of the potion/ consumable is increased by one round. If the potion provides healing, it restores an additional +1 HP to the character instead.

Sterile POETICA

Ability Type Extraordinary

Requires POETICA race

Your miles of artificial intestine are assembled with surgical-grade sterility in mind. As a perfectly clean artificial girl, you do not sweat, urinate or defecate. You receive a +2 racial bonus on saving throws against spells with the *skatto* descriptor.



Student Witch

Ability Type Spell-Like

Requires Young Adult age category or younger, INT 11+
You attend a magical high school or junior college, such as the prestigious Clovers University, Tanso Middle School, the Hanging Academy or a similar school. Choose any three 0-level arcane spells “canttrips”. You can cast each spell once per day. You are treated as a wizard for purposes of arcane spell failure chance when you are wearing armor.

Tempting Fluids

Ability Type Supernatural

Requires CHA 13+

Anyone who tastes your delicious, cloying sexual juices suffers a -1 penalty on WILL Saves made to resist any charm or compulsion effect caused by you for 24 hours, as well as a -1 penalty on Sense Motive checks against you for the same duration.

Ungaikyo

Ability Type Supernatural

Requires WIS 13+

Ever since you were a child, mirrors have shown you strange and terrifying wonders. Up to three times per day, while you are holding or touching a mirror, you can command that mirror to show you the true form of all creatures reflected in it. Doing so is a standard action, and the reflected creatures receive no save against this effect. The mirror reveals transformations, pierces illusions and reveals invisible creatures. The mirror will not show the true form of someone disguised through mundane or high tech means.

This is considered a 5th level divination effect.

Uozu Tanuki

Ability Type Extraordinary

Requires Tanuki race, Knowledge (local) 1 rank

Like many Tanuki you crossed into Japan near the town of Uozu, in the Toyama Prefecture, through the very safe and accessible “Pure (play) Gate”. A long time inhabitant of Uozu, you receive a +1 trait bonus on all Knowledge (local) checks made concerning the city, and a +1 trait bonus on REF Saves made within Uozu’s city limits.

Unbreathing

Ability Type Supernatural

Requires non-Goryohime race, female gender, Knowledge (the planes or religion) 1 rank

Your studies at the Hanging Academy taught you a great secret- how much unnecessary effort it is to breathe. Though you are not undead yourself, ritual strangulation broke your need to breathe. You live without filling your lungs, gaining the No Breath racial trait.

Uniformed Spellcaster

Ability Type Spell-Like

Requires Profession (soldier) 1 rank, WIS 11+, any lawful alignment

With a simple snap of your fingers and a thumb run along the creases of your sleeves, you restore you uniform to perfect military standards. You may cast *inspection ready*, as a cleric of your total character level at will.

Veneration of the Saints

Ability Type Supernatural

Requires Gothic Christian (or other Christian) faith

Once per level, you may prepare a medal depicting a patron saint (or especially beloved martyr, especially if one of the 26 Martyrs of Nagasaki). Doing so requires a silver holy symbol and at least an hour of prayer, though no other material components. You imbue the holy symbol with a divine blessing (equivalent CL 1st).

A character who wears the saint’s medal, which usually occupies the neck slot, receives a +1 holy bonus on one saving throw of choice and a +1 holy bonus on two skills of your choice. These skills must be keyed to different ability scores, and reflect the life and attributes of the chosen saint, as much the chosen saving throw. When you create this saint medal, you name a specific character it is intended for. The item does not confer any benefit on any other character- though the original owner can designate a new owner, in a similar manner. You cannot wear this saint medal yourself and receive any benefit.

Visual Kei

Ability Type Supernatural

Requires Bard class levels

Your style is beautiful, androgynous and accentuated by elaborate, militaristic costumes and long, flowing hair. When wearing any form of Impromptu, Light or Medium magical armor that you are proficient with, you receive the armor’s enchantment bonus as a competence bonus on one Perform check of choice. You choose this Perform check when this trait is chosen, and thereafter it cannot be changed.

Racial Traits

In addition to the traits in this section, players of a particular race can select any other trait as a Racial trait if one of the requirements is membership in that specific race. For example, a Kitsune hero could choose the *Activist Kitsune* trait as either a Social or Racial trait.

Ama Diver

Ability Type Extraordinary

Requires female gender, Swim 1 rank

The small town of Onjuku, in Chiba Prefecture had a tradition of unaided abalone and pearl diving by bare breasted young women (locally referred to as 'ama') up through the 1970s. You've learned the sexy, submarine secrets of these women divers. When nude or dressed in any Light or Impromptu armor with the Near Nudity quality, you add your CHA modifier to your CON modifier to determine how long you can hold your breath.

Best in Show!

Ability Type Supernatural

Requires Nekomusune or feline Anthro race, CHA 15+ You have competed in- and won ribbons- at Fashion Club Nekomini. You are one of the most beautiful, glamorous cat-girls in Tokyo, and even your enemies have to stand in awe of your sensuality.

Once per day, you may add your CHA modifier as a luck bonus to your Armor Class. Mystical confetti and celebratory music fills the air, the arcane remnants of the enchantments you received for your stunning victory on the runway. Illumination becomes bright in a 90 ft radius around you. This enhancement lasts until the end of your next turn. Activating this talent is an immediate action.

Benevolent Ghost

Ability Type Supernatural

Requires Undead type or Half-Undead subtype, any non-evil alignment

Though undead, your connection this world, and this life, is at its strongest when you perform kindnesses and show mercy to living humans. You gain Channel Resistance +1 (or your existing Channel Resistance increases by +1) for one hour after performing acts of ordinary kindness for living humans or other mortal humanoids without expectation of repayment.

Cat Nap

Ability Type Extraordinary

Requires Nekomusune race or feline Anthro

You take dozens of little naps, every chance you get. You need only half as much sleep as normal to recover Hit Points or regain spells. This does not allow you to recover

more HP per day than normal, or recover spells multiple times per day, only to do it with less rest.

Crazy, Computerized Girl Skin

Ability Type Extraordinary

Requires Computer Use 1 rank, Hyakki Yokai race Some of the more modern *Hyakki Yokai* have started building girl-skin outfits that incorporate occult-tech components salvaged from POETICA, in place of the traditional leather, silk, bamboo and bronze.

The Hyakki Yokai can choose traits and feats unique to the POETICA race. In addition, she may always use the Computer Use skill normally, even if prevented by an effect that would normally preclude concentration, such as a barbarian's *rage* class ability.

Cute Devil Tail

Ability Type Extraordinary

Requires Outsider type

Your plane of origin? Well.... Let's just say it's not one of the *good* ones and leave it at that. You have a long, slender crimson or vermillion tail with a devilish, heart shaped tip. If your tail is exposed and free to move and swish, you receive a +2 trait bonus on Bluff, Diplomacy and Perform checks made against evil Outsiders.

Data Umbilicus

Ability Type Extraordinary

Requires POETICA race

The POETICA has a long, semi-prehensile and fully retractable fiber optic cable that is usually stored within her headphone-like cranial pods. She can plug into another POETICA and read her surface thoughts, as if by the 3rd round effect of *detect thoughts*. If the other POETICA is unwilling, she must succeed at a combat maneuver check to 'plug in', as if grappling. The POETICA may add her INT modifier (if positive) to her CMB when attempting to plug in.

Fueled POETICA

Ability Type Extraordinary

Requires POETICA race

Most POETICA need to eat and drink, just like fully organic women, but a handful of models have an arcane fuel rod the size of an AA battery implanted in their abdomen. The POETICA has no need to eat or drink to sustain her life functions, but may do so to achieve some benefit (such as drinking a potion).



Futanari

Ability Type Extraordinary

Requires CON 11+

You were born with both sets of sexual equipment- a pink and pretty pussy with a huge, hard cock growing just above. You can select feats and classes unique to both genders, and can enjoy sex as either a man or a woman, or both at once, at your option. Even members of normally exclusively female races, such as Daughters of Kirin or Futakuchi, can become Futanari- these two-gendered heroes are the closest their races can come to producing men.

Futanari are common hentai protagonists, and these fully functional bi-sexed characters have become fetish fuel around the world. The Futanari trait offers impressive tactical possibilities for gamers wanting to mix and match gender-specific Hentai powers. More importantly, the Futanari trait lets players build characters able to play with gender roles and have some memorably perverse romantic and sexual encounters in game.

Flexible Figure (SU)

Ability Type Supernatural

Requires female gender, either Busty Extreme! or Small Breasts Forever! trait

Your body changes its contours at your whim, allowing you to go from voluptuous to whipcord thin overnight.

Each day, upon awakening, you can replace your *Busty Extreme!* or *Small Breasts Forever!* trait with the opposite trait. If you possess the Mega-Busty or Mega-Pettanko feats, these are also swapped for their opposite trait. Other traits and feats dependant on either key trait are suppressed while in the opposite state.

Gaijin

Ability Type Extraordinary

Requires non-Japanese nationality

You are a foreigner living in Japan, often stereotyped as an uncultured thug, but you are not expected to know all the local culture's intricate rules of behavior. You receive a +2 bonus on Intimidate checks, and once per day, you may reroll a failed Diplomacy check made against any Japanese character. You must accept the results of the second roll, even if it is worse then the first.

Gashapon Prize

Ability Type Supernatural

Requires female gender, CHA 13+

You were born in a magical girl vending machine and bought as a playtoy. You've still got your company's logo on your butt, in fact. You're naturally connected to the street corner machines that created you, and you receive a

+2 insight bonus on Stealth checks in urban environments. Additionally, you may acquire items worth less than 2 gp from any vending machine without cost.

Goetic Kami

Ability Type Spell-Like

Requires Kami with an alignment-keyed defining subtype

You can summon creatures from the fields of Heaven or the depths of Hell, that appear in a Goetic summoning circle, drawn in the air in arcane fire. Once per day, you may use *summon monster I* as a sorcerer of your total character level; you may only use this effect to summon either celestial (good characters) or fiendish (evil characters) creatures. Neutral Kami choose whether to summon celestial or fiendish creatures when this trait is taken.

Gongen

Ability Type Extraordinary

Requires Kami with the Air, Cold or Earth defining subtypes

You are the embodied spirit of one of Japan's mountains. You are always considered acclimated to high altitude and never suffer altitude sickness. You receive a +1 trait bonus on Survival checks above 5,000 ft.

Heavy Weight Tetsujin

Ability Type Extraordinary

Requires Tetsujin race, Natural Armor racial trait

Your natural armor is far heavier than normal. If ordinary Tetsujin have armor like the body plating of a mid-sized car, your armor is like the reactive steel cladding of a main battle tank. Your natural armor bonus increases to +4.

Hypnotic Doll Eyes

Ability Type Spell-like

Requires Ningyou race, CHA 13+

Your large and fixed eyes are used to entrance or hypnotize. You can cast *hypnotism* once per day as a bard of your total character level.

Hunting Senses

Ability Type Extraordinary

Requires Nekomusume race with Feral Nekomusume alternate racial trait

You dream of blood and hunting small creatures- taking joy in ending the lives of mice, rats, squirrels and other such vermin. Look, you caught another one!

You gain *Blindsense* 60 ft, though the only creatures your Blindsense detects are those of Size Small or smaller. In addition, non-intelligent animals and vermin of size Diminutive or smaller do not receive a size bonus to AC against your natural and melee attacks.

Itasha Paintjob

Ability Type Extraordinary

Requires Battlechanger race, Ground Mover or Speedster alt-mode

Special Battlechangers can instead choose this as a Social trait.

Some Battlechangers working in Japan have chosen bright, anime-flavored paintjobs and wraps, either for purely aesthetic reasons, or because they've gone native. You reduce the bonus provided on Disguise checks via your Freeze racial quality by up to -5 points, but you receive a bonus equal to twice the chosen amount on Bluff and Diplomacy checks made against characters with the Otaku cultural template. Once chosen, you must re-scan to change the penalty and associated bonus, or you may set both to +/- 0 until you re-scan again.

Kitty Lick

Ability Type Extraordinary

Requires Nekomusume race

Your sandpapery cat's tongue is a wonder. You receive a +1 trait bonus on Perform (sexual) and Profession (sex worker) checks; these skills are always class skills for you.

Kizaki Born

Ability Type Supernatural

You didn't realize it until recently, but you were conceived during a visit to the Nagano Prefecture's incestuous resorts. Who your real parents are and their exact, complicated relationship to you is a matter for a future plotline. However, once per day, after engaging in a consensual incestuous sex act with a family member you may use their STR modifier in place of your own for one hour.

Mecha Pilot Neko

Ability Type Extraordinary

Requires Nekomusume race, Strike Kitten alternate racial trait

Special Nekomusume can instead choose this as a Combat trait

Many Strike Kittens are attracted to the speed, power and sheer thrill of piloting a powered armor exoskeleton into battle.

When wearing any grade of Powered Armor customized with feline deco or motifs (such as cat-ear cowling on the helmet, paw print or whisker deco, or a mechanical tail), you receive a +1 trait bonus to REF Saves above as well as ranged attack rolls. These bonuses are in addition to the DEX bonus provided by the armor, if any. If this armor includes flight capabilities, you receive a +1 trait bonus on Fly checks as well.

Midnight Grace

Ability Type Extraordinary

Requires Nekomusume or Anthro race, black fur

Your glossy black pelt is as dark as the spaces between the stars. You are adept at blending into the shadows. Attacks made against you while in dim light have a 50% miss chance rather than the normal 20% miss chance. This ability does not grant total concealment; it merely increases the miss chance.

Nekomini

Ability Type Extraordinary

Requires Nekomusume race

You are far more human-like than other Nekos. Your feline features are limited to your golden eyes, a pair of pointed cat ears atop your skull and your expressive tail. You receive a +4 trait bonus on Disguise checks made to pass for human, and do not take a penalty on these checks for disguising yourself as a member of another race.

Palette

Ability Type Supernatural

Requires Doujinishi race, arcane spellcaster level 1st

You are a master (or mistress) of the vibrant magic of light and color. You may add either +1 to the saving throw DC of any spell from the illusion school with the figment descriptor or one round to the duration of any such spell. You make this choice at the moment of casting. When you use this racial trait, your clothing and gear is bathed in a spectacular lightshow that makes it appear a single monochromatic shade, emblematic of your personality, for several seconds. This shade is chosen by you during character creation and only changes after truly life-altering events.

Perfect Imitation

Ability Type Extraordinary

Requires Tetsujin race

The Tetsujin's vocal processors are so advanced the robot automatically succeeds on Disguise checks made to alter or disguise its voice, or to imitate another creature's voice. The Tetsujin receives a +1 racial bonus on Perform (sing) checks.

Pillow POETICA

Ability Type Extraordinary

Requires POETICA race

Your body is soft and pliable, and sleeping in your arms is restorative for humans. If you undergo complete bedrest with a human also undergoing complete bedrest, that human regains Hit Points and Ability Score damage at three times the usual rate.

Similar Traits

A mechanically identical trait called *Therapeutic Purr* is available to Nekomusume. The high frequency of the catgirl's contented purring promotes tissue regeneration. Similar traits might be available to other artificial girl species, at the gamemaster's option.

Programmed for Service

Ability Type Extraordinary

Requires Domestic starting occupation, POETICA race
POETICA are designed for service, and you are an exemplary example of POETICA submissiveness and duty. For every rank you place in Profession (domestic) you receive a bonus Hit Point.

Radiation Shielded

Ability Type Extraordinary

Requires Tetsujin race

Like many new-model Tetsujin, you were assembled specifically for clean-up and search and rescue duty in Fukushima. You are immune to radiation.

Radio Tail

Ability Type Extraordinary

Requires any race with a tail

You can use your long tail as an antenna to pick up most comms signals, though this might mean cutely wiggling your butt a bit to adjust the frequency. Some catgirls boast this capability, especially the Strike Kittens of Misawa air base.

You can perceive unencrypted radio, television, wifi and similar signals, as long as your tail is exposed and free to move.

Ruler Kami

Ability Type Spell-Like

Requires Kami race, any lawful alignment, WIS 15+

You are one of the chief servants of Heaven, well respected by other *Kami*, and responsible for carrying news of mortal behavior to the gods. You can cast any of the detect alignment spells (*detect chaos*, *detect evil*, *detect good*, or *detect law*) as first level cleric three times per day, as a spell-like ability.

Sewer Instincts

Ability Type Supernatural

Requires Akaname race

Your fetishistic lust for piss and shit gives you an instinctive understanding of plumbing. Akaname receive a +2 bonus on Perception checks to notice unusual plumbing, and receive a check to notice such features when they pass within 10 ft of them, whether or not they are actively searching. Unusual plumbing refers to



plumbing servicing hidden rooms or areas, plumbing or gas mains servicing traps (such as a flooding room trap or concealed gas chamber) or other unusual devices.

Smell Eater

Ability Type Supernatural

Like the legendary *jiki-ke-gaki*, a ghost that devours smells both pleasant and smell, your strange body absorbs all scent from the air around you. The scent special ability fails to function within ¼ mile of your presence, and for one hour after you leave an area, as smells gradually return. If you have the *scent* special quality yourself, the ability is unaffected.

Songbird Doll

Ability Type Extraordinary

The Ningyou's voice and throat are masterwork musical instruments; she is considered to always possess a masterwork quality woodwind, specifically a *sakuhachi flute*. Her throat may be enchanted normally, but she must remain present for the entire process.

Soundboard

Ability Type Spell-Like

Requires Tetsujin race

The Tetsujin's in-built audio system and sound processors are the envy of any megacorp recording studio. The Tetsujin may use *Ghost Sound*, at will, as a sorcerer of his total character level.

Stratos Flier

Ability Type Extraordinary

Requires natural flight speed

Your gift of flight takes you to the edge of the atmosphere, and near vacuum does not harm you. You gain the No Breath racial trait.

Superior CPU

Ability Type Extraordinary

Requires Tetsujin race

Some Tetsujin are designed to be skillful hackers and programmers. Your onboard computer implant is treated as being Upgraded +3, and you gain an additional Attack Barrier x2, which offsets any cybernetic security risk by two points.

Tufted Ears

Ability Type Extraordinary

Requires Nekomusume race

Your ears are even larger than the norm, with an inner tuft of fur that accentuates their cute contours. You receive a +3 trait bonus on sound-based Perception checks.

Unspoken Strangeness

Ability Type Extraordinary

Requires any non-human player race

Despite the fact that you are obviously something completely different than ordinary men and women, nobody ever seems to notice your true heritage unless you do something obvious to arouse suspicion.

Ordinary characters will react to you as if you were a mundane human being, unless you do something obviously strange or magical. Even if you are a monster, undead or other strange being, you can still (somehow) attend a regular high school, work an ordinary job, and live a mostly ordinary life.

Waifu

Ability Type Extraordinary

Requires Doujinishi race

You sprang into life from a romantic, even sweet, sexual fantasy common to many otaku. You receive a +4 trait bonus on sexually oriented Diplomacy checks made against male characters with the Otaku cultural template.

You never worsen the attitude of such a character if you seriously fail a Diplomacy check.

Weightless Systems

Ability Type Extraordinary

Requires POETICA race

Gravity generators near your bio-mechanical heart make you nearly weightless, and incredibly light on your feet. While you are conscious, your apparent weight is roughly 1/10th what it would be the norm for a human female of your build, whenever doing so would benefit you. You may easily be carried by an ally, for instance, and there is a 50% chance that traps and sensors based on human-level weight do not trigger. You do not suffer any penalty in combat, nor are you at any greater than normal risk of being blown away in high winds than a human of equivalent build, however.

Social Traits

Above the Law

Ability Type Extraordinary

Requires Heimin, Noble or Imperial Family cultural template

Laws are for the poor. The very wealthy, the powerful, the well connected can get away, literally at times, with murder. When interacting with any law enforcement official or court official, their initial starting attitude is friendly rather than indifferent.

Academy of Domestic Service Graduate

Ability Type Extraordinary

Requires Domestic starting occupation, Iron Will, female gender

You completed your training at the exclusive French *Academy of Domestic Service* as a maid with distinction and have been given a prized assignment with a kind master as a reward. As a result of your training, you speak and are literate in French, and receive a +1 bonus on Perception checks- maids must display an attention to detail.

In addition, you often receive gifts, favors and regular bonuses from your employer and master. Each game session there is a 33% chance you receive a consumable magic item or mundane gift worth up to 150 gp from your master. If you roll 01 on this percentile check, you instead receive a minor magical weapon or armor or a minor wondrous item or more expensive mundane gift instead.

Academy of Domestic Service

Maid Contract

Ability Type Extraordinary

Requires any non-evil alignment

Regardless of your wealth level or starting gold, you have an ADS Maid Contract and have acquired a Maid who serves you loyally and cheerfully. This contract may have been some kind of prize or inheritance, or may have been purchased by you or your family at some point before the campaign begins.

Perhaps Dame Emmanuel simply chose you as a client without your knowledge or consent- one day one of her Maids just showed up on your door step, moved in, and got to work. After all, the academy's immortal headmistress, Dame Emmanuel, can be very capricious, but always seems to have some plan no matter how seemingly bizarre her assignment choices....

D10 Maid's Race

- 1-3 Human
- 4-5 POETICA
- 6 Ningyou
- 7 Kami
- 8 Kitsune
- 9 Nekomusume
- 10 Other attractive race of the GM's choice

Your maid basically acts as a cohort, but is unlikely to enter combat on your behalf.

Your maid is initially a 2nd level lawful neutral or lawful good Expert of a randomly chosen race selected from the possibilities below. She gains levels as you do, usually remaining 1 level behind you after you reach second level or higher.

If your maid is ever slain, or abandons your service, you may not replace her through Dame Emmanuel's service; the immortal maid trainer takes mistreatment of her students very seriously.

Activist Kitsune

Ability Type Extraordinary

Requires Kitsune race, Knowledge (civics or current events) 1 rank

Kitsune have no tolerance for injustice. Many Kitsune in the modern world have ties to Dakiniten Legal Assistance, or other activist groups- most mortal-run, but quite a few packing an occult weapon or three. Select a single cause or social issue (such as capital punishment, housing for the poor, women's rights, worker's causes, ect)- you receive a +2 trait bonus on Knowledge checks concerning this issue.



Knowledge (civics or current events) is always a class skill for you.

Adorable Machine

Ability Type Extraordinary

Requires Tetsujin race, CHA 13+

It might be their distinctly non-human appearance (that keeps them well out of the *uncanny valley*), it might be their child-like voices, odd paintjobs, or cheerful demeanor, but Tetsujin are more 'adorable robot buddy' than 'killer war-mecha'.

The starting attitude of any non-player character with the Otaku cultural template, Alchemist or Smart Hero class levels, or from a fellow robotic race (such as POETICA, cyborgs, Battlechangers, ect) is improved by one step when interacting with the Tetsujin.

Akita Bijin

Ability Type Extraordinary

Requires female gender, CHA 13+

References Sex & Story (Otherverse Games, 2012)

You are one of the 'beauties of Akita' so famed for their pale white skin, high and feminine voice and perfect face. Your beauty forces even the most brutal lover to treat you with surprising gentleness.

If another character attempts to initiate one of the following sexual themes: *Debasement*, *Dominance*, *Manipulative* or *Painful by Power*; or to force you to perform a Vile sexual act, make an opposed Charisma check. If you succeed on the opposed Charisma check, the other character cannot initiate any one of the four sexual themes above, nor can they force a Vile act. The other character must initiate any other sexual theme, and/or force you into an act no worse than Transgressive.

Amakaze Funding

Ability Type Extraordinary

Requires any lawful alignment

The Amakaze collectively funds dozens of adventuring and archeological groups, and are always anxious to see the results of their trustees' explorations. You are the beneficiary of those funds. When the campaign begins, you are given access to 10,000 gp with which to purchase equipment; unused gold can be saved for later purchases of equipment and gear. You may purchase equipment, including magical equipment fairly freely, subject to GM approval.

In addition to this adventuring gear, you have a modern automobile and ordinary upper-middle home or apartment, regardless of your starting wealth.

Drawback When you die, you immediately make a DC 28 WILL Save. Success means you die normally and your spirit reenters the wheel of karma. Failure means you rise as a Binbogami (*Black Bestiary*) within 24 hours. If you repay an Amakaze faction at least 50,000 gp prior to death, or if an ally does so within 24 hours of your death, you eliminate this spiritual debt.

Arcade Champion

Ability Type Extraordinary

Requires Computer Use 1 rank, DEX 11+

Video game arcades are extremely popular in Japan, with hundreds of world famous gaming centers found in

Tokyo's Akihabara district alone. You spent many hours, and many more 100 yen coins in a Japanese arcade. You receive a +1 trait bonus on Knowledge (pop culture) as well as opposed Computer Use checks and Profession (gamer) checks.

Arcane Veterinarian

Ability Type Extraordinary

Requires Heal 1 rank or Handle Animal 1 rank

You learned veterinary medicine from one of Black Japan's secret vets- those hidden, unadvertised clinics that care for familiars, summoned eidolons and Anthros, both free and slaved.

You receive a +2 bonus on Heal Injury checks made to assist supernatural animals or extremely animal like creatures, such as magical beasts, familiars, animal companions, eidolons, and creatures with the Anthro subtype. You do not suffer a penalty on the check for being a different species than your patient.

Assembly Plant-01 Tetsujin

Ability Type Extraordinary

Requires Tetsujin race

Tetsujin assembled at the first, and best-equipped factory in Maebashi are widely respected by others of their kind, looked upon with mingled awe and envy. These robots receive an additional +1 racial bonus on the two skills chosen by their Expertise (or replacement) traits, for a total +3 bonus.

Assembly Plant-02 Tetsujin

Ability Type Spell-like

Requires Tetsujin race, Hyabusa Home Health Care

Tetsujin alternate racial trait

Tetsujin assembled in Osaka are the best nurses and med-workers of the entire artificial species. These especially compassionate Tetsujin can use *stabilize* at will, but only when benefiting creatures in the Middle Aged, Old or Venerable age categories.

Assembly Plant-03 Tetsujin

Ability Type Extraordinary

Requires Tetsujin race

Tetsujin built in Chiba are fairly pugnacious, and have to be watchful, but are often fascinated (even enraptured) with the immature POETICA they see being shipped away from the NDGF docks. Each day at dawn, the Tetsujin chooses between receiving a +1 morale bonus on unarmed strikes or a +1 trait bonus on Perception checks as well as Diplomacy checks made against POETICA.

Assembly Plant-04 Tetsujin

Ability Type Extraordinary

Requires Tetsujin race, Massive Strength racial trait
Tetsujin built in Ibaraki are among the hardest working of the race, and often seen carrying multi-ton cargo containers to ships on the docks. Their Massive Strength racial quality is enhanced; their lifting, carrying and dragging limits are twelve (x12) times those of a humanoid of their size.

AV Co-Star

Ability Type Extraordinary

Requires Perform (sexual) 1 rank

You are a minor celebrity in the AV (adult video) industry, appearing in several videos. You know how to make your costars look especially tempting. You may use the Aid Another action in conjunction with the Perform (sexual) skill, and when you do, the bonus provided is +4 rather than +2.

AV Fetish Master

Ability Type Extraordinary

Requires Perform (sexual) 1 rank

Your pornographic performances include a specific kink that has made you famous. Select a single primary fetish element (such as watersports, superhero cosplay, rope bondage, ect) as well as a secondary fetish element. You receive a +4 trait bonus on Perform (sexual) check if the act involves the primary fetish; you receive a +2 trait bonus on the Perform (sexual) check if the act involves the secondary fetish. These bonuses stack.

AV Molester

Ability Type Extraordinary

Requires Perform (sexual) 1 rank

You usually keep behind the camera and shoot POV; you might not be truly unattractive, but when filming an AV, you take on a creepy, pervy persona. When you make a Perform (sexual) check involving another creature, you can use that creature's CHA modifier in place of your own if it is greater.

AV Orgy Master

Ability Type Extraordinary

Requires Perform (sexual) 1 rank

Your pornographic films feature a cast of dozens, all engaged in complex, kinky and polyarmous orgies. You receive a cumulative +1 competence bonus (maximum +20 bonus) on Perform (sexual) checks per participant in the act beyond yourself.

Bara

Ability Type Extraordinary

Requires male gender, Adult age category or older, CON 13+

You are *bara* "bear" a healthy, virile and sexually insatiable gay man, proud and strong. Your hyper-masculinity makes you desirable, especially in the eyes of younger lovers. You may add your CON modifier as a luck bonus on sexually oriented Bluff and Diplomacy checks involving other men.

Base Privileges

Ability Type Extraordinary

Requires Assault Witch Cavalier class levels or gamemaster approval

Under General Masamune's stewardship of the Assault Witch program, some of her elite witches (and some of her best support staffers, too) have perks and privileges that other JSDF members lack. You have full access to American facilities on base, such as the BX, medical care for immediate family members, and notably more luxurious on-base housing than the norm. Instead of open bay barracks, you often share a dormitory with another Assault Witch team-mate, or a small home with three other members if single.

Beneficent Lover

Ability Type Supernatural

Requires CHA 13+

Your gentle touch and unbridled passion helps your lovers overcome wounds and weariness. Perhaps you claim descent from a benevolent oni or angel of lust. Anyone having a consensual sexual encounter with you recovers 1 HP at the end of the act. A character can only benefit from your sexual healing once per day.

Bishonen / Bishojo

Ability Type Extraordinary

Requires CHA 13+

You are a bishonen "beautiful boy" or bishojo "beautiful girl", a seductive and androgynous beauty. Your strange, gender-bending beauty makes you particularly adept at seducing members of your own gender. You receive a +2 bonus on sexually oriented Bluff and Diplomacy checks made against creatures of your own gender.

Bored Loli

Ability Type Extraordinary

Requires CHA 13+, female gender

Clubs, drugs, parties and kinky after-school sex are starting to lose their luster, and you've become an adventurer mostly for something interesting to do. Once per day, you may add your CHA modifier as a luck bonus on any saving



throw. You may add this bonus after the saving throw roll is made, to save your luck for when you really need it.

Building Hacker

Ability Type Extraordinary

Requires Disable Device 1 rank

You're an accomplished B&E expert, but you don't prowl the hidden corners, air ducts and service areas of buildings to do harm or steal things. You do it for the thrill of seeing behind the curtain, and discovering bits of the urban eco-system that most people never see.

You receive a +1 trait bonus on Disable Device and Knowledge (architecture) checks (or Knowledge: dungeonering in a fantasy context) as well as Escape Artist checks made to squeeze through enclosed spaces.

Burasera Thief

Ability Type Extraordinary

You're not an everyday panty-thief- you're one of the best! You receive a +3 trait bonus on Sleight of Hand checks made to steal panties, bras and other undergarments and a +1 trait bonus on the Steal Combat Maneuver if used to remove an undergarment from a target.

Carouser

Ability Type Extraordinary

After work, most evenings its karaoke and booze in smoke-filled bars until last call. You receive a +1 trait bonus on Perform (sing) checks and a +2 trait bonus on FORT Saves made to resist intoxication.

Chankonabe Chef

Ability Type Extraordinary

Requires Athlete starting occupation, Profession (chef) 1 rank

Though you began a career as a sumo wrestler, it stalled, perhaps during your early training. However, you achieved a kind of fame as a restaurant owner, selling steaming bowls of *chankonabe* stew, the kind sumo live on. You receive a +3 trait bonus on Profession (chef) checks made to earn a living, and receive a +1 trait bonus on all Knowledge checks made concerning the sumo subculture.

Charming Pervert

Ability Type Extraordinary

Ability CHA 13+

You have a knack for talking lovers into your bedroom, and once there, into fulfilling your specific fetish needs. Once per day, when attempting to seduce a new lover, or to convince a current lover to accede to some specific

sexual request, you receive a +20 competence bonus on the Diplomacy check. The check must request a sexual act that is unusual, but not one that places the target in danger or violates their moral code dramatically. You must declare the use of this ability prior to making the check.

Comiket Cosplayer

Ability Type Extraordinary

Requires Otaku cultural template

You're a frequent attendee at the Comiket (Comic Market) events held in Tokyo and throughout Japan, where you are known for your excellent costumes and the quality of the dojins you have for sale. You receive a +1 trait bonus on Craft (visual arts), Craft (sewing) and Disguise checks.

Cram Student

Ability Type Extraordinary

Like most Japanese teenagers, you attended (or are attending) grueling extra-curricular cram schools to prepare you for college entrance exams. Any time you gain a level, including at first level, you may choose to reduce your gained Hit Points by one. If you do, you receive two extra skill points, to be distributed as you see fit.

Cute Chef

Ability Type Extraordinary

Requires CHA 13+, Profession (chef) 1 rank

Your sexiness and charm makes watching you work back in the kitchen as much a treat as what you cook. You may add your CHA modifier as a competence bonus on Profession (chef) checks.

Dataphile

Ability Type Extraordinary

Requires: POETICA race or Cyborg subtype

You love nothing better than data input! You can make Computer Use checks in half the usual time, and while connected to the Internet (or higher tech equivalent systems) you may reroll any failed Knowledge check once.

Datsusara

Ability Type Extraordinary

Requires Craft (any) 1 rank

You are a *datsusara*- someone who rejects Japan's stifling corporate culture to pursue your dreams. Your good fortune can rankle the less fortunate, the less daring. Each day, upon awakening, you may choose to suffer a -2 luck penalty on CHA based skill checks made against Japanese characters in the middle age category or older. If you do, you may apply a +2 luck bonus on all Craft checks. This bonus remains in place until you next sleep.

Degenerate Workingman

Ability Type Extraordinary

Requires CHA penalty -1 or worse

Haggard, with deep circles under their eyes, two days stubble on their face, and a cigarette dangling from their lips, Japan's working men can achieve a level of scruffiness and perversion that similar blue collar men from across the world just can't match.... At least without a ton of effort.

You add your CHA penalty as a bonus on Craft checks, and add double your CHA penalty as a bonus on all blue collar Profession checks made to earn a living.

Delivery Health

Ability Type Supernatural

Requires Pink Collar starting occupation or Perform (sexual) 1 rank

You earned money as an amateur prostitute as a 'delivery health' outcall service. You have instinctively mastered a few tantric secrets to keep yourself safe and healthy. You receive a +2 bonus on FORT saves made to resist mundane sexually transmitted diseases, and a +1 bonus on all saves against sexual magic.

Doru Sempai

Ability Type: Extraordinary

Requires: Ningyou race, non-good alignment

You were once the often-cruel *sempai* of a *doru-house*. You were responsible for the education, discipline and instruction of newly created Ningyou, showing them love when they followed the house's rules, and cruelly tasking them when they failed.

You gain a +3 trait bonus on Intimidate checks made against Ningyou characters, and may make such Intimidate checks to demoralize a Ningyou as a swift action.

Ecchi

Ability Type Extraordinary

Your sex drive is insatiable, and you don't confine your lusts to ordinary humanoids. Oh no, you are a dedicated pervert, always on the look out for new sexual thrills. The first time you have a sexual encounter with a member of a new creature type you receive a bonus skill point to be spent as you see fit.

If you manage to have a sexual encounter with every creature type (subtypes irrespective) in the game, you gain either the Gifts of Ecstasy, Tantric Wisdom, Perverted Immortality feat as a bonus feat.

Emancipated

Ability Type Extraordinary

Requires Nekomusume, Ningyou or POETICA race (other races at GM discretion)

Unlike the vast majority of the *artificial girl* races, you are legally free (and have the papers to prove it!). You may own property, obtain a driver's license, work and have all the legal and social protections taken for granted by humans.

Eternal Mechanical Child

Ability Type Supernatural

Requires Tetsujin race, any good alignment

Though the Tetsujin will grow, learn and become more experienced and worldly, it will never lose its child-like enthusiasm, zest for life, or friendly innocence. It is always considered to be a member of the Child age category, and receives a +1 trait bonus on Diplomacy checks against creatures in the Child age category.

Familiarity with Strangulation

Ability Type Extraordinary

Requires Perception 1 rank

Your time among the Goryohime have familiarized you with the medical aspects of death by hanging and suffocation. You receive a +2 trait bonus on Perception checks made to forensically examine a corpse.

Fashion Club Groomer

Ability Type Extraordinary

You have learned secret grooming techniques from the extremely expensive groomers and pet-beauticians who work at Tokyo's Fashion Club Nekomini.

By spending at least one hour grooming any *Nekomusume* or creature with the Anthro subtype, expending oils, perfumes, soaps and special ointments and tinctures worth at least 10 gp (DC 3), you provide the creature with a +2 enhancement bonus to her CHA score, which functions exactly as the spell *eagle's splendor*. This bonus remains in place until the recipient either next sleeps or rests or engages in combat.

Fashion Slip POETICA

Ability Type Extraordinary

Requires POETICA race

Like many of Tokyo's POETICA, you were purchased and freed by the activist owner of the ultra-hip Fashion Slip boutique, and spent at least a little while working as a sales android while exploring what it meant to be free. You receive a +2 trait bonus on Knowledge (pop culture) checks made concerning high fashion, and a +1 trait bonus on Knowledge (local) checks made in Tokyo.

Favor of the Amakaze

Ability Type Extraordinary

Requires Profession (any) 1 rank, lawful alignment

You have earned the favor of the Amakaze- they know your name and ease your financial passage through the world. What payment they will eventually demand is unknown, but for now you enjoy the financial security their favor brings. You receive 25% more starting gold than a typical character of your class and receive a +5 circumstance bonus on Profession checks made to earn a living.

Drawback You suffer a -1 morale penalty on attack rolls against Amakaze creatures and their minions.

Fertile Skin

Ability Type Extraordinary

Requires female gender

You can become pregnant from semen introduced into any orifice, or even splashed upon your skin or hair. Your entire body is as fertile as a vagina.

Geisha

Ability Type Supernatural

Requires Diplomacy 1 rank, Knowledge (history) 1 rank, female gender, CHA 13+

You have studied with a traditional geisha mistress, and understand the fading and highly ritualized role of a geisha. You are a submissive, cultured companion. When interacting with creatures native to Japan or the Tatakama, you may take ten on a Diplomacy check. If you do so, you add your ranks in Knowledge (history) to the check as a competence bonus.

Genderless

Ability Type Extraordinary

Requires Tetsujin or other robotic or cyborg race

A few Tetsujin do not express a gender identity and have either no interest in, or understanding of, humanoid sexuality. The genderless Tetsujin is immune to effects that target creatures of a specific gender or sexual orientation, and receives a +2 trait bonus on WILL Saves to halve Pleasure damage. The genderless Tetsujin cannot select talents, feats, classes, or other abilities restricted to a particular gender or sexual orientation.

Ghost Geisha Employee

Ability Type Extraordinary

Requires Domestic, Student or Blue Collar starting occupation

You are (or at least, were) employed by the nation-wide Ghost Geisha Café chain, which caters to Goryohime customers. You receive a +2 trait bonus on Perception checks to recognize a creature as undead, and may make Perception checks to detect concealed undead when you

merely come within 30 ft of one, even if not actively looking.

Hachikin

Ability Type Extraordinary

Requires female gender, CON 11+

You were born in Kochi Prefecture, the hardest drinking prefecture in all of Japan. Its women have earned the nickname 'hachikin' or 8 testicles, because supposedly one woman from Kochi could out drink any four men. You receive a +4 racial bonus on FORT Saves made to resist intoxication or ingested poisons that cause unconsciousness.

Hagi-Born Politician

Ability Type Extraordinary

Requires CHA 13+, Nobility or Imperial Family culture template

The picaresque castle town of Hagi, in Yamaguchi Prefecture, is home to some of the most famous politicians in Japanese history, including famous Meiji-era figures and the first post-war Prime Minister. You have some of the legendary Hagi charm.

You receive a +1 trait bonus on Bluff and Knowledge (civics) checks, and these skills are always calls skills for you.

Hibakusha

Ability Type Extraordinary

Requires alive in 1945

The survivors of the atomic devastation at Hiroshima (and to a lesser extent, those in Nagasaki) were referred to as *hibakusha*. Those who survived the A-bomb's effects faced prejudice and isolation from mainstream society, but most became staunch advocates for peace.

You receive a +1 trait bonus on Diplomacy checks made to deescalate violence or suggest a more peaceful course, and a +2 trait bonus on Heal, checks made to aid someone suffering radiation poisoning.

Hidden Catholic Education

Ability Type Extraordinary

You were educated by the monks of the Hidden Cathedral. In addition to an excellent historical and philosophical grounding, you were taught the mysteries of the planes, and beings beyond, at an early age. You receive a +1 trait bonus on Knowledge (arcana, history and the planes checks). One of these skills, your choice, is always considered a class skill for you.

Icon Master

Ability Type Extraordinary

Requires CHA 13+, Perform (any) 1 rank

You are highly sought after as a manager for young idol singer-wannabes and up and coming celebrities. Once per day, you may grant a willing character a +2 competence bonus on checks with any CHA keyed skill, which must be a class skill for you. This bonus remains for 24 hours, and it requires at least a minute of conversation to grant this bonus. If the receptive character does not use this skill at least once within the bonus' duration, she cannot again benefit from this trait for at least a week.

Kamera Kozou

Ability Type Extraordinary

Requires Craft (visual art) 1 rank

You are an amateur cameraman, a sort of low-end *papparatz* who lurks around public events waiting to snap a picture of a minor celebrity's nipple-slip or panty shot. You may use a camera to make a Craft (visual arts) check as a move-equivalent action.

Kawaii Artisan

Ability Type Extraordinary

Requires Craft (any) 1 rank

In Japan, cuteness is king. You receive a +1 trait bonus on all Craft checks if you incorporate kawaii visual elements into the final design.

Kitsune Hacker

Ability Type Extraordinary

Requires Computer Use 1 rank, Kitsune race

As a race of geniuses with a larcenous streak a kilometer wide and an aversion to hard work, Kitsune in the modern world have taken to hacking. If you believe the rumors, the *Firefox* browser was so-named because an anonymous Kitsune expert coded it. Computer Use is always a class skill for the Kitsune, and she receives a +2 trait bonus on Computer Use checks.

Kitsune's Kiss

Ability Type Supernatural

Somewhere along the way, a good hearted Kitsune became infatuated with you. Your mysterious friend or former lover gave you a gift of luck. Once per day, when making a Bluff, Sleight of Hand or Stealth check, you may roll 2d20 and take the better of the two rolls. You must declare the use of this ability before making the check.

Known Yakuza Associate

Ability Type Social

You associate with known Yakuza and other undesirables. You receive a +1 trait bonus on Diplomacy checks made to gather information among criminals, Bluff checks and



Knowledge (local) checks. However, when interacting with law enforcement, their initial attitude is usually unfriendly rather than indifferent.

Kuudere

Ability Type Extraordinary

Requires WIS 13+

You are coolly dispassionate and often seem unemotional to those who don't know you well. Your passions burn deep however, yet you rarely reveal them. You receive a +2 trait bonus on WILL Saves against enchantment (compulsion) effects and on Bluff checks made to conceal your emotional state.

Machine Sister

Ability Type Extraordinary

Requires POETICA race (or other technomagical race at GM's option)

As an occult machine yourself, you are comfortable with computers in a way ordinary humans can never be. You receive a +1 racial bonus on Computer Use checks, and this is always a class skill for you. You receive an additional +2 racial bonus on opposed Computer Use checks made against Human opponents.

Maid-Chan

Ability Type Extraordinary

Requires Domestic starting occupation

You are an excellent, hardworking servant for a lucky master. When properly dressed in your elaborate and seductive maid's uniform (*meido*), you may add your CHA modifier as a bonus on domestically-oriented Craft and Profession checks.

Medical Training

Ability Type Extraordinary

Requires Heal 1 rank, INT 13+

You have received modern medical training, which emphasizes scientific treatment methodologies over bedside manner. You use your INT modifier as the key ability for Heal checks.

Megane-Ko

Ability Type Extraordinary

Requires female gender, INT 11+

You are an absolutely adorable, if slightly nerdish young lady. Your omni-present glasses imply that you are shy, quiet and obedient, but when the glasses come off, you can be lusty and unrestrained. You may use your INT modifier in place of your CHA modifier as the key ability for Bluff and Diplomacy checks.

MHTU Engineering Student

Ability Type Supernatural

Requires male gender, INT 13+

You studied mechanical engineering in Gunma Prefecture's *Mabashi High Technology University*, and like many of the students there, a cumming cock between your lips inspires you to solve whatever ultra-tech conundrum you're facing. You receive a +2 trait bonus on Craft (mechanical) and Craft (electronic) checks made within an hour of bringing any male character to orgasm.

MHTU Work-Study Student

Ability Type Extraordinary

Requires male gender, Craft (electronics or mechanical) 1 rank

Like many of the students at *Maebashi High Technology University*, you've done work study at the world famous Assembly Plant-01. You know the ins and outs of Tetsujin mechano-anatomy better than any other human. You may restore 1d8 Hit Points to a damaged Tetsujin with a DC 15 Craft (electronic or mechanical) check and about an hour of work.

Military Historian

Ability Type Extraordinary

Requires Knowledge (history) 1 rank

You know pretty much all there is to know about modern warfare, its famous and infamous generals, battles and tactics. You receive a +2 trait bonus on Knowledge (history) checks, and this skill is always a class skill for

you. Additionally, you receive a +1 trait bonus on either Pilot checks or Drive checks with military vehicles.

Morbid Elegance

Ability Type Extraordinary

You are on especially good terms with the non-living, and whether or not you are undead yourself, you know the unspoken etiquette that governs polite interaction with them. You receive a +2 trait bonus on Diplomacy and Perform (oratory) checks made against creatures of the Undead type, as well as Sorcerers from the undead bloodline.

Nearly Naked Exposition

Ability Type Extraordinary

Requires CHA 13+

Large chunks of expository dialogue tend to be a lot easier for audiences to sit through when they're delivered by attractive naked people. Anytime you make a Knowledge check, you receive a +1d4 luck bonus on the check if you are nude, nearly so or dressed in a revealing costume at the time you make the check. If your allies are all making multiple Knowledge checks in a short period of time, you can spend an action point or hero point to extend the benefit of this talent to all allies for a scene. Your allies must be equally naked to benefit from this talent (so maybe it's a good time to visit an onsen and try to figure out what the bad guys are up to).

Never Ending Hymen

Ability Type Extraordinary

Requires female gender

Where an ordinary girl only loses her hymen once, you are physically (and mystically) a virgin each and every time you engage in sex. Your hymen regenerates after every sexual encounter. You are always considered a virgin for determining the effect of various sexual feats, spells and powers.

Ningyou Enthusiast

Ability Type Supernatural

Requires Craft (sculpting) 1 rank, Knowledge (pop culture) 1 rank

You are a devotee of garage built model kits, vinyl minifigs of your favorite characters and realistic, human-like *toushindai* sex dolls. You may add your CHA modifier as a bonus on Craft (sculpture) checks, and you receive a +2 insight bonus on sexually oriented, CHA-based skill checks (except for Intimidate) against Ningyou and POETICA characters as well as other *artificial girls*.

Office Lady

Ability Type Extraordinary

Requires female gender

You receive a +2 trait bonus on Knowledge (business) checks and may add your CHA modifier as a bonus on all white collar or corporate Profession checks.

Otaku

Ability Type Extraordinary

Requires Knowledge (pop culture) 1 rank, INT 13+

You've been exposed to Japan's old legends through a steady diet of anime. Your obsessive love of anime occasionally comes in handy as you remember some useful bit of folklore that found its way into an episode's plot. Once per day, you may add your ranks in Knowledge (pop culture) as a bonus on any other Knowledge check. You must declare use of this ability before making the check.

Otokonoko Fashion

Ability Type Extraordinary

Requires male gender

You make an exceptionally attractive woman when properly dressed up. You never suffer a penalty on Disguise checks for disguising yourself as the opposite gender. If you aid another character with a gender-opposite disguise, they do not suffer a penalty either.

Our Bodies Are Compatible!

Ability Type Extraordinary

It's a really happy day when you discover your lover's body is especially compatible with your own. When having a sexual encounter with a creature with the same CHA modifier as your own (including temporary changes via effects such as *eagle's splendor*), both you and your partner receive a +3 trait bonus on Perform (sexual) checks.



Oyari Academy Deportment

Ability Type Extraordinary

The Oyari Academy demands pride, style and decorum from its well dressed student body. You receive a +1 trait bonus on Knowledge (nobility), Diplomacy and Perform (sing) checks, and one of these skills is always a class skill for you.

Panty Shredding Trick

Ability Type Supernatural

With a snap of your fingers, your lover's clothes explode off the body. It's a useful trick common among *oni* sex-predators, but you've somehow learned it. Up to three times per day, you can snap your fingers and instantly destroy the ordinary, non-magical clothes of a single target within 10 ft. Your target can resist the destruction of his or her clothes with a DC 11 WILL Save. You can only target ordinary clothing, and cannot affect armor or magical clothing of any kind, nor any form of armor. This is considered a 1st level transmutation effect.

Parasite Single

Ability Type Supernatural

You are one of Japan's unemployed youths, living with your family so you can spend any money that comes your way on luxuries or amusement. Not in school, not employed full time, and unmarried, you are an annoyance to the older generation and a slacker icon to the younger.

You have been issued (or stole) a magical Coinless Card (*Enchantments of Black Japan*) from the Tokyo Youth Employment League, a semi-governmental body designed to help young people find jobs and become independent.

Parental Demeanor

Ability Type Extraordinary

Requires Adult age category or older

You have a comforting presence and calm demeanor that serve you well when dealing with young people. You receive a +1 bonus on Bluff, Diplomacy and Sense Motive checks made against any character in a younger age category than yourself.

Phallic Tongue

Ability Type Extraordinary

Stretch your tongue out with a lustful thought, and it transmutes into a long, slimy penis, always erect.

Regardless of your birth gender, this strange second penis can enjoy penetrative sex, and even impregnate a woman. Your phallic tongue can stretch several feet, but is not strong or dexterous enough to be used to manipulate objects. Whether this strange ability is a source of pride or shame is a matter of personal choice.

Piss Connoisseur

Ability Type Extraordinary

Special Akaname can select this as a Racial trait

You love nothing better than a young girl's piss, and alike a connoisseur of fine wine, you are quite knowledgeably about the 'vintage' you are enjoying. You can conjure a perfect mental image of the face and form of a person after sampling a few drops of fresh urine. You can also attempt a DC 12 Wisdom check to correctly identify how close to her next menstrual cycle a woman is, or if she is currently or recently pregnant, just from the taste of her urine alone.

Play Pregnancy

Ability Type Extraordinary

Requires female gender

A few minutes of concentration allow you to mimic a pregnancy flawlessly, to better satisfy fetishistic lovers who want to sample a new mother's milk. Your breasts and belly swell dramatically, and you begin lactating. The kicking of a child in the womb is even simulated. You automatically succeed on Disguise checks to pass for pregnant, though you can end the deception at any time, as a full round action.

Pride of Biwa

Ability Type Extraordinary

Lake Biwa, given its proximity to the early capitols of 7th Century Japan, is often mentioned in myth and literature. Your birth nearby has given you pride and a sense of destiny. You receive a +1 trait bonus on Perform (poetry) and Knowledge (history checks) as well as Knowledge (dungeoneering) checks made concerning Lake Biwa's creatures.

Race Queen

Ability Type Extraordinary

Requires Craft (mechanical) 1 rank

You're a sexy mascot for a Tokyo-based racing team, and a minor celebrity among grease monkeys. For every four ranks you place into Craft (mechanical), you gain a cumulative +1 competence bonus on sexually oriented Perform and Diplomacy checks.

Reader Model

Ability Type Extraordinary

Requires CHA 11+

"Reader models" blur the line between fashion-obsessed fan and professional model. Many of the most vivacious *Gyaru* are reader models, supplementing their mundane income with meager paychecks from small time modeling assignments for local businesses. You receive a +1 trait bonus on Knowledge



(popular culture) and Craft checks made to create clothing or jewelry.

Relentlessly High-Tech

Ability Type Extraordinary

Requires Knowledge (technology) 1 rank

You know more about cutting edge technology than most futurists and buy and utilize the latest technological fads. You receive a +1 trait bonus on Craft (electronics), Computer Use and Knowledge (technology) checks; Knowledge (technology) is always a class skill for you.

Sagari Groom

Ability Type Extraordinary

Requires Handle Animal 1 rank

Years spent working as a groom and horse trainer at the famous Sagari Downs racetrack in Nagasaki have given you an almost supernatural insight into the care and breeding of champion racehorses. You receive a +1 trait bonus on Ride and Handle Animal checks, as well as Heal checks made to provide medical care to equines.

Salariman's Drive

Ability Type Extraordinary

Requires White Collar starting occupation, male gender
When it comes time for promotions, you work yourself nearly to death. By voluntarily reducing your natural healing rate (recovery of Hit Points and ability score damage) during a week, you receive a +10 luck bonus on Profession checks made to earn a living during that week. During this time, you have a 25% chance per night of failing to recover HP and spells/spellslots due to fatigue, stress and overwork. At 10th level, the luck bonus provided for overwork is +15 instead.

Seafarer

Ability Type Extraordinary

You come from a coastal town and from a family of fishermen, ferry operators and dock workers. The sea is familiar to you. You receive a +1 trait bonus on Swim checks, Drive checks made to control watercraft and Profession (sailor, fisherman or similar) checks.

Sexy Doctor

Ability Type Extraordinary

Requires Heal 1 rank, WIS 13+

Your patients always seem to get better if you offer them some extra special care. You receive a +1 luck bonus on Heal and Craft (pharmaceutical) checks made to aid a character you've enjoyed a sexual encounter with within the previous week.

Shotacon

Ability Type Extraordinary

Special Can be selected as a Racial trait.

Requires Young Adult age category or younger, male gender

Shotacon are the male equivalent of *loli* characters in fiction, young, sexually inexperienced yet shockingly erotic boys. You may select feats and traits with Loli in the name, even though they are normally reserved for female characters.

Smug Loli

Ability Type Extraordinary

Requires Young Adult age category or younger, female gender

There's a smug gleam in your eyes and a knowing smirk on your face. You're the cutest thing on the planet, and you know it too. Once per day, you may reroll a failed Bluff check at the check's base DC -3 against a target who would be sexually attracted to your gender. You make the reroll at base DC -5 if you have previously had a sexual encounter with the target of the Bluff check.

Supernatural Chef

Ability Type Extraordinary

Requires Profession (chef) 1 rank

You can craft dishes to please the palette of even the most discriminating god, demon, *kami* or *yokai*. You receive a +4 bonus on Profession (chef) checks made to earn a living, if your guests are primarily non-human, supernatural creatures of any kind. You may prepare dishes using flesh taking from living, intelligent creatures without it being considered an evil act, so long as you do not kill or butcher the creature yourself.

Sweet Rose Waitress

Ability Type Supernatural

Requires Domestic or similar starting occupation, Knowledge (arcana) 1 rank

You have proudly worn the pink uniform of the Sweet Rose Maid Café, and spent languid days baking, attending the guests, and re-shelving the magical tomes that the mistress of the café takes such pride in. You receive a +1 trait bonus on Knowledge (arcana) and Knowledge (the planes) checks, and these skills are class skills for you.

Swing Slut

Ability Type Extraordinary

Requires CHA 15+

Your wealth, beauty and confidence opens the doors of Tokyo's most exclusive *fuuzoku* clubs to you. You may add your CHA modifier as an insight bonus on all Knowledge (local) checks you make concerning sexual matters. You receive a +4 circumstance bonus on Diplomacy checks



gain entry to any sex club, no matter how exclusive or restrictive, if your identity is known.

Teasing Little Loli

Ability Type Extraordinary

Requires Young Adult age category or younger, female gender, CHA 13+

Old men are easy enough to seduce, and so are old women, if you put your vixenish mind and cute little body fully to the task. You receive a +2 bonus on Bluff checks against those in the Adult age category who would be sexually attracted to you. This benefit increases to +3 against those in the Middle Age category, to +4 to those in the Old age category and +5 against Venerable or older characters.

Tetsujin Tool Kit

Ability Type Extraordinary

Requires Expertise racial trait

Tetsujin are a task-oriented race who take incredible pride in their well chosen tool kits and professional equipment. Working-class Tetsujin can happily talk shop for hours about their jobs and the high end tool kits they've acquired along the way.

You begin the campaign with a *Masterwork quality tool* or *skill kit* for the Craft skill chosen with your *Expertise* racial

trait, as well as a *Machine Aided Workshop I* which also functions for this skill.

Top Student

Ability Type Extraordinary

Requires INT 13+

You were one of the best students in your class. You receive a +1 trait bonus on any three Knowledge checks of choice, except for Knowledge (pop culture).

True Love

Ability Type Supernatural

You have a deep and unbreakable bond of love for another character, which may be another player character or major NPC. You receive a +1 luck bonus on all skill checks and attack rolls made to save this character from harm, and cannot be compelled to harm or betray this character by any mundane, psionic or magical means.

You can only have one true love at any given time. Usually, this implies romantic love, but can also apply to parental love, a sibling bond, the relationship between student and sensei or a long platonic friendship. If your true love is slain, the benefit of this starting talent is lost. (Though you may regain it through roleplaying, at the game master's discretion.)

Birthright Feats

Ultrafashionable

Ability Type Extraordinary

Requires Knowledge (arcana and pop culture) 1 rank each
Your connections to mystical fashion-houses allows you to sometimes score magical designer wear at a fraction of the cost an unconnected mortal would pay. You can reduce the purchase price of any Wondrous Item that takes the form of clothing or one specific type of jewelry (such as rings, necklaces, ect) by 10%, but this discount does not apply to Magical Armor

Voyeur Cam

Ability Type Extraordinary

Requires Craft (electronics) 1 rank, Craft (visual arts) 1 rank

You like nothing better than placing a hidden camera (or three) to catch cute girls with their pants down. Literally. The Perception DC to locate any cameras or bugs of size Fine that you place personally is increased by +2. If using wireless transmitters, you increase the maximum transmission range by +10% any time you succeed on a Craft or Computer Use to place the device by 5 points or more.

Yakuza Cock

Ability Type Supernatural

Requires male gender, Japanese nationality

For each year a Yakuza spends in prison, he is allowed to insert a single tiny pearl in the skin of his penis, a symbol of his honor and acquired wisdom. For every year or majority of a year you have spent in prison before beginning your heroic life (roll 1d6+1 to randomly determine, and increase your starting age appropriately), you gain one point in a pool of bonus points which may be spent to improve any of the following: Bluff, Perform (sexual) and saving throws made to resist the effect of sexually-oriented spells and effects. This pool refreshes every 24 hours, or after any sexual encounter.

Yokahama Jazz

Ability Type Extraordinary

Requires Perform (any musical) 1 rank

Yokahama is known for its local music scene and hundreds of excellent local jazz and blues bands. You receive a +1 trait bonus on any Perform check of choice and Knowledge (local) checks made concerning the Yokahama region.

Birthright feats are typically only available during character creation, representing a genetic or cultural heritage, or defining experiences that shaped a character as they grew up.

List of Birthright Feats

1. *Alloy Doll* – Ningyou race
2. *Anti-Occult Machine* – POETICA or Tetsujin race
3. *Blessed by Benten* – INT 13+, CHA 15+, non-evil alignment
4. *Born to the Dead* – non-Undead race, WIS 13+
5. *Child of the Octopus* – DEX 15+ or Improved Grapple
 - a. *Carnal Octopus*
 - b. *Octopus Form* – (or Ocean Born feat)
6. *Doc'Cu'Oc Form* – Undead type, DEX 15+
7. *Gender Shifter* – Bishonen/Bishojo or Futanari trait
8. *Ghost Lover* – Exorcist's Tongue trait, WIS 15+, Knowledge (religion) 1 rank
9. *Heikegani* – Human race
10. *High Bred Nekomusume* – Nekomusume race
11. *Issunboshi Child* – BAB +1
12. *Kintaro* – Human subtype, male gender, STR 13+
13. *Kiss Team Tetsujin* – Tetsujin race
14. *Monkey King's Child*
15. *Peachborn*
16. *Perverved Immortal* – Middle Aged or older
17. *Playful Little Loli* – any Loli-related starting trait, female gender
18. *Reincarnate* – WIS 13+
 - a. *The Red String of Fate*
19. *Student Kitten* – Nekomusume race, Student starting occupation
20. *Soul Weapon* – CHA 13+, Simple and Martial Weapons proficiency

Alloy Doll – Racial – Birthright

Your artificial doll's body is built with light but strong cutting edge alloys.

Requires Ningyou race

Benefit You gain Damage Reduction 5/magic.

Ability Type Extraordinary

Anti-Occult Machine – Racial

Some Tetsujin and other living machines are specially designed to bring the fight to Black Japan's supernatural horrors.

Requires POETICA or Tetsujin race, other mechanical or artificial races with gamemaster approval

Benefit You gain Spell Resistance equal to 10 + your total character level.

Ability Type Extraordinary



Blessed by Benten – Birthright

The goddess Benten, only female member of the *Seven Lucky Gods of Good Fortune*, remains very active in modern Black Japan. The gregarious, blue haired maiden-goddess has many plans and schemes, and owns several businesses throughout Japan, through which she protects mortals and furthers her schemes. She rewards sarcasm, wit, hard work and innovation.

Requires INT 13+, CHA 15+, non-evil alignment

Benefit Your blessing by the goddess Benten has a variety of positive effects, all tied to eloquence and the water element, her specific portfolio. You receive a +2 holy bonus on Bluff and Perform (one of: sing, comedy or oratory) checks, and these skills are always considered class skills for you.

Water is fortunate for you. For 1d6 hours after you bathe in the ocean, a natural hotspring or salt-water lake, you receive a +1 holy bonus on all saving throws, and you cast spells with the Water descriptor at +1 caster level.

Special Your hair becomes a shocking shade of blue, as a result of your divine blessing.

Ability Type Supernatural

Born to the Dead – Birthright

Your mother was already dead, already starting to rot, when you were pulled free of her womb.

Requires non-Undead race, WIS 13+

Benefit You are immune to negative energy damage and do not suffer any penalty for accumulating negative levels. However, you can still die if your negative levels exceed your Hit Die. You automatically remove negative levels after 24 hours, without the need for a saving throw, and cannot suffer permanent negative levels.

You may use *death knell* once per day per four character levels as a 5th level cleric.

Special If you ever take Sorcerer class levels, you must choose the Undead bloodline, and must take a similar option if provided by other class choices.

Ability Type Supernatural

Child of the Octopus – Birthright – Combat

Your heritage is that of an ancient *Hirosaki* print- a human woman seduced by a

supernatural octopus, impregnated with something magical. With a thought, you relax your muscles and your legs erupt into a mass of muscular tentacles, ringed with beautiful colors and decorated with thick, round suckers.

Requires DEX 15+ or Improved Grapple

Benefit You can transform your legs, abdomen and genitals into an octopus-like mass of powerful tendrils as a full round action. While so transformed, your base land speed is reduced to 20 ft, or reduced by half, whichever is less.

While in this state, you gain a Swim speed of 40 ft, as well as the *amphibious* racial quality, and a +4 racial bonus on Swim checks. You receive a +4 racial bonus on CMB checks made to maintain or begin a grapple, and cannot be tripped or bull rushed.

Ability Type Supernatural

Doc'Cu'Oc Form – Birthright

Like the cannibalistic Vietnamese ghost of the same name, you can discard half your body, becoming a bisected *guro* spirit when you need to kill.

Requires Undead type, DEX 15+

Benefit Once per day, as a standard action, you can assume Doc'Cu'Oc form. In this form, half your body disappears, leaving you appearing as if you were cleanly cleaved down the midline of your body. Your organs and internal structures are visible through the bloodless bisecting wound.

In Doc'Cu'Oc form, you lose your off-hand and that entire side of your body. You cannot perform any action requiring two hands, and lose any items worn or carried on that side of your body. In this bisected state, you are unnaturally fast, acting as under a continual *haste* effect (CL 10th). Any time you are missed by a melee attack, you may make a 5 ft step while in Doc'Cu'Oc form.

In this form, your maximum Hit Point total is reduced by half (round down), but you gain Fast Healing and Channel Resistance equal to your DEX modifier. Your current HP does not increase but your maximum HP total returns to normal when this state ends.

You may maintain Doc'Cu'Oc form for one hour or return to your normal shape at any time.

Ability Type Supernatural

Gender Shifter – Birthright

You are neither truly male nor female, but an especially appealing combination of the two. Your body is androgynously beautiful, and your sex (whatever it is) is a matter of choice and pleasure, not biology.

Requires Either Bishonen/Bishojo or Futanari trait or a similar trait

Benefit You are a fully functioning hermaphrodite, with dual, fully functional genitals. You may use abilities restricted to either gender.

As a full round action that provokes attacks of opportunity, you can enter a trance state that allows you to assume either gender, as if by *alter self*. You always assume a specific form when assuming a binary gender, which resembles your natural form as if your three shapes are close relatives. If you possess any feats or class abilities usable only by a specific gender, you may use the ability in either form, assuming the ability is compatible with your new anatomy.

When gender shifting, you receive a +10 racial bonus on Disguise checks against those unaware of your dual-

gendered nature. You never suffer a penalty on Disguise checks made to pass for a member of another gender. You can father children as a male or carry a child to term while in female form; you cannot gender shift while pregnant or nursing.

Ability Type Spell-Like

Ghost Lover - Birthright

You have been chosen by a lovely and sexy, but unquiet spirit as a lover. Your ghostly lover is your most loyal and stable romantic partner. In addition to quiet moments of pleasure, your ghostly lover can occasionally materialize in the physical world to save your life.

Requires Exorcist's Tongue trait, WIS 15+, Knowledge (religion) 1 rank

Benefit As a swift action, you can materialize your ghostly lover from raw magical energy, who appears within the nearest empty adjacent square within 60 ft of you. This ghostly lover has his or her own quirks and personality, but they share your goals and basic outlook on life- the similarities between your karma and your ghost lover's is what attracted them to you in the first place.

Ability Type Supernatural

A Ghost Lover's Life and Death

In most respects, ghostly lovers are statistically identical to their mortal partner, having identical attributes, and sharing the same skills, feats and class abilities. However, a ghost lover only has a single hit point, and vanishes instantly when slain, leaving nothing but quickly fading fog, which smells like lust, behind.

When a ghostly lover is slain, the mortal lover must succeed at a DC 15 WILL Save or be *shaken* for 1 minute from empathic backlash and spiritual trauma. The ghost lover cannot move more than 60 ft from the mortal lover, if the ghost does, it vanishes as if slain.

Ghostly lovers are thinking, sentient creatures that can remember events that occur to them, even if slain. Once a ghostly lover reforms, it can report on events occurring before its previous 'death.'

Combat Actions

When created the ghost can act immediately on their mortal lover's initiative count. Typically both beings act simultaneously. Each being- the mortal and the ghost- may take move or move equivalent actions, and even double move, if they choose to.

However, only one being out of relationship may take an attack action per round. Both characters may freely use flanking and aid another to aid the pair's designated

attacker. Likewise, both the mortal and the ghost may make attacks of opportunity normally.

The mortal cannot be flanked unless her ghostly lover is as well, and is not considered flatfooted unless her ghostly lover is as well.

Equipment and Limited Use Abilities

The ghostly lover materializes with ghostly duplicates of whatever her lover is carrying or wearing, including magical items. These duplicate items function identically to the items used by the mortal lover. However, these ghostly duplicate items vanish instantly if dropped or removed from the duplicate.

Ammunition and limited use devices, such as arrows, potions, or the like are shared all both lovers. Thus, if the mortal is carrying a quiver full of 12 arrows, and the ghostly lover fires off three shots, the mortal will only have 9 arrows remaining when her ghostly lover vanishes.

Limited use powers, such as Psionic abilities with daily use limitations, per day or per encounter class features, or prepared spells/spell slots are shared in a similar manner.

Significant and Insignificant Summonings

The Ghost may materialize as often as she or her lover desires for purely romantic or sexual reasons. However, if the ghost is called to perform a skill or engage in combat (a Significant Summoning), she can only remain in the mortal realm for a number of rounds equal to the mortal lover's WIS score plus $\frac{1}{2}$ the mortal's total character level. The mortal can call for a number of Significant Summonings per day equal to her WIS modifier.

Heikegani - Birthright – Combat – Racial

One of your ancestors fought and died honorably in a great battle that slew far too many noble samurai. The crabs that picked at the flesh of the fallen were forever marked by spiny shells that resembled screaming human faces.... And you, the descendent of the noble slain, are marked by a glistening, crablike shell.

Requires Human race

Benefit Your crablike shell provides you with Damage Reduction 2/magic, which stacks with Damage Reduction from other sources. Like a crab, you gain the amphibious special quality.

Once per day, you can sheathe a Larger or smaller weapon in crab-like red coral, enlarging and engorging the weapon like a fiddler crab's jagged claw. Doing so is a free action, and while so sheathed, your weapon inflicts an additional +1d4 points of slashing damage per four character levels (maximum +5d4) and receives a +1 bonus on critical

confirmation rolls per four character levels. Your weapon remains so sheathed for a maximum of one round per character level.

Drawback Your rough, crablike carapace marks you as forever apart from ordinary humanity, and you suffer a -2 racial penalty to your CHA score.

Ability Type Supernatural

High Bred Nekomusume – Racial – Birthright

Nekomusume kittens from prestigious bloodlines- of impeccable heritage, dating back to the birth of the species during the early 1980s- command unearthly prices at public cat-girl auctions. These elite Nekomusume are often the fiercest competitors at Fashion Club Nekomini.

Requires Nekomusume race

Benefit Your racial ability score modifier to CHA is increased to +4.

Ability Type Extraordinary

Issunboshi Child – Birthright

Like the hero of the classic story *Issunboshi* (Little One Inch) you can shrink yourself down to an inch high.

Despite your sometimes diminutive size, your courage never wavers. There is a birth-mark like a white or yellow mallet on your arm or the palm of one hand as a symbol of your power.

Requires Base Attack Bonus +1

Benefit Once per day per four character levels, you can shrink yourself and your worn and carried equipment down to size Fine as an immediate action. Returning to your natural size is a move-equivalent action that does not provoke attacks of opportunity.

You must remain at size Fine until you accomplish one of the following heroic tasks, or until you next sleep or rest.

- Defeat (or assist in the defeat) of a creature with a CR equal to your Hit Die +4
- Confirm a melee critical hit against any creature of at least size Huge
- Roll a natural 20 on any Diplomacy or Intimidate check
- Discover treasures only accessible to a creature of your size

Ability Type Supernatural

Kiss Team Tetsujin – Birthright - Racial

A handful of specially designed Tetsujin warriors, assembled using Battlechanger technology, have been inserted as heavy-weapons experts and infantry troops with Japan's elite *Kiss Teams*.

Requires Tetsujin race

Benefit You gain the Battlechanger subtype and gain a Fuelon reserve with a single Fuelon point, which may be spent to gain any of the benefits described in

Battlechangers: Ironworks (Otherverse Games, 2015).

You do not need to expend Fuelon to maintain your systems' functioning, and do not fall into sys-stasis when reduced to 0 Fuelon.

You gain an *alt-mode* of your choosing, which is normally Medium or Large to increase its availability to you. *Ground Mover* (police car, light van, industrial pickup), *Ground Racer* (moped or racing bike), *Ground Worker* (small garbage truck, towtruck, or payload) and *Ground Rescue* (ambulance) alt-modes are most common. Your hull and alt-mode coloration is black and white livery similar to that worn by most Japanese municipal police departments.

Ability Type Extraordinary

Kintaro - Birthright – Combat

From the moment you exited your mother's body you have possessed a vigor and vitality unmatched by other boys. You wrestle bears for fun, and think nothing of chopping down an ancient oak with your bare hands. Your great strength will mark you as either a great hero or an infamous bully and brigand, but one thing you will never be is unremarkable.

Kintaro children are marked by ruddy complexions that glow with health, and somewhere on their bodies, usually above their genitals, they are marked with a strange golden birthmark that spells out the kanji for 'golden'.

Requires Human subtype, male gender, STR 13+

Benefit Once per day, you may act as if your STR score was 10 points greater (a +5 improvement on attack rolls, STR checks, and STR-based skill checks, as well as combat maneuvers) for one round. Activating this power is a free action that you can activate even when it is not your turn. This temporary enhancement to STR stacks with other forms of enhancement for the duration of the effect.

In addition, your great strength can never be stolen from you. You are immune to ability score drain or damage that specifically targets your STR score. You cannot lose STR by any means, including becoming immune to poison effects that cause temporary strength loss.

Ability Type Extraordinary

Monkey King's Child – Birthright

You are one of the many human offspring of the irrepressible Chinese god known as the Monkey King. Throughout the centuries, this god has produced thousands of unacknowledged children, many of whom have gone on to greatness or infamy.



Benefit Your celestial monkey ancestry provides you with a Climb speed of 30 ft and a +4 racial bonus on Climb checks and Sleight of Hand checks. Your prehensile tail can be used to hold and manipulate small objects, but is too weak to attack with. You can retrieve a stowed item as a free action once per round thanks to your nimble tail.

Aside from your prehensile tail, and a slightly shaggier than usual hair style, your appearance is fairly normal for a member of your race.

Ability Type Extraordinary

Peach Born - Birthright

You were found in a giant peach, sent from Heaven and found by a human family. You were adopted by your discoverers, and raised along ordinary children. However, from an early age, you displayed a hunger for glory and adventure, and an uncanny ability to speak to animals and the spirits hiding within ordinary objects.

Benefit You gain the ability to *speak with animals* up to 3x times per day, as a sorcerer of your total character level. Instead of speaking with an animal, you may also choose to speak to an unattended, non-magical object of size Small or smaller.

The spirit within the object will converse with you as if it were a thinking, perceiving animal. Select a specific type of object (such as teakettles, dolls, sandals, swords, ect), when speaking with objects of that kind, they are always helpful to you and will always truthfully and completely answer any question you ask, often giving you even more information than you expected.

Ability Type Spell-Like

Perverved Immortal - Birthright

You look like a dirty old soul, but in truth you're even kinkier and more ancient than most mortals can comprehend.

Requires Middle Aged or older

Benefit You no longer suffer the detrimental physical effects of aging. You do not have a maximum age and do not suffer physical ability score penalties as you advance through the age categories. Bonuses to mental ability scores for age and wisdom continue to accrue.

To maintain your immortality, you must have incredibly kinky sexual intercourse with a sentient virgin of either gender at least once per month, who must be in the Adult age category or younger.

If you do not do so, you immediately suffer the physical penalties associated with your age (maximum penalties equal to being in the Venerable category). These ability score penalties vanish as soon as you indulge your lust with a young virgin.

Your great age provides you with a cumulative +1 insight bonus on Knowledge (history and nobility) checks for each

century of your enhanced lifespan (maximum +10 bonus). If you are unsure exactly how many centuries your character has lived before the campaign begins, roll 1d4+1.

Ability Type Extraordinary

Playful Little Loli - Birthright

Your body is as slender and hairless as a little girl's, and you use your lithe, pure beauty to your advantage.

Requires at least one starting trait with Loli in the name, female gender

Benefit You resemble a young pre-teen, and know how to use your size to your advantage. You receive a +2 inherent bonus to your CHA score, and a -2 inherent penalty to your STR score. Though you remain your base size, you are treated as being one size category smaller, anytime doing so would benefit you. For human and other Medium sized Lolis, though Medium sized, you are the lowest end of height and weight norms, gaining a +1 size bonus to attack rolls and armor class, and a +4 size bonus on Size checks. You do not suffer a size penalty to your CMB or CMD.

Finally, your soul is innocent and fundamentally malleable, and you can take baby-play and age-play to a level other lovers can only dream of. With roughly a minute of concentration, you gain a child's playfulness and flexibility at the cost of your adult reason. You may voluntarily suffer temporary INT damage. For every three points of INT damage you suffer, you gain Damage Reduction 1/magic. Your Damage Reduction 1/magic remains for one hour; temporary ability score damage suffered in this manner must be healed normally or magically. You cannot reduce your INT below 3 in this manner.

While suffering this INT damage, you can choose any sentient creature as your 'mommy or daddy', enjoying a lustful crush upon them. When within 60 ft of your 'parent' you use their saving throw bonuses in place of your own, if they are higher, as you draw comfort from their presence. Once your play-parent is designated, you cannot change the role until your INT damage is fully healed. Your chosen play-parent counts as an immediate family member for the purposes of incest-based magic, regardless of actual biological relationship.

Ability Type Supernatural

Reincarnate - Birthright

You have been trapped in a cycle of death, life and rebirth for uncounted lifetimes, both in the Earth-realm and in the Tatakama. Your strong soul has found some enlightenment in this incarnation, allowing you occasional glimpses of your previous mortal incarnations.

Requires WIS 13+

Benefit A number of times per day equal to 3 + your WIS modifier, you can call upon your memories of your past lives to aid in current situations. As a full round action which provokes attacks of opportunity, you can allow a previous incarnation to come to the fore in your mind. Your

personality may alter dramatically, and you might speak with a distinct accent or manifest minor physical changes, though your alignment and game statistics are fundamentally unchanged. Your past incarnation can remain in control for a number of minutes equal to your WIS modifier (minimum one minute).

During this time, you may choose to apply any two of the following benefits. You may instead choose the same bonus twice; the effects stack. These benefits define the memories and abilities of your past incarnation, and a new selection of benefits can be chosen each time this feat is activated. In game terms, each time you activate this feat, you call upon a different spiritual ancestor.

- A +2 competence bonus on any two Knowledge skills of choice
- A +2 competence bonus on any other skill of choice
- A +1 morale bonus on attack and damage rolls
- A +1 morale bonus on one save of choice
- A +1 dodge bonus to Armor Class
- Proficiency with a chosen weapon
- Ability to speak, read and write a chosen language
- Ability to cast a 0 level arcane or divine spell once per use

Special You may select this feat multiple times. Each time you do, you may select an additional benefit. Thus if you choose this feat twice, you can manifest up to three benefits simultaneously.

Ability Type Extraordinary

Student Kitten – Racial – Birthright

Occasionally, a batch of Nekomusumes are not sold on the open market. Growing more slowly than others of their kind, they mature more like human girls than cat-girl slaves; tax write offs and long-term sociological research mean that instead of being sold, this special ‘class’ of kitten girls are placed with human foster families, and allowed to attend public school. Most of these semi-free Nekos return to their breeders and allow themselves to be sold when they graduate highschool, but a few live as free cat girls in workaday Black Japan.

Requires Nekomusume race, Student starting occupation

Benefit You are a Neko teenager, and may add +1 to any mental ability score (INT, WIS or CHA) when you reach full maturity, which occurs when you graduate high school or gain 4 character levels (whichever comes first).



You do not suffer a racial ability score penalty to your INT score. You may select an additional starting trait from the Social category that is available either to Nekomusume has *loli* or *shota* in the trait name, or is applicable to a student starting occupation/origin.

Ability Type Extraordinary

Soul Weapon – Birthright

Some creatures are born with a weapon in their soul, and they live to be wielded by an adventuring partner with whom they share a deep bond of trust. With a thought, you can

transform into an enchanted weapon with unique powers and distinctive appearance.

Requires CHA 13+, Simple and Martial Weapons proficiency

Benefit As a move-equivalent action you can assume the form of a single enchanted weapon of your choosing. You choose the weapon’s type, which must be a type of weapon common to the campaign setting, such as a mace, katana, pistol, or even exotic or high tech weapons like a particle cannon or chain axe. You are treated as a +1 weapon of this type. Every four character levels, you gain either an additional +1 enchantment bonus or an ability with a +1 equivalent pricing.

While in weapon form, the only action you can take is to end the transformation as a move-equivalent action. Once chosen, your weapon form does not change, and the weapon’s unique appearance reflects your powers and personality.

Best Attack

You must be wielded by a partner with whom you share an intimate bond. This bond can be formed by an hour of training, meditation, sexual contact or other intimate activity within the previous 24 hours. When wielded by a bonded partner, anytime the partner attacks with you, both you and your partner make individual attack rolls and take the best attack result.

Any non-bonded wielder merely treats you as a masterwork weapon of your chosen type and does not benefit from your Best Attack quality when attacking with you, nor does the wielder gain access to your magical qualities.

Special This ability is mechanically similar to the Best Attack and Weapon Alt-Mode abilities possessed by some Battlechangers, and can probably substitute for those abilities when qualifying for feats and abilities.

Ability Type Supernatural

Other Feats

This section includes Black Tokyo's unique general, combat and meta-magic feats.

Undead Player Characters and Feats

Many feats have effects based upon their wielder's CON score or CON modifier. If these feats are chosen by a character of an undead race, such as *Akaname*, *Goryohime* or *Ubume* adventurers, replace all references to CON in the feat write-up with CHA.

List of Other Feats

1. *Adult in Moonlight* – any one Loli trait
2. *Alchemist Class POETICA* – POETICA race, Chef Class racial skills
3. *Another Tail* – Kitsune race
4. *Assault Witch Barriers* – Assault Witch Cavalier class levels, INT 11+
 - a. *Barrier Blast*
5. *AWACs Witch* – Assault Witch Cavalier 5th level, Skill Focus (Computer Use), Fly 1 rank
 - a. *AWACs Fire Control* – character level 10th
 - b. *AWACs Scout*
6. *Baishu Music and Voice* – Perform (sing) 1 rank
7. *Battle Fairy* – Assault Witch Cavalier class levels, non-lawful alignment
8. *Battleship POETICA* – POETICA race, either Combined Fleet POETICA or Imabari POETICA alternate racial traits
9. *Ballistic Monk* – Personal and Advanced Firearms Proficiency, Flurry of Blows class ability
10. *Breast Maw* – Busty Extreme trait
 - a. *Breast Hunter* – Breast Maw
11. *Burasera Gasmask* – Burasera Enthusiast or Burasera Thief trait
12. *Bushido Swordsmanship* – Exotic Weapon Proficiency (katana), Improved Critical (katana), BAB +12
13. *Call the Forest Kamui* – Utari Ainu race, WIS 18+, animal companion or paladin's mount
14. *Caress of Soiled Cloth* – Knowledge (religion) or Spellcraft 5 ranks, Deft Hands
15. *Carnal Octopus* – Child of the Octopus
16. *Cat Form* – Nekomusume race
 - a. *Cat Pack* – character level 3rd
17. *Dancing Kami* – Kami race, DEX 15+
18. *Dark Lover's Carapace*
19. *Deck Chain Locket* – POETICA race, either Combined Fleet POETICA or Imabari POETICA alternate racial traits
20. *Disassociate* – Kuudere trait
21. *Deep Scan* – Void Sparrow race, Cyborg subtype or Assault Witch Cavalier class levels
22. *Divine Piss* – Channel Energy class feature
23. *Ecchi Curses* – Spell Focus (necromancy/transmutation), caster level 7th
24. *Ecchi Familiar* – familiar or animal companion
25. *Eerie Dexterity* – DEX 17+, Acrobatic, Nimble Moves
 - a. *Puzzle of Flesh*
 - i. *Puppet Master of Flesh* – BAB +3
26. *Emotional Support* – POETICA race
 - a. *Deepening Intimacy*
27. *Fabulous Wealth* – Ojosoma alternate racial trait
28. *Foul Medicine* – Akaname race
29. *Fusion Terrain* – Feral POETICA Barbarian class levels
30. *Ghost Mew* – Nekomusume race, WIS 13+, fur color
31. *Gifts of Ecstasy* – CHA 13+
 - a. *Carnal Exorcist* – channel positive energy, cleric level 10th
 - b. *Pleasurable Price*
32. *Grave Between The Legs* – Knowledge (arcana) 4 ranks, Iron Will or Yurei or Ubume race
33. *Gravitic Flight Wings* – Tetsujin race
34. *Healing Breast Massage* – Busty Extreme trait, character level 12th
35. *Heavily Armored Unicorn* – Daughter of Kirin race
36. *Hungerblood*
 - a. *Blood Breeds Monsters* – Toughness
 - i. *Blood Breeds Nightmares* – character level 10th
37. *Iron Heart* – Iron Will
38. *Kiss Merge* – Human race, Kiss Friend trait
 - a. *Kiss Conscience* – Kiss Merge, WIS 13+
 - b. *Kiss Evolution* – Kiss Merge
39. *Lemon-Pink Hospital* – CON 13+
40. *Living Gohei* – POETICA race, Knowledge (religion) 3 ranks, any good alignment
41. *Lust Blades* – Martial Weapons Proficiency, BAB +3
42. *Maiden of the Blue Sky* – Angelic Little Loli trait
 - a. *Maiden of the Heavens* – caster level 10th
 - i. *Maiden of the Stratosphere* – character level 15th
43. *Masterful Performer* Bardic Performance, Perform (sing) 4 ranks
44. *Masumune Division Drill Instructor* – Masumune Division JSDF trait, any one Teamwork feat, BAB +3
45. *Masamune Division Range Master* – Masamune Division Range Kiss trait, Gunslinger levels or Grit pool
46. *Mega-Busty!* – Busty Extreme trait
47. *Mega-Pettanko* – Small Breasts Forever trait
48. *Moonlit Thief* – Improved Disarm, Moonlit Monk trait, BAB +5
49. *Moon Wise* – Heal 1 rank, female gender
 - a. *Blood Armor*
 - b. *Regenerative Womb* – Knowledge (religion) 8 ranks
 - c. *Womanly Ambrosia* – character level 5th
50. *Neko's Gamble* – Mecha Pilot Neko trait, character level 3rd
51. *Occult Forensics* — Perception 5 ranks or Skill Focus (perception)
52. *Ocean Born*
53. *Onmyo-Ji* – Knowledge (the planes) 1 rank
54. *Oshouji* – spellcaster level 1
55. *Phallic Spear Technique* BAB +5, male gender
 - a. *Bodywalk* – Combat Reflexes, BAB +7
 - b. *Phallic Spear Mastery*
 - c. *Phallic Murder*
 - d. *Wombscape* – BAB +9, any non-good alignment
 - i. *Black Fatherhood*
56. *Pink Zone* – CHA 13+, Charming Pervert trait
57. *Predator's Speed* – Run, Nimble Moves, BAB +4

58. *Pleasure Mastery*
59. *Pleasuring Spell* – caster level 4th
60. *Plot Armor* – Doujinshi race, character level 3rd
61. *Quick Stripping*
62. *Rapist's Camaraderie* – BAB +3, male gender, any evil alignment
63. *Rebuilt by Lust* – Broken Doll trait
 - a. *Veins Full of Cum* – character level 5th
64. *Sabot Cannons* – Assault Witch Cavalier levels, Tail Guns class feature
65. *Samurai's Armor* – natural armor bonus to AC
66. *Skillful Loli* – young adult or younger, INT 13+
67. *Serpentine Mane* – CHA 15+
 - a. *Shield of Living Hair* – Combat Reflexes
 - b. *Wings of Living Hair* – Fly 1 rank
68. *Sexual Changeling* – Deceptive, CHA 13+
69. *Skatto Mastery*
70. *Sickening Intimidation* – Intimidate 3 ranks
 - a. *Nauseating Intimidation* Intimidate 8 ranks
 - i. *Lethal Intimidation* Intimidate 12 ranks
71. *Soaked With Lust* – CON 13+, Goopy Lubrication trait
72. *Static Charge* – Assault Witch Cavalier levels, Mobility
73. *Steel Angel* – natural flight speed, good alignment, Fly 5 ranks
74. *Storm Kami* – Kami race, Air or Water subtype
75. *Submissive and Hesitant*
76. *Superior Cloud Cover* – Assault Witch Cavalier levels
 - a. *Cloud Buster*
 - b. *Cloud Kicker*
77. *Suicide Teacher* – Knowledge (arcana/religion) 5 ranks, WIS or CHA 13+
78. *Super Kawaii* – CHA 13+
 - a. *Nudie Cutie* – character level 8th
79. *Tantric Wisdom* – WIS 15+, Knowledge (religion) 1 rank
 - a. *Bodymeld* – Great Fortitude, Heal 9 ranks
 - b. *Carnal Defilement* – any non-good alignment
 - c. *Drippings of Stone* – Iron Will
 - d. *Gift of Innocence* – any non-evil alignment
 - i. *Innocence Restored* – any good alignment
 - e. *Orgasm Like Oxygen*
 - f. *Painted With Seed*
 - i. *Cum Flux Flood* – Spell Focus (conjunction)
 - g. *Strengthening Orgy* – BAB +8, Toughness
 - h. *Tantric Sight*
80. *Tengu's Blasphemy* – WIS 15+, divine spellcaster levels
81. *Tentacled Myriad* – Spellcraft 5 ranks
 - a. *Tentacled Perversions*
82. *Tetsujin Pulsars* – Tetsujin race
83. *Thundering Guns* – POETICA race, Combined Fleet POETICA alternate racial trait
84. *Transonic Flight* – natural flight speed
85. *True Love's Armor* – True Love trait, character level 3rd
 - a. *True Love's Heroism*
86. *Truth of the Body* – Sense Motive 1 rank
87. *Undead Durability* – Undead type
88. *Useful Testicles* – Tanuki race, Tanuki Testicles racial ability
89. *Vaginal Prison* – Knowledge (arcana) 4 ranks, female gender, any one of: Futakuchi/Ubume race, Gifts of Ecstasy or Half Demon Pussy trait

- a. *Mother to Demons* – Knowledge (the planes) 5 ranks
 - b. *Unbirth*
90. *Vaginal Spell* – female gender, caster level 1st
91. *Womanly Suffocation* – female gender, Busty Extreme trait
92. *Wards of Filth* – Craft (visual arts) 1 rank, Spellcraft 1 rank, spellcaster level 1st
 - a. *Cocoon of Filth*
 - i. *Scatological Armory*
 - ii. *Shit Rider* – Spellcraft 4 ranks
 - b. *Enema Alchemist*
 - c. *Omen of Flies*
 - d. *Poison the Bowels*
 - e. *Urinary Armor*
93. *Warrior's Autopsy* – BAB +10
94. *Yakuza Ink* – Yakuza Irezumi trait
95. *Yosei Transformation* – Human or Kami race or Fey type

Adult in Moonlight

When the silver light of the moon falls upon your skin, your body matures into an adult's.

Requires any one trait with Loli in the name

Benefit When outdoors at night, or anywhere the moon can shine directly upon you, you are affected by *Threefold Aspect* and assume the adulthood aspect as a continual spell-like ability as an 11th level Druid.

When you reach the Adult age category in your true form, the orientation of this feat alters. Now, when touched by moonlight, you assume the childhood aspect instead.

This feat does not function during the new moon. On worlds with multiple moons, its effects are tied to the rising of a particular moon, chosen when this feat is gained. In the Tatakama, which is a perpetual twilight, the character can switch between childhood and adulthood aspects at will.

Ability Type Spell-Like

Alchemist Class POETICA – Racial

The POETICA's internal organs are a mystical oven—simply by swallowing mystical reagents, she can ferment unique magical potions in her belly for later use.

Requires POETICA race, Chef Class racial skills

Benefit Once per day, as a full round action, the POETICA can swallow exotic chemicals and strange cooking ingredients equal to the construction cost of any 1st, 2nd or 3rd level potion. Doing so allows her to synthesize a potion of her choosing, using her total character level as the caster level. She does not need to meet any other production requirements for the potion beyond providing raw materials.

She may store one potion created in this manner within her body at any given time. If she chooses to benefit from this potion herself, she may 'drink' the potion as a swift action

that does not provoke attacks of opportunity. Otherwise, she may pour this potion into a standard container by urinating or lactating it, or pass its benefit to another creature by kissing that creature.

Ability Type Supernatural

Another Tail – Racial

Each year of a Kitsune's life adds another fox's tail, and increases the Kitsune's standing among her own people. Inari occasionally rewards Kitsune with another tail for some great deed or act of mercy, in addition to rewarding another tail for age and experience.

Requires Kitsune race

Benefit You gain another tail. Each tail acquired provides you with access to a single spell-like ability. You can use this ability three times per day with a caster level equal to your total character level. If you take this feat multiple times, you gain additional spell-like ability, also usable a number of times per day listed on the chart below. Saving Throw DCs are CHA-based.

Feat Taken	Number of Tails	Diplomacy Bonus	Spell Like Ability
Once	2	+1	Hypnotism (3x/day)
Twice	3	+2	Fox's Cunning (3x/day)
Three Times	4	+3	Suggestion (2x/day)
Four Times	5	+4	Fire Shield (2x/day)
Five Times	6	+5	Mind Fog (1x/day)
Six Times	7	+6	Suggestion, Mass (1x/day)
Seven Times	8	+7	Incendiary Cloud (1x/day)
Eight Times	9	+8	Dominate Monster (1x/day)

You gain a racial bonus on Diplomacy and Intimidate checks against other Kitsune equal to the number of times you have selected this feat.

Special You can earn this feat up to eight times, gaining a total of nine tails.

Ability Type Spell-Like

Assault Witch Barriers – Combat

Before taking off, you activate glowing energy fields around yourself in a spectacular display of chiming, silvery light. By the time your pre-flight checklist's complete, you are sheathed in glowing armor fields.

Requires Assault Witch Cavalier class levels, INT 11+

Benefit As a full round action while in your Airplane Girl form, you can cast *mage armor* upon yourself as a wizard of your total character level. Conjuring the *mage armor* produces a flare of intense light in the form of a glowing occult that appears at your feet, and loud discordant musical notes. Anytime you are attacked while this *mage*

armor is active, similar glowing occult circles flash into existence around you for a split second.

While this *mage armor* effect is active, you can discharge it as an immediate action. Doing so reduces the damage inflicted by a successful attack roll against you by half, which is applied prior to applying Damage Reduction or Energy Resistance or immunity. You may activate this ability after damage is rolled, but before damage is applied to you.

Ability Type Spell-Like

AWACs Fire Control – Combat

Your techno-magical systems allow you take remote control of allies' onboard weapon systems, increasing everybody in your wing's accuracy and effectiveness.

Requires AWACs Witch, character level 10th

Benefit While airborne and in your Airplane Girl form, all Assault Witch allies within your sensory radius gain dramatically increased accuracy with their Tail Guns.

When making ranged attacks with their Tail Guns, all allies within this range roll twice and take the better result.

Ability Type Supernatural

AWACs Scout – Combat

You provide real-time tactical data to units dozens of miles away.

Requires AWACs Witch

Benefit You can provide the benefit of her AWACs Witch ability to allied units within 100 miles. As a swift action, made after activating her Blindsense, she may

provide all allies within this range Blindsense for one round.

Ability Type Supernatural

AWACs Witch – Combat

You are an aircraft weapons lock/radar operator, trained to operate advanced military sensor systems and relay the data in real time to other pilots in your squadron. Your Assault Witch form includes hair decorations or hip plating that share the iconic round, silvery/grey shape of an AWACs sensor package.

Requires Assault Witch Cavalier 5th level, Skill Focus (Computer Use), Fly 1 rank

Benefit While in your Airplane Girl form, your sensory capabilities are vastly expanded, and you can transmit data to other Assault Witches, increasing their battlefield awareness.

While airborne and in Airplane Girl form, you can transmit data from your sensors, as well as advice and firing solutions to all allied vehicles, Assault Witches and others

who can communicate on your frequency within a 1 mile spherical radius, provided your communications network extends that distance.

As an immediate action once per round, whenever any receiving ally makes a ranged attack roll against a target you are aware of, or a REF Save against an enemy attack or hazard you are aware of, your ally make the attack roll or REF save as normal and you make a Computer Use check. Your ally uses either their own check result, or your Computer Use check result, whichever is higher.

Additionally, as a full round action, you can extend

your awareness to gain Blindsense to a 10 mile radius. At 10th level, this increases to a 100 mile radius. Her Blindsense lasts one round per activation.

Ability Type Supernatural

Baishu Music and Voice Training

You studied voice and performance with the eccentric mistress of the small Baishu Music and Voice school in Shibuya. The hours were long, the training grueling and more than a little strange, but you learned some useful things about music...and magic.

Requires Perform (sing) 1 rank

Benefit You may use *speak with animals*, as a spell-like ability with a caster level equal to your total character level up to three times per day. You may only use *speak with*



animals to communicate with aquatic creatures, amphibians or any type of snake.

If any such creatures are within 30 ft (including familiars and summoned animals), you receive a +2 morale bonus on Perform (sing) checks; this bonus increases to +4 at 10th level.

Ability Type Spell-Like

Ballistic Monk - Combat

You learned to use firearms in conjunction with traditional martial arts, likely taught to you by a secret master of the undead-hunting Ramat Sect.

Requires Personal and Advanced Firearms Proficiency, Flurry of Blows class ability



Benefit You may consider firearms as a special monk weapon, allowing you to use them via your Flurry of Blows class ability. A firearm must be capable of fully automatic fire to be used in conjunction with Flurry of Blows. When using a firearm in this manner, you make a single ranged attack per Flurry of Blows attack that you are allowed; you cannot strafe an area.

If you choose to use Burst fire, each attack made via the Flurry of Blows suffers an additional -2 penalty, for a total -4 penalty imposed on all attacks. You must either choose to use Burst fire or not for all attacks; you cannot mix normal and Burst attacks within the same Flurry of Blows.

Ability Type Extraordinary

Barrier Blast – Combat

When you need to you can drop your barriers in an massive explosion of energy that devastates any enemies sharing the sky with you.

Requires Assault Witch Barriers

Benefit When you dismiss the *mage armor* effect provided by your Assault Witch Barriers feat, all hostile creatures within a 60 ft radius suffer 1d6 points of force damage per two cavalier levels (maximum 10d6) and are pushed backward (or outward from you, in three dimensional space) 5 ft per 1d6 points of force damage they suffer. A successful REF Save (DC 10 + ½ your total character level + your INT modifier) halves the damages and negates the knockback effect.

Ability Type Spell-Like

Battle Fairy – Combat

When you assume your Aeromusume form, you become something far more exotic than human.

Requires Assault Witch Cavalier class levels, non-lawful alignment

Benefit Whenever you assume Aeromusume form, your type changes to Fey. Do not recalculate hit points, base attack bonus skill ranks or saving throws. You gain lowlight vision, and receive a +4 racial bonus on

WILL Saves against illusions while in Aeromusume form.

Ability Type Supernatural

Battleship POETICA – Racial

Your android body is built along the sleek lines of a Japanese destroyer or battleship, and your first home, and first love, is the choppy sea.

Requires POETICA race with either the Combined Fleet POETICA *or* Imabari POETICA alternate racial traits

Benefit You are at home on and beneath the waves. You gain a Swim speed equal to your base land speed +10 ft, and a racial bonus on Swim checks equal to +1/2 your total character level. You never take a penalty on attack and

damage rolls for being underwater, as if under the effects of *freedom of movement*.

Ability Type Supernatural

Black Fatherhood – Combat

Rape and atrocity assures the continuation of the species. Your oni-spawn children violate their mothers during their gestation, taking command of them body and soul to ensure the continuation of your dark, violent lineage.

Requires Wombscape, any non-good alignment

Benefit At any time, you may issue a *Command*, as a cleric of your total character level, to anyone who is carrying your offspring. The victim receives no save against this short, primal command, and must be able to see, hear and clearly understand you. Doing so is a standard action.

Once per day, you may issue more involved commands to one of your child-bearers. This ability functions identically to *Charm Monster* cast by a sorcerer of your total character level. Unlike a typical charm effect, the victim resists with a FORT save, as the fetus within her takes temporary control of her autonomic nervous system, on your behalf. As the command affects the target's physical body, not her mind, you cannot compel her to undertake purely mental actions, have any specific thoughts, nor prevent her from using Psionic or magical abilities that require only a mental action to activate.

Immediately after the birth of your child, you may choose to affect your unwilling child-bearer in one of two ways. You may either attempt to end her life, requiring her to succeed at a FORT Save (DC 12 + your CON modifier) or die outright. Even if this FORT Save succeeds, the woman still suffers 1d8 points of damage per point of your CON modifier.

Alternatively, you may choose to change your mother's alignment to match your own, which may result in the loss of certain class features. In this case the mother must resist with a WILL Save (DC 12 + your CON modifier). You must be within 60 ft of the mother to use either ability.

Ability Type Supernatural

Blood Armor

You can transform your menstrual blood into glistening crimson armor.

Requires Moon Wise

Benefit When menstruating, you may transform your menstrual blood into armor as a standard action. While in this state, you gain a +1 natural armor bonus to AC per two character levels (maximum +10 bonus). While wearing this oozing and bloody armor, you become immune to Bleed damage, the *sickened* and *nauseated* conditions and critical hits.

You retain your blood armor for one round per level. You may use this ability a number of times per day equal to 3 + your CON Modifier.

Ability Type Supernatural

Blood Breeds Monsters – Combat

Your blood sows monsters where it touches the earth.

Requires Hungerblood, Toughness

Benefit Anytime you suffer 20 or more points of damage in a single round and survive, you may summon one creature or CR 2 or less, as if using *Summon Monster II* (effective CL 5th). The creature appears out of your spilled blood and acts immediately, serving you loyally until the end of the combat encounter. Using this ability is an immediate action.

Ability Type Spell-Like

Blood Breeds Nightmares – Combat

Your blood summons horrors from the depths of Hell where it touches the earth.

Requires Blood Breeds Monsters, character level 10th

Benefit Any time you suffer 50 or more points of damage in a single round and survive, you may summon one creature of CR 6 or less, as if using *Summon Monster VI* (effective CL 11th). The creature appears out of your spilled blood and acts immediately, serving you loyally until the end of the combat encounter. Using this ability is an immediate action.

Ability Type Spell-Like

Bodymeld

As you make love with a willing partner, your body and theirs flow together like bloody wax, transforming and merging you. Instead of two, you become one, sharing your talents and blending your souls in an intimacy deeper than any you've ever known.

Requires Tantric Wisdom, Great Fortitude, Heal 9 ranks

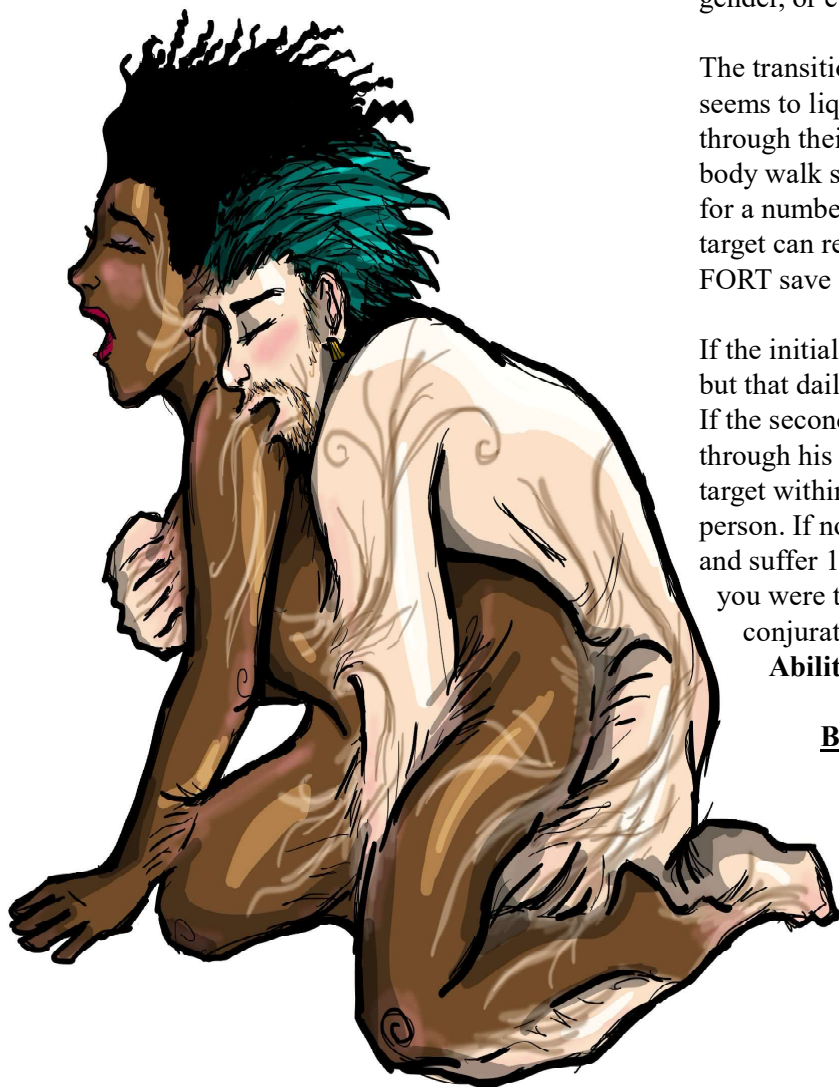
Benefit During a tantric sex act, you may temporarily absorb your lover into your body, borrowing his or her unique gifts and physical talents. Both you and your partner (who does need to possess this feat) must consent to begin the bodymeld. Once the bodymeld begins, your bodies intertwine and melt into a single composite form.

Your composite form is always a Large Monstrous Humanoid, and shares the genders of the two lovers. If you and your lover are of different genders, the composite form is hermaphroditic. Among homosexual pairings, the composite form shares the lovers' genders. The composite form always physically resembles its component individuals, but is a distinct, unique creature.

The composite form uses your class level, base attack bonus and base saves, since you are the dominant partner in the merger. Each of the combined form's attributes is equal to the better partner's ability score +2.

While combined, you receive a +1 insight bonus on any skill your lover has 5 or more ranks in. You may speak, read and write any language known to either component partner. Your composite form may use any extraordinary abilities or feats possessed by either of its component partners, and may use hentai feats specific to either partner's gender. The composite form possesses low light vision and gains the *scent* special quality.

Your lover can observe the world and is aware of events during the bodymeld, but cannot take any actions, other than to dissolve the merger early. You may maintain your composite form for 10 minutes per point of your (newly enhanced) CON score.



Once the merger ends, your lover appears nude and adjacent to you. Both you and your lover are *fatigued* after the body meld ends.

Ability Score Supernatural

Bodywalk – Combat

The disturbing, magical ability to 'step' between bodies, using living beings as unwilling gateways is one of the most fearsome *hentai no judo* abilities. You move between living humans like a dark wave, leaving agony and disfigurement in your wake.

Requires Phallic Spear Technique, Combat Reflexes, Base Attack Bonus +7

Benefit Three times per day, you may transform your body into a dark wave of blood and gore, that splashes against a victim within 30 ft of your position and disappears inside the victim's body. Using this ability is considered a move action. You may then teleport to any other humanoid within 90 ft of the initial victim, who shares one of the following physical traits with the initial victim: race, gender, or ethnicity within a race.

The transition is a bloody, disgusting process, as your body seems to liquefy and rush into the target's orifices and through their skin. Both victims used as gates during the body walk suffer 2d6 points of damage and are *nauseated* for a number of rounds equal to your CON modifier. Either target can resist your body walk by making a successful FORT save (DC 15 + your CON modifier).

If the initial target saves successfully, you do not teleport, but that daily use of the body walk ability is still used up. If the secondary target saves successfully, you cannot exit through his or her body. If there is another acceptable target within range, you can attempt to exit through that person. If not, you reappear adjacent to the original target and suffer 1d8 points of damage, and are *nauseated* as if you were this feat's exit point. Bodywalking is a conjuration (teleportation) effect.

Ability Type Supernatural

Breast Hunter – Combat

Your monstrous, hungry breast mouths hunger with a cannibalistic compulsion to feast on the blood, fat and tender skin of other women's breasts!

Requires Breast Maw

Benefit Opponents do not apply their Busty bonus to Armor Class to attacks made by your breast maw. In addition, on a confirmed critical hit from your breast maws, a target with Busty abilities must succeed at a FORT Save (DC 10 + ½ your level + your CHA modifier) or have their

breasts savaged. Until the target is fully healed, she loses her Busty bonus to AC and cannot use any powers, spells or feats requiring Busty Extreme as a prerequisite.

Ability Type Supernatural

Breast Maw – Combat

Your breasts can become monstrous, lamprey-like predators attached to your body only by straining, ripping tendons- endlessly ravenous and ready to kill at your whim.

Requires Busty Extreme trait

Benefit As a move-equivalent action, you can transform your breasts into their hideous ‘breast maw’ shape. In this configuration, you lose your Busty bonus to AC, but retain the ability to use feats, powers and spells with Busty Extreme as a prerequisite.

While in breast maw form, you gain two bite attacks at your full base attack bonus. These bites inflict 1d6+ half your STR modifier + your CHA modifier points of slashing damage on a successful attack for a Medium creature (base 1d4 for Small creatures, base 1d8 for Large creatures). These bites have a critical threat range of 19-20/x2.

You never provoke attacks of opportunity for attacking with your breast maw, and may use this ability while grappled or pinned at no penalty.

Ability Type Supernatural

Burasera Gasmask

Bathing in the scent of a woman’s used undergarments negates your need to breathe!

Requires Burasera Enthusiast or Burasera Thief trait

Benefit If you hold a pair of undergarments that have been worn within the previous hour by a creature you would find sexually attractive to your nose, you gain the No Breath racial quality. While doing so, you cannot use your off-hand for any other action save holding or removing the undergarments.

Ability Type Supernatural

Bushido Swordsmanship - Combat

You have dedicated your life to mastery of the katana and can kill with a single stroke.

Requires Exotic Weapon Proficiency (katana), Improved Critical (katana), Base Attack Bonus +12

Benefit Any katana you wield gains the *Vorpal* weapon quality. This property is a result of your extensive training, and not a property of the weapon itself.

Ability Type Extraordinary

Call the Forest Kamui – Racial

You can unlock the hidden divinity within the flesh of your animal companion, transforming it into a creature of incredible size, majesty and ferocity.

Requires Utari Ainu race, WIS 18+, animal companion or paladin’s mount

Benefit Once per day, you may use *quicken animal growth* upon your animal companion or special mount as a 10th level druid. At 10th level, you may use *quicken animal growth* twice per day, and your caster level equals your total character level. At 15th level, you may also use *beast of the summerland* (Choicer Magick Book One, Otherverse Games, 2015) to benefit your animal companion or special mount once per day.

Ability Type Spell-like

Caress of Soiled Cloth - Metamagic

By masturbating into a recently worn article of clothing, you perform a hedonistic magical ritual that binds you intimately to the object of your fetishistic lust.

Requires Knowledge (religion) or Spellcraft 5 ranks, Deft Hands

Benefit By obtaining a recently worn article of clothing, you may perform a fetishistic sexual ritual, cumming onto the cloth to affect the user with through your sexual arcane talents. The item of clothing must have been worn by the target within the past 24 hours. By orgasming onto the article of clothing, you effectively have a sexual encounter with the target of your lust, allowing you to use sexually oriented feats, spells and class abilities against (or to benefit) that person from a distance.

If you have a feat or class ability that requires you to have a sexual encounter with someone of a specific gender or who meets a specific category (such as the Gift of Innocence feat), and the owner of the clothing meets the conditions, you can activate or enhance the feat. Feats such as Dark Lover’s Carapace, which gain potency based on the number of sexual encounters you have each day grow more powerful each time you indulge in solitary, panty fetish sex.

If you have a sexual effect which provides a benefit to your lover, the clothing’s owner automatically benefits from your masturbatory orgasm, provided that person is within one mile.

If you have a sexual effect which harms or weakens your lover/victim, the clothing’s owner must save against the effect normally, provided that person is within one mile. Due to the lack of intimacy, the DC of all saves against your sexual effects are reduced by –10. If the effect does not normally offer a saving throw, the victim receives a

WILL save against the effect (DC 10 + your CHA modifier).

If the clothing used in the masturbatory ritual is stained with the victim's blood, urine, feces or sexual fluids, the DC of all saves against your sexual effects are only reduced by -5.

Ability Type Supernatural

Carnal Defilement

You can sexually violate a victim, doing such horrible things to body and soul that your victim cannot return from the grave.

Requires Tantric Wisdom, any non-good alignment

Benefit With an obscene sexual ritual requiring 5-10 minutes to complete, preformed either on a helpless or dying creature, or upon a recently slain creature, you can prevent the creature from returning to life. A creature violated in such a way cannot be *raised* or *resurrected*, and can only be returned to life with *wish* or *miracle*. The creature cannot rise as any form of undead spawn, and if the slain creature has the Regeneration quality, it is lost after the carnal defilement ends.

Using this ability is considered rape by weapons with the Eyrines property, though the GM may rule that using this ability to prevent a fallen ally from returning to life as undead does not constitute rape.

Ability Type Supernatural

Carnal Exorcist

Through sexual stimulation of members of your faith, you gather positive and loving energy, to wield as a weapon in the name of your faith.

Requires Gifts of Ecstasy, channel positive energy class feature, cleric level 10th

Benefit When you bring a member of your faith, or a fellow follower of your patron deity to orgasm, you gain a charge of spiritual energy, which manifests as a tiny, marble-sized globe of iridescent force on the inside of your forearm. You may store a number of these carnal charges equal to twice your character level. If these charges are not used within 24 hours of collection, they are lost without effect.

When channeling positive energy, you may expend one or more of these carnal charges as a swift action. You may add +1d6 channeled positive energy per carnal charge expended. You may expend a number of carnal charges equal to your character level (or a lesser amount) when channeling positive energy.

Ability Type Supernatural

Carnal Octopus – Combat

Your strange tentacles squirm their way into your opponent's body openings, delivering lethal pleasure as they strangle.

Requires Child of the Octopus

Benefit Each round you maintain a grapple while in your octopus form, in addition to any other effect, you inflict 1d6 points of Pleasure damage each round, in a kind of morally neutral groping.

You can increase this damage to 1d12 points of Pleasure damage per round, but doing so is considered both an evil act and is considered rape.

Ability Type Supernatural

Cat Form – Racial

You can assume the form of an ordinary house cat at will.

Requires Nekomusume race

Benefit You can assume a fully feline form at will, as a standard action. You take the form of a cat familiar as if using *Beast Shape I*. Your cat form's pelt colors match your hair and fur colorations, no matter how unusual. While in cat form, worn or carried items merge with your body and become useless. You cannot return to your natural form independently however- you must be petted or played with by any bipedal creature for at least a minute before you are able to resume your natural shape.

Ability Type Spell-Like

Cat Pack – Racial

Instead of transforming into a single cat, you become a noisy, energetic pack of wild cats and can invite other cat-girls to join you in your romp through Black Japan's nights.

Requires Cat Form, character level 3rd

Benefit Anytime you assume cat form, you may instead choose to assume swarm form. You assume the form of a *cat swarm*, which uses the statistics for a *monkey swarm* (Bestiary 2) with only cosmetic modifications. You cannot return directly to Nekomusume form from your cat swarm form however. Instead, you must first assume your single cat form, as the pack coalesces into a single larger cat.

Once per day, you may kiss or caress a willing Nekomusume or feline Anthro and allow her to assume cat form, subject to all the rules of that feat. You simultaneously assume your swarm form. The additional cat automatically returns to her normal form if away from your swarm for more than ten minutes, in addition to the normal methods of returning to her true shape.

Ability Type Supernatural

Cocoon of Filth – Metamagic

The feel of bodily waste against your skin, sliding between thighs and clothes comforts you, transforms you, and protects you. Imbued with arcane energy, your bodily waste crawls across your skin like a living thing, transforming into dense, stinking armor.

Requires Wards of Filth

Benefit You may expend a daily use of your Wards of Filth ability as a standard action to cover yourself in mystical feces, which acts as armor. The foul armor provides you with Damage Resistance 5/magic against piercing and slashing damage, well as Fire and Acid Resistance 10. These resistances stack with Damage Reduction or Energy Resistance gained from other sources.

Each time your armor is activated, it remains in existence a number of minutes equal to your CON modifier (minimum one minute). Your armor can be dismissed at will, or may be destroyed by immersion in water or suffering more than 10 points of water based damage.

The stench of mystical feces is unbelievably foul and cloying, and any living creature who comes within 30 ft of you must succeed at a DC 13 FORT Save or suffer a –2 morale penalty on attack rolls, weapon damage rolls, skill checks and saving throws for 10 rounds. Characters subjected to stench from multiple Cocoons of Filth make only one saving throw. Characters affected by the foul armor's stench cannot be affected again until the original effect expires. This feat cannot affect any creature immune to sickness or nausea, nor anyone with a similar stench or another *skatto*-witch.

Cloud Kicker

Your magical turbines can instantly tear apart a cloud, even magical clouds.

Requires Superior Cloud Cover

Benefit As a standard action while in your Airplane Girl form, you may stomp upon or kick at any cloud or fog, including magical fogs and clouds, within reach. That particular 5 ft square of cloud or fog is destroyed. Magical clouds and fogs are treated as being an attempt to dispel it, and the Assault Witch must succeed at a d20 + Assault Witch level + STR modifier roll versus 10 + caster level (effectively a weird caster level check). Success not only clears that 5 ft square but provides the Assault Witch with the option to dispel the entire magical cloud or fog. Failure still clears the targeted 5 ft square.

Ability Type Supernatural

Cloud Buster

You leave a long wake of unsettled air in your flight path.

Requires Superior Cloud Cover

Benefit Any air square you pass through is treated as difficult terrain for one minute after your passage, if you wish to make it so.

Ability Type Supernatural

Cum Flux Flood – Metamagic

Your body is a roiling cauldron, and you have mastered the secret of creating *shiro-bozu* cum-demons within that cauldron. The faint sticky ghost of male fluids on your lips is a testament to your mastery of arcane conjuration.

Requires Painted With Seed, Spell Focus (conjuration)

Benefit By accepting semen into your body, you can create a Shiro-Bozu (*Black Bestiary*) within yourself, and unleash the milk-white beast to do your bidding. The creature oozes from your body pleasurably.

Summoning the Shiro-Bozu is a full round action which provokes attacks of opportunity, and can be preformed at any time up to 3 hours after the sexual encounter. The creature serves you loyally to the best of its ability, though it is too stupid to follow any thing other than the most rudimentary of commands. The Shiro-Bozu remains in existence for a number of minutes equal to one plus your CON modifier (minimum one minute). You may use this ability up to three times per day, and Cum Flux Flood is equivalent to a 5th level summoning spell.

Ability Type Spell-Like

Dark Lover's Carapace - Combat

A slick, oily black carapace bursts through your fragile skin, and needle-like bone spurs tear through your muscles. The transformation is agonizing, but grants you phenomenal strength and endurance. When wrapped in your cockroach-like, demonic armor, there are few things that can harm you.

Benefit A number of times per day equal to 3 + your CON modifier, you may manifest demonic armor, which bursts from your skin and covers you from head to toe in dense organic plating. You can maintain your demonic carapace for one minute per two character levels. Activating or dismissing the demonic armor is a standard action, which provokes attacks of opportunity.

This armor is amazingly tough. In its 'raw' state, the Dark Lover's Carapace grants you a +6 natural armor bonus to Armor Class. While armored, your maximum DEX bonus to Armor Class drops to +3.

Your demonic armor becomes stronger when you satisfy your lusts. For every sexual encounter (consensual or not) you have enjoyed during the last 24 hours, your demonic carapace receives Damage Resistance 1/- (maximum DR 5/-). This damage reduction stacks with DR from other

sources. In addition, you gain a cumulative +1 enhancement bonus to STR (maximum +5 bonus) while armored.

Limitation You can only manifest your Dark Lover's Carapace when unarmored or lightly armored. In this case, it supercedes any manufactured armor you are wearing.

Ability Type Supernatural

Divine Piss

You let your bladder open and luminous piss, glowing with holy power burst forth like a water hose.

Requires Channel Energy class feature

Benefit When you Channel Energy, rather than using the class ability normally, you can choose to activate your Divine Piss feat. Doing so changes the area of your channeled energy into either a 60 ft line or 30 ft cone, at your option. The WILL Save DC for this use of Channeled Energy is $10 + \frac{1}{2}$ your cleric level + your CON modifier (this aspect of the feat does not affect Undead clerics).

Akaname and characters with any feat with Wards of Filth as a prerequisite, are always healed by Divine Piss, whether you channel positive or negative energy.

Ability Type Supernatural

Dancing Kami – Racial

Kami from Hindu mythology are rarer than their Buddhist counterparts, but not unknown in Black Japan. These kami are gloriously nimble and swift, and their multiple arms represent their limitless potential.

Requires Kami race, DEX 15+

Benefit As a swift action, you can let your true divine nature shine through. In this state, your skin darkens to a golden bronze, your hair becomes even more vibrantly colored, and an additional two pairs of arms erupt from your shoulders.

You may maintain your Dancing Kami state for a number of rounds equal to $4 +$ her DEX modifier plus $\frac{1}{2}$ her total

character level per day. The duration need not be consecutive, but must be in one round increments.

While in the Dancing Kami form, the *kami* gains four additional arms, which provide her with a +2 racial bonus on CMB and melee attack rolls, as well as providing her with the Multiattack feat. While in your Dancing Kami state, you act as if *Hasted*.



While in your Dancing Kami form, you cannot use skills involving patience or concentration. You may end your Dancing Form at any time as a free action. When your Dancing Kami state ends, you are *staggered* for a number of rounds equal to twice the number of rounds you spent as a Dancing Kami. If you are slain while in your Dancing Kami state, your native Outsider subtype is lost, and you are treated as an Outsider for determining whether you can be *raised* or *resurrected*.

Ability Type
Supernatural

Deck Chain Locket – Racial

Like many of the living battleship girls living and working at Misawa AFB with the Combined Fleet, you wield a magical anchor chain that is as beautiful and sparkling as it is steely and efficient.

Requires POETICA race with either the Combined Fleet POETICA *or* Imabari POETICA alternate racial traits

Benefit You gain a magical chain weapon with alternating gold and steel links, crowned by an artfully decorated and extremely stylized winged anchor as its striking surface: your *Deck Chain Locket*. If your Deck Chain Locket is destroyed or permanently lost, you can gain a replacement from your Combined Fleet chain of command when you next gain a level.

The Deck Chain Locket is a +1 *meteor hammer*. It gains an additional +1 enchantment for every eight character levels, and the anchor locket is hollow and has a hidden compartment, functioning as a *Type I Handy Haversack*.

The Deck Chain Locket gains the following special weapon properties as you gain levels.

5th Level: Glammered (into the form of a fashionable purse or ordinary locket, negligible weight in locket form), *10th level:* either Called or Seaborne, *15th level:* Anchoring

Ability Type Supernatural

Deep Scan – Racial

Your artificial body is packed with advanced sensors that any military scout ship would envy.

Requires Voidsparrow race, Cyborg subtype or Assault Witch Cavalier class levels (available in Airplane Girl form only)

Benefit You are equipped with extraordinary sensors. When within 100 kilometers of any aircraft or starship, as a full round action, you can perform a deep scan. Doing so is a DC 15 Computer Use check. If the check is successful, you learn three pieces of the following information, plus one additional piece of information per five points you beat the check DC by. You may retry this check on successive rounds.

With a successful check, you can learn any of the following pieces of information about the aircraft or starship.

- The vehicle's current and maximum Hit Points
- The vehicle's maximum speed and acceleration
- The vehicle's number of pilots and crew
- The vehicle's number of passengers
- The vehicle's cargo tonnage
- If the vehicle is equipped with any integrated weapons, and if so, what types
- The vehicle's base saving throw bonus
- The pilot's ranks in Drive or Pilot or other applicable skill
- The general condition of the vehicle and any major system failures or mechanical problems
- The vehicle's registry data, if it is being publicly transmitted (by a transponder or IFF system, if installed)

Ability Type Extraordinary

Deepening Intimacy – Racial

The bonds you share, and the mental strength you provide to your master or mistress are even deeper than the norm for POETICA concubines.

Requires Emotional Support

Benefit When within 60 ft of your purchaser or current master/mistress, and either you or that character is called to make a WILL Saving Throw, both characters make a WILL Save at the same DC. If either character succeeds on the WILL Save, both characters are considered to have successfully saved against the effect. This ability does not

apply if both characters are targeted by the same area effect that offers a WILL Save.

Ability Type Supernatural

Disassociate

You can completely disassociate yourself from your current circumstances, allowing you to view the world with an icy dispassion.

Requires Kuudere trait

Benefit Once per day, as a swift action, you can disassociate from all emotion and feeling for a number of rounds equal to your character level. During this time, effects with the descriptor of emotion or fear and effects that provide morale bonuses or penalties are suppressed.

Ability Type Extraordinary

Drippings of Stone

More than simply toxic, your orgasmic fluids carry a potent curse: a curse of life suspended forever, of death forestalled endless by an unbreakable cage of stone.

Requires Iron Will, Tantric Wisdom

Benefit A number of times per day equal to 3 + your WIS modifier, at the moment of orgasm, your bodily fluids become a rushing geyser of warm liquid the color of grey basalt that smells of fresh earth and black mud. Your liquids erupt from your body, bathing your lover in strange magical fluids.

Your unfortunate lover must succeed at a FORT save (DC 14 + your WIS modifier) or be turned to stone, starting with their organs in closest contact to you. Those who fail the save are petrified forever, screaming with weird pleasure.

All other living beings within a 10 ft radius of you at the moment of your orgasm is splashed with your dark earthen juices, and must succeed at a DC 12 FORT Save or turn to stone.

Ability Type Supernatural

Ecchi Curses - Metamagic

When you curse or transform a victim, they stay in their weakened and debased condition until meeting your sexual demands.

Requires Spellcaster level 7th, Spell Focus (transmutation or necromancy)

Benefit When you prepare any necromancy or harmful or hindering transmutation spell, you can prepare it as an *ecchi curse*. The spell's duration becomes indefinite, remaining in place until the victim performs a specific sexual act designated by you when you cast the spell. Until this condition is met, opposing casters suffer a -4 penalty on caster level on attempts to *dispel* the effect or remove it *using remove curse* or similar magic.

The sexual act specified must be physically possible and cannot involve a specific creature aside from the spellcaster. Thus, the caster could specify that the removal condition is anal sex with any Japanese man, or with himself, but not with the current Japanese Prime Minister. Other than that limitation, the ecchi curse spell's removal condition can be very specific, very perverse, and as hard to fulfill (or as nasty) as the caster desires.

An ecchi curse spell uses up a slot three levels higher than the base spell.

Ability Type Extraordinary

Ecchi Familiar

Your familiar or animal companion is a dirty little pervert...just like its master.

Requires Familiar or animal companion class ability

Benefit Your familiar/companion gains one of the new feats in this sourcebook that you possess as a bonus feat.

Your familiar/companion always treats Perform (sexual) as a class skill, and gains ranks in this skill equal to your own. If your familiar/companion is slain or released from service, any replacement creature gains this ability.

Ability Type

Extraordinary

Eerie Dexterity

You are amazingly supple and flexible, and your long, flexible toes are as dexterous as any great apes. More than just simply being double jointed or graceful, you move with the unnatural grace of a spider or lizard, contorting your body in ways that a man-shaped thing should not be able to

Requires DEX 17+, Acrobatic, Nimble Moves

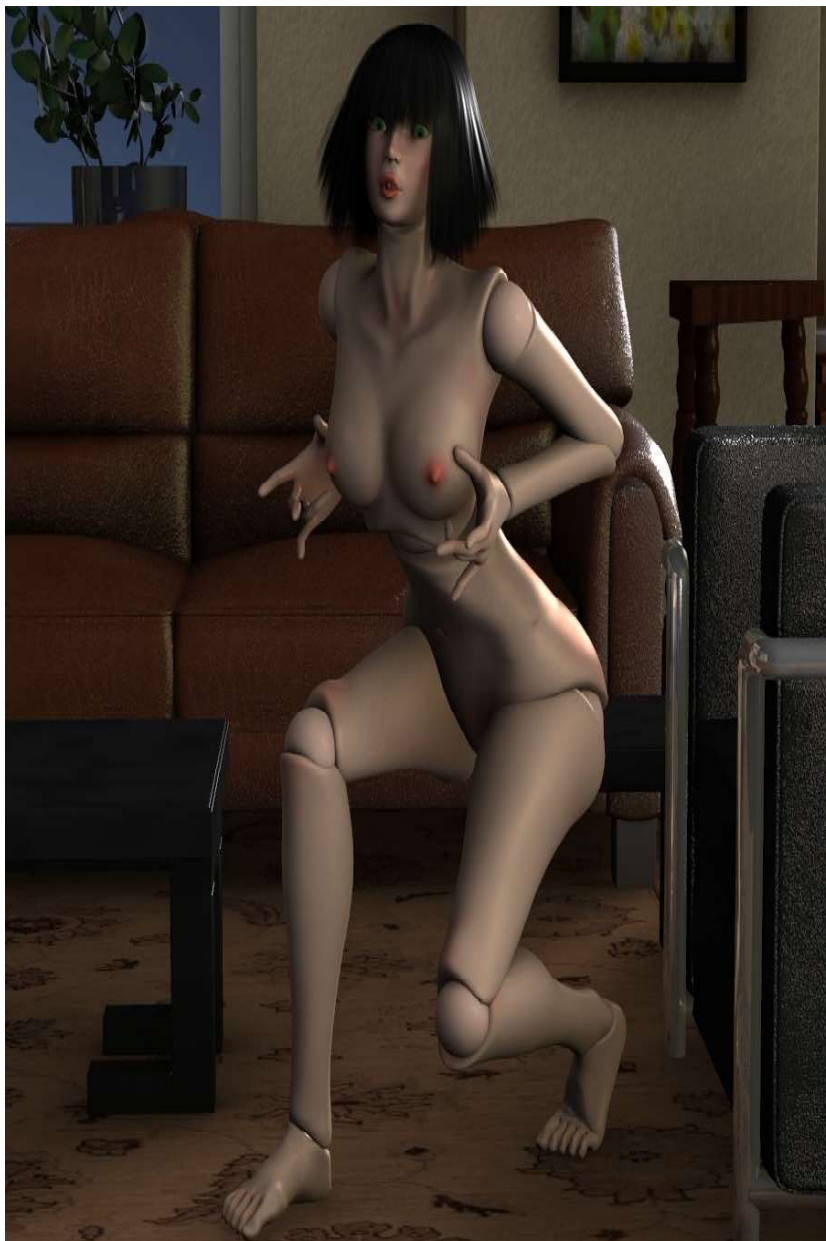
Benefit You are incredibly acrobatic and dexterous. You are equally proficient with both your left and right hand, and your feet are as

capable as fine manipulation as your hands. You can perform any task requiring manual dexterity as easily with your feet as you can with your hands. You may fold and contort your body into seemingly impossible positions, as well as voluntarily dislocating their limbs, or rotating limbs or twisting your head almost completely around without harm.

You receive a +2 trait bonus on Acrobatics, Climb and Escape Artist checks, as well as Perform (dance) and Profession (prostitute or sex worker) checks.

You incur no penalty for fighting while prone or in an unusual position. You receive a +3 bonus on Intimidate checks made when contorted into an unnatural posture or position.

Ability Type Extraordinary



Emotional

Support – Racial

POETICA are designed to complement their purchaser's personality, and offer unfailing emotional support in times of crisis.

Requires

POETICA race

Benefit When the POETICA is within 60 ft of her purchaser or current master/mistress, and both can clearly see and hear one another, the master receives a +2 morale bonus on WILL Saves.

When the POETICA reaches 10 character levels/Hit Die, the bonus increases to +4, and the bonus increases to +6 at 15 levels/Hit Die.

Ability Type

Supernatural

Enema Alchemist – Metamagic

You've accepted your calling as a shit-witch, and know a few tricks designed to teach your friends and lovers the dirty discipline.

Requires Wards of Filth

Benefit A number of times per day equal to 3 + your CON modifier, you may touch a willing creature, which must have a CON score of at least 11 and grant that creature a single use of *Wards of Filth* or any feat with that feat as a prerequisite. The touched creature may use this ability once, as if he possessed the associated feat.

Once bestowed, the shit-feat remains available indefinitely. If the touched creature does not activate the bestowed ability within 8 hours, he is *sickened* until he does so. At that time, the sickened condition vanishes and the creature may use the bestowed power once.

Ability Type Supernatural

Fabulous Wealth

You are so incredibly wealthy it's almost comedic. Your enormous wealth means you live in a style that ordinary people- even ordinary millionaires- can barely dream of.

Requires Ojosama alternate racial trait

Benefit You, or your family or financial backers, have luxurious homes and accommodations everywhere in the world that you have free access to. You have access to huge, sprawling and luxurious housing and accommodations in any location you visit, which you can arrange on a few hours notice. In addition, you can arrange first class travel to yourself and your allies along with equipment to virtually any place in the world within a few hours notice.

The housing and travel provided by this feat are mundane (though extremely luxurious and ostentatiously expensive) and are not accessible in places where mortal, human society has not made in-roads. For example, a wealthy character in the *Black Tokyo campaign setting* might have a vacation resort in the French Alps, or a townhouse in Osaka, or be able to arrange first class travel to the Middle East or Los Angeles, she probably wouldn't be able to arrange passage across the Tatakama or to other worlds.

In settings where space travel or other travel methods are common, this benefit might apply to extra-planetary travel or housing. For example, in *Otherverse America*, a character with this feat might be able to arrange housing on the Delight outcolony or the Lunar State or even on the Stonecutter homeworld of Kor. In *Heavy Future*, you probably have luxury homes and vacation spots scattered across the entire Milky Way!

Ability Type Extraordinary

Foul Medicine – Racial

Your undead curse and the fetish are so strongly tied to your life force the mere sight of a potential lover pissing reinvigorates you.

Requires Akaname race

Benefit When you watch a living, intelligent creature of your preferred gender urinate or defecate, you recover Hit Points equal to that creature's CHA modifier if wounded. If at full HP, you gain the excess as Temporary HP which last for 1 hour. You can only benefit from watching a particular creature piss once per 24 hours.

Ability Type Supernatural

Fusion Terrain – Racial

Each step you take while raging warps the urban wilderness into a twisted, bio-mechanical hellscape.

Requires Feral POETICA Barbarian class levels

Benefit While raging in any urban or artificial environment (such as a space station or ship), each square you move into becomes *difficult terrain*, composed of jagged metal, twisted rebar and concrete and warped pipes and cabling. These specific squares of difficult never hinder your movement, nor that of any other Feral POETICA barbarian. This difficult terrain returns to its normal state when your rage ends.

Ability Type Supernatural

Ghost Mew – Racial

You can speak with the souls of recently slain cats. Nekos with this ability are marked with either by monochromatic, stark white, midnight black, or slate grey fur.

Requires Nekomusume race, WIS 13+, white, grey or black fur

Benefit You can speak with any dead feline (slain within the previous day), including slain Nekomusume and feline Anthros. This ability functions identically to a combination of the *speak with animals* and *speak with dead* spells, save that it only applies to recently slain felines.

Ability Type Spell-Like

Gifts of Ecstasy

You are a skilled and considerate lover, gifted with an almost magical understanding of what brings others pleasure.

Requires CHA 13+

Benefit You receive a +2 competence bonus on sexually oriented Diplomacy and Bluff checks, as well as receiving a +2 competence bonus on Profession (prostitute or sex worker) checks. If you have 10 or more ranks in any of these skills, the bonus increases to +4 for that skill.

Ability Type Extraordinary

Gift of Innocence

Few things are more precious than a young lovers first sexual experience. You are a skilled sexual teacher, initiating your lovers into sexuality, and drawing mystical power from the unique bond you share.

Requires Tantric Wisdom, any non-evil alignment

Benefit By engaging in their first sexual experience with a willing sentient creature, you gain a special bond with that person.

As long as both you and your virginal lover are on the same plane of existence, you gain a sense of the relative distance and direction between you. You gain an instinctive awareness of your lover's general emotional state and are aware if your lover is ever badly injured (reduced to ¼ HP or less) or afflicted with a disease, poison or magical curse. You receive a +5 insight bonus on Sense Motive and Heal checks made against your lover.

If you touch your lover while casting any spell with a personal range, you may extend the spell's effects to the other person. Healing spells cast to benefit your virginal lover have their numerical effects maximized.

Ability Type Supernatural

Grave Between The Legs

Your hate, fear and self loathing are focused inward, transforming your body into a poisonous, diseased wasteland. You have made your sexuality a weapon of mass destruction, usually in response to violation and atrocity.

Requires Knowledge (arcana) 4 ranks, Iron Will – Yurei or Ubume characters can select this feat as a racial feat with no other prerequisites

Benefit You are under the effects of a constant *Body Poison* effect. You are considered a witch with a caster level equal to your CON score for the purpose of this ability.

At 10th level, you add Unconsciousness 1d4 hours to the Body Poison's initial damage.

Ability Type Spell-Like

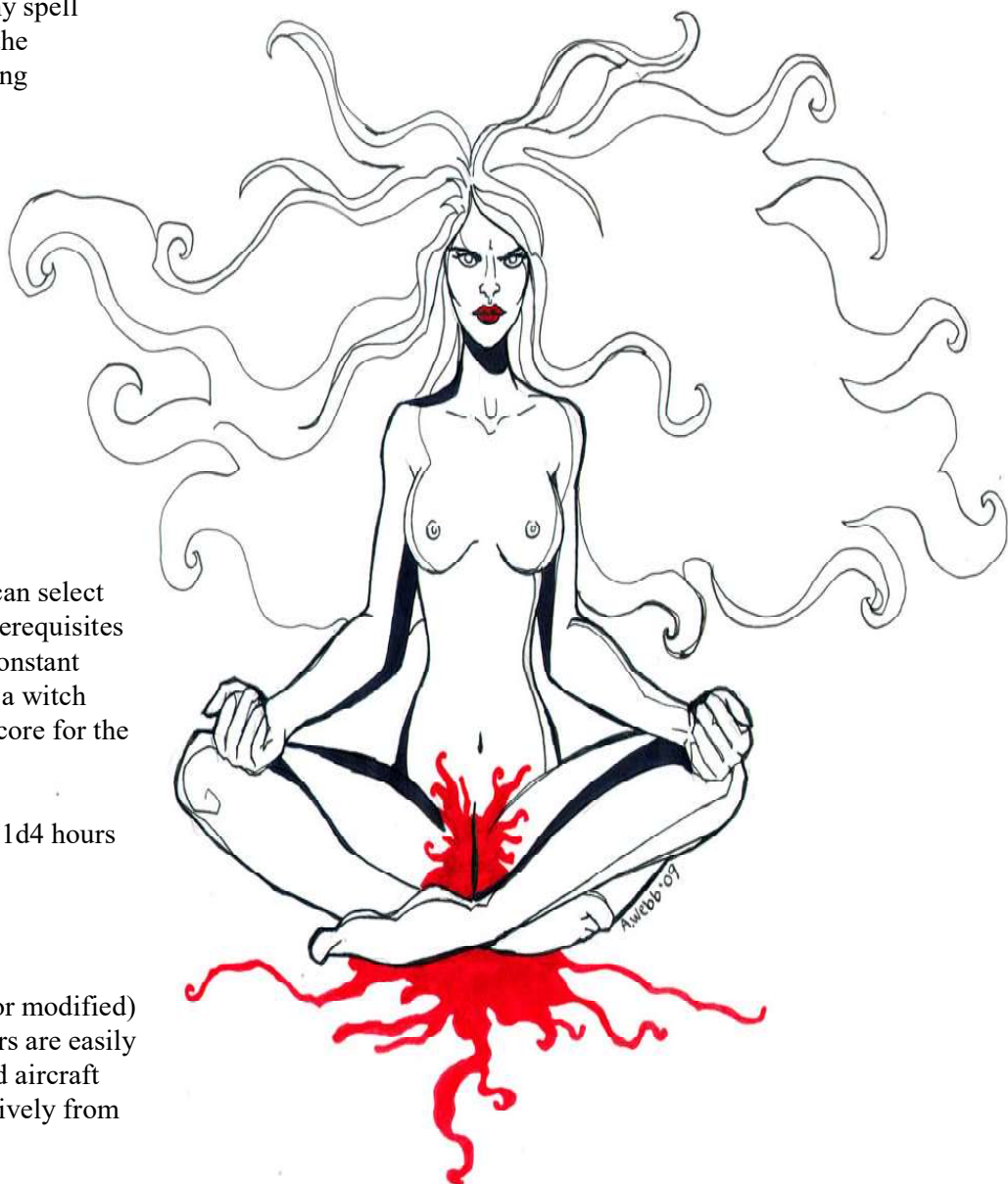
Gravitic Flight Wings – Racial

Some advanced Tetsujin are designed (or modified) for duty in zero g conditions. These fliers are easily recognized by their high tech plastic and aircraft aluminum wings, which stretch impressively from their broad robotic shoulders.

Requires Tetsujin race

Benefit You are equipped with Gravitic Flight Wings as part of your mechanical anatomy. Gravitic Flight Wings resemble skeletal wings forged from smooth polymer. Where flight vanes would be on a bird's wings, the wing system has blade like, translucent control surfaces, which glow a pale amber while the system is powered and active.

You gain a Flight speed of 45 ft (average). In low gravity conditions, this improves to Flight 60 ft, and In zero gravity it improves to Flight 90 ft (perfect). You are under a constant *featherfall* effect, though this is a technological rather than magical effect. Gravitic Flight Wings produce bright illumination in a 5 ft radius and dim illumination to 10 ft while in flight.



You can fly continually for up to 8 hours before the wings need to be recharged. Doing so requires 6-8 hours of rest or light activity.

Ability Type Extraordinary

Healing Breast Massage

You rub your enormous breasts on your lovers' body in the most soothing and healthful massage imaginable.

Requires Busty Extreme trait, character level 12th

Benefit You gain the ability to use *Heal* as a spell-like ability once per day. This version of heal requires a sexual act lasting at least ten minutes to perform. If a character who takes this feat is undead, this spell-like ability acts as *harm* instead, providing a similar benefit via negative energy.

Ability Type Spell-Like

Heavily Armored Unicorn – Combat – Racial

An act of concentration allows a Daughter of Kirin to assume a more equine, quadruped form similar in shape to her divine father.

Requires Daughter of Kirin

Benefit As a full round action, you can assume quadruped form or resume your bipedal shape. As a quadruped you are considered to be Size Large. Your carrying limits are double those of a bipedal creature and your base landspeed increases by +10 ft. You receive a +4 racial bonus to Combat Maneuver Defense against trip and bull rush attempts.

You gain two hoof attacks that inflict 1d8+STR modifier bludgeoning (20/x3) as primary natural attacks while in your quadruped form.

Ability Type Supernatural

Hungerblood – Combat

When you are wounded, your claret blood leaps from your body like a living thing, starving and anxious for vengeance.

Benefit When you are wounded with any slashing or piercing melee attacks, lashing tendrils of your blood erupt from the wound.

You receive a +1 bonus to CMB against the creature who wounded; this bonus increases an additional +1 point per five points of damage you suffer. The bonus lasts until the end of the encounter, as tendrils of blood coil around your opponent and his weapons.

At any time you may choose to voluntarily suffer 1d4 points of temporary CON damage as a standard action. Doing so allows you to cast *Hemetic Katana* as a spell-like ability. Your caster level is equal to your now temporarily reduced CON score.

Limitation You must be using light armor or no armor to gain the benefit of this feat.

Ability Type Supernatural

Innocence Restored

Through a gentle, loving sexual act, you can wipe away sexual trauma and unwanted memories. By engaging in a consensual sexual act with a sentient creature, you can wipe away the ill effects, both physical and psychological of a previous, unwanted sexual encounter.

Requires Gift of Innocence, any good alignment

Benefit When the sexual encounter ends, the lingering psychological after effects of sexual trauma vanish, restoring your lover to full emotional health, and removing any lingering status effects from the trauma. If your lover is suffering from any sexually transmitted disease (s) or unwanted pregnancy, both vanish.

Supernatural pregnancies receive a must succeed at a DC 28 FORT save (using the mother's CON modifier and base FORT save) or be abruptly terminated. No lingering biological or forensic effects of the disease or pregnancy can be found. If your lover is suffering from a sexually transmitted disease, you are vulnerable to it normally during the act, but are no longer at risk once the sexual ritual is complete.

If an *atonement* spell is required to restore class features after a sexual experience, this feat is considered to meet that requirement. Your lover is once again considered a virgin for the purposes of certain spells and feats (such as Gift of Innocence). The hymen regenerates in females affected by this feat. If your lover possesses any feats or class abilities directly related to sexual knowledge or sexuality, they lose access to those abilities for a number of days equal to your WIS modifier.

Ability Type Supernatural

Iron Heart

You can never be compelled or intimidated into sexual acts against your will.

Requires Iron Will

Benefit You are immune to any form of mind-influencing effect that would compel or influence sexual behavior or a sexual response. Whether or not you are immune to a specific ability depends on context. For instance, you are immune to *charm person* if the spell would compel you to sexual behavior with the caster or one of the caster's allies, but not if the same *charm* merely compelled you to drop your weapon and surrender.

You remain vulnerable to Pleasure as an energy type, unless resistance or immunity is gained by another means.

However, 'side effects' of Pleasure damage, such as visible orgasm or continuing conditional effects, do not affect you.

Ability Type Extraordinary

Iron Heart and the Social Contract

Iron Heart makes an excellent 'toggle' that allows players to explicitly tell the game-master that while they want to explore the Black Tokyo campaign setting, they aren't quite comfortable having their character potentially raped in game. While it's an easy feat to acquire, the GM can easily give Iron Heart as a bonus feat to characters whose players want it. It's also a good personality feat, perfect for strong willed, morally resolute characters like Futakuchi adventurers and Chaste monks, who give their hearts only rarely, and only by consent.....

Kiss Conscience

You especially like to kiss and merge with robots that share your morals, because when you do, the merge joins your souls as well as your bodies.

Requires Kiss Merge, WIS 13+

Benefit When you kiss merge with a Battlechanger who exactly shares your alignment, you add your WIS modifier to theirs for the purpose of determining the saving modifier and effects of divine spells cast by the Battlechanger. In addition, both participants in the merge make WILL Saves against any effect that would target either participant and take the better result.

Ability Type Supernatural

Kiss Evolution

By merging with a willing Battlechanger, you transform an ordinary robot into a top-class warrior, and a warrior into a mechanical god.

Requires Kiss Merge

Benefit While you are kiss merged, your partner robot becomes larger and more powerful. Your robot gains a +2 enhancement bonus to its Armor Class, as well as the *powerful build* trait, meaning it is treated as being the next size category larger when doing so would be advantageous to it. All the robot's natural attacks and Special Weapons inflict damage as if they were one size category larger. These benefits apply to the robot's alt-modes as well.

Ability Type Supernatural

Kiss Merge

When you kiss a Battlechanger, your body melts into their steel chassis. In effect, you become part of the robot, augmenting its systems with your love!

Requires Human race, Kiss Friend trait

Benefit When you use your Kiss Friend ability, you may choose to physically merge with the Battlechanger. While merged, the only action you can take is to end the merge as a move-equivalent action on your turn. While you are kiss

merged, the Battlechanger acts as if *hasted*. You may maintain the merge for a number of rounds per day equal to your CON score. These rounds need not be consecutive. You are *exhausted* for twice as long as you remained merged, and you cannot kiss merge while *fatigued* or *exhausted*.

Ability Type Supernatural

Lethal Intimidation - Combat

You can terrify a victim so badly his or her heart stops and their lungs stop gathering oxygen.

Requires Nauseating Intimidation, Intimidate 12 ranks

Benefit Three times per day, you may attempt to scare a target to death. This is a mind-influencing, fear and death effect. Make an Intimidate check, this becomes the target number of the WILL Save the target must succeed at to avoid death. Even if your target makes his save, he is *Nauseated* for a number of rounds equal to your CHA modifier. This ability otherwise follows all the rules for using the demoralize action.

Ability Type Supernatural

Lemon-Pink Hospital

Your fluids- especially your urine and love juices- are potent magical panaceas. The messier your orgasm, the more healing fluids you produce.

Requires CON 13+

Benefit Anyone engaging in sexual activity or tasting your fluids recovers a number of hit points equal to your CON modifier at the moment of your orgasm. This healing effect cannot take a supplicant over their normal maximum hit points, excess healing is simply wasted. A character can benefit this ability only once per day.

Additionally, your healing lubrication renders you completely immune to all non-magical sexually transmitted diseases, though not conventional (non-STD) diseases or magical ailments.

Ability Type Supernatural

Living Gohei - Racial

As you matured, your faith and good nature has worked a subtle change on your internal systems. One day, you awakened from system-sleep mode with protective kanji inscribed on your heart, and luminous protective prayers glowing between your small breasts.

Requires POETICA race, Knowledge (religion) 3 ranks, any good alignment

Benefit You radiate a continual *Bless* effect, in a 50 ft radius, centered on yourself, as a cleric of your total character level. You may suppress or resume this aura at will, as a free action.

Ability Type Spell-Like

Lust Blades – Combat

By masturbating to orgasm with or upon a weapon, or even slicing yourself erotically with a favorite blade, you imbue that weapon with a slippery, joyous energy which allows it to penetrate the defenses of even the toughest monsters.

Requires Martial Weapon Proficiency, Base Attack Bonus +3

Benefit By masturbating to orgasm with a single slashing or piercing weapon, a process which can take several minutes, you imbue the weapon with sexual energy, creating a Lust Blade. When making a melee attack with the Lust Blade, you roll 2d20 and take the better result. While enchanted, the weapon glistens with milky, white pink and gold liquid, and glows as brightly as a torch. Your lusty blade remains enchanted for one hour after you cum. No weapon may be enchanted more than once per day, and you may use this ability once per day per four character levels.

Ability Type Supernatural

Maiden of the Blue Sky – Combat

Your purity of body and soul is reflected in your magic. You are at your best when you cast spells as bright and gleaming as the blue sky at high noon.

Requires Angelic Little Loli starting trait

Benefit You receive a +1 bonus on caster level and a +1 increase to saving throw DC when casting any spell with the air, good or light descriptors. These bonus caster levels stack with themselves, when casting a spell with more than one of these descriptors. They also stack with Spell Focus and Greater Spell Focus and similar effects.

Limitation If your Angelic Little Loli trait is suppressed due to sexual activity, this feat is shut down for the same period.

Ability Type Supernatural

Maiden of the Heavens – Combat

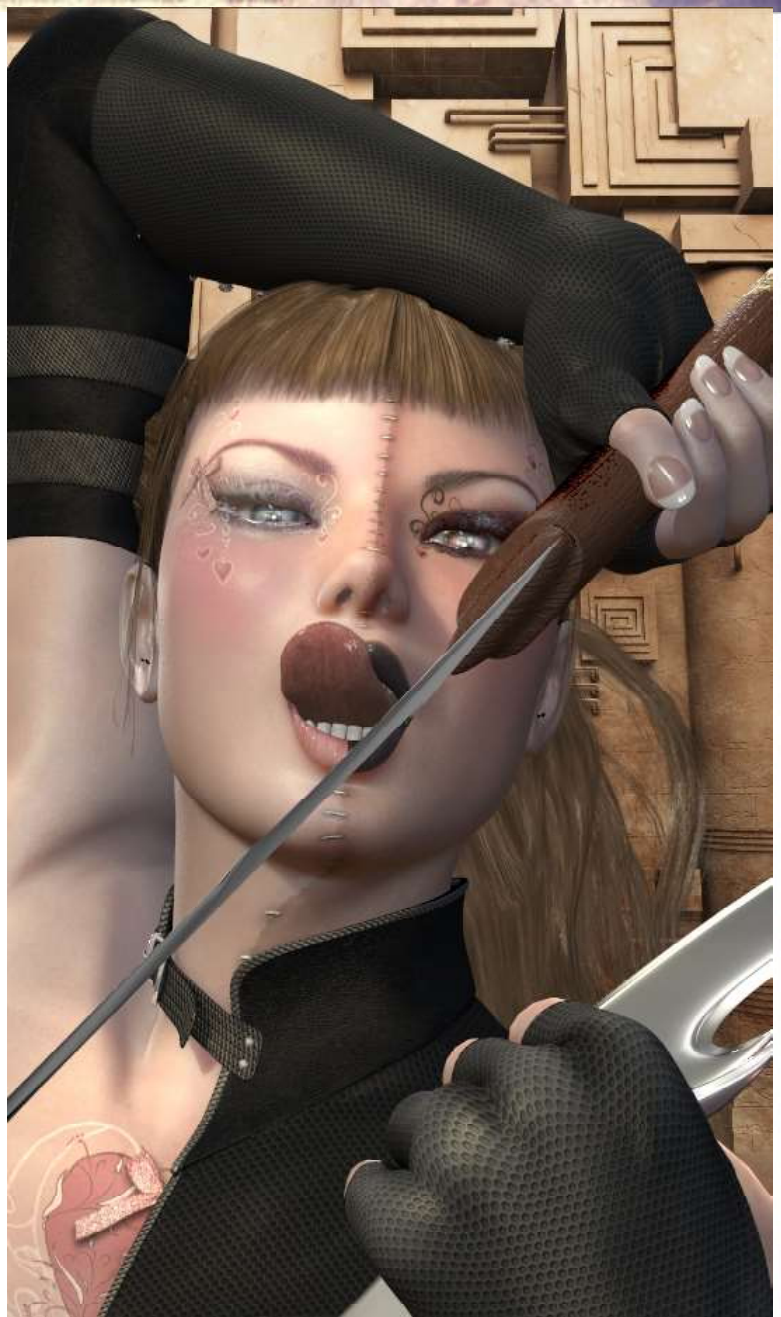
Move past the blue sky and into the heavens themselves! Your magic blasts demonic evil out of the sky you love so much.

Requires Maiden of the Blue Sky, caster level 10th

Benefit When you cast any damage dealing spell with the air, good or light descriptors against any evil creature, you inflict an additional amount of divine damage equal to ½ the spell's base damage. This bonus damage is divine damage and not subject to energy resistance or immunity and is not multiplied on a critical hit.

Limitation If your Angelic Little Loli trait is suppressed due to sexual activity, this feat is shut down for the same period.

Ability Type Supernatural



Maiden of the Stratosphere – Combat

You rocket through the sky with impossible speed, stirring the sky with your passage!

Requires Maiden of the Heavens, character level 15th

Benefit When the need is great, you can move at incredible speed. Once per day, when you need to move with incredible speed to save an allied creature or innocent, or to engage in a time sensitive battle against an evil, flying creature with a Challenge Rating at least equal to your HD, you can use a modified version of *ride the lightning*.

This effect functions as the spell, save that it has a range of up to 100 miles, and your path of travel is a parabolic arc that takes you near the edge of Earth's atmosphere.

Limitation If your Angelic Little Loli trait is suppressed due to sexual activity, this feat is shut down for the same period.

Ability Type Spell-Like

Masumune Division Drill Instructor – Combat

You helped train the battle-hungry, Sapphic warriors of a military Masumune Division.

Requires Masumune Division JSDF trait, at least one Teamwork feat, Base Attack Bonus +4

Benefit For one hour after a sexual encounter with you, a female creature is treated as possessing one any Teamwork feat you possess, of your choosing. She receives no benefit from this Teamwork feat, and the feat is purely to determine what benefit she provides you or other allies.

Ability Type Extraordinary

Masamune Division Range Master – Combat

You teach advanced weapons training to young female soldiers, and reward the best of your students with a passionate kiss.

Requires Masamune Division Range Kiss trait, Gunslinger class levels or Grit pool

Benefit As a full round action, you can kiss or embrace a female ally with any trait or feat with Masamune in the name. Doing so either provides the kissed ally with a single point of Grit which can be used normally or restores a single point of Grit to you. A creature can only benefit from your kiss once per day, and you can only regain Grit in this manner yourself once per day.

Ability Type Extraordinary

Masterful Performer

You were blessed with the glorious song of the morning dove, and have the skill to become one of the most famous kabuki players in all the Tatakama or one of modern Black Japan's hottest J-pop idols.

Requires Bardic performance class feature, Perform (sing) 4 ranks

Benefit Once per day, when making any perform check, you may attempt a masterful performance. You must declare the use of this ability before making the Perform check. Roll a d20 as normal for the check; if the die result is 15 or greater, you make a Masterful Performance.

Reroll the check using 1d100 (or percentile dice). If the result is greater than 15, it replaces your initial skill check result, allowing you to craft a performance your audience will dream of for the rest of their lives. If the percentile dice result is less than 15, use the original die roll instead.

Ability Type Supernatural

Mega-Busty!

Your breasts have grown to positively gigantic size, vastly increasing your busty magical talents.

Requires Busty Extreme trait

Benefit You add +1 to the saving throw DC of any spell with the *busty* descriptor. This bonus stacks with the bonus provided by the Spell Focus and Greater Spell Focus feats. The busty bonus to AC provided by the Busty Extreme trait increases to +4.

Ability Type Extraordinary

Mega-Pettanko

Your small breasts and your confidence in them, protect you from busty witchcraft.

Requires Small Breasts Forever trait

Benefit You become immune to spells and effects with the *busty* descriptor.

Ability Type Extraordinary

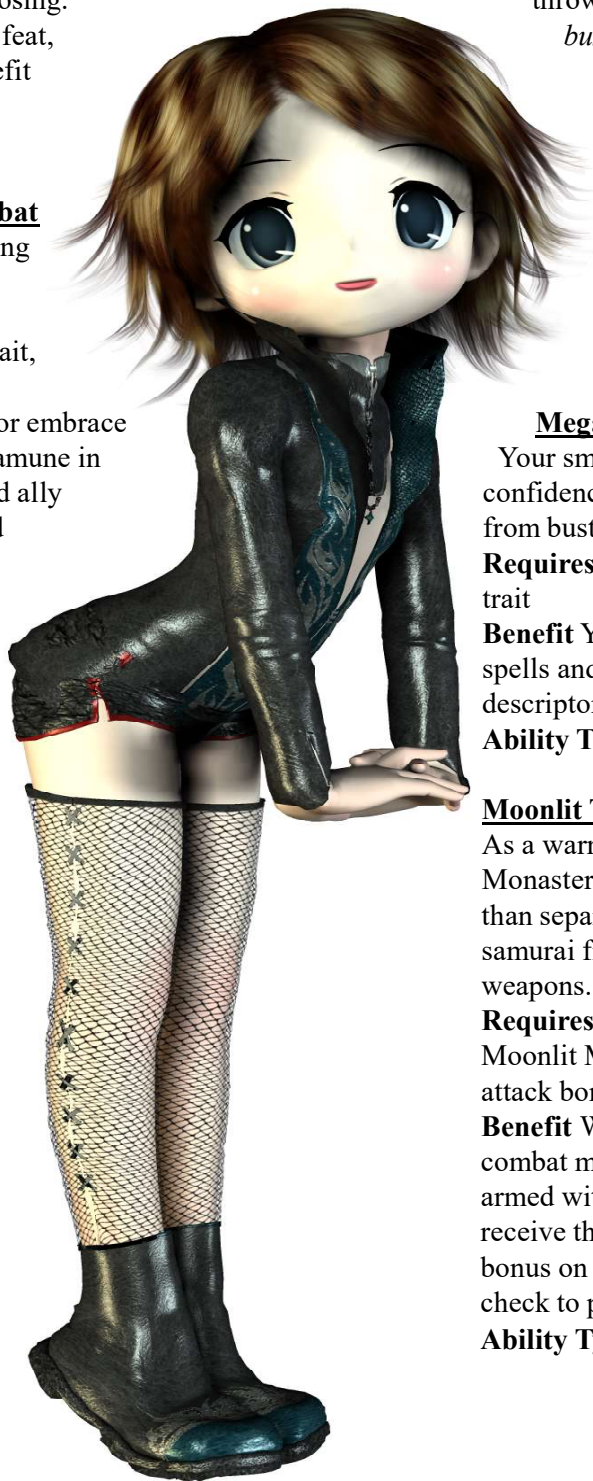
Moonlit Thief – Combat

As a warrior of one of the Moonlit Monasteries, you like nothing better than separating some arrogant samurai from his heirloom weapons.

Requires Improved Disarm, Moonlit Monk starting trait, base attack bonus +5

Benefit When you use the disarm combat maneuver on an opponent armed with a magical weapon, you receive that weapon's enchantment bonus on your combat maneuver check to perform the disarm.

Ability Type Extraordinary



Moon Wise

You are in tune with the cycles of the moon and your own menstrual flows, and this knowledge gives you amazing arcane gifts.

Prerequisites Heal 1 rank, female gender only

Benefit During a set 1d4+3 day period each month, chosen when this feat is first selected, you gain an assortment of minor supernatural talents. During your menstrual cycle, your connection to the natural world is sharpened, granting you Darkvision 60 ft, or increasing existing lowlight vision by 60 ft.

In addition, a number of times per day equal to your CON modifier (minimum once daily), you may daub a droplet of your menstrual blood on a wounded creature to speed its recovery. Doing so is a full round action that provokes attacks of opportunity; this ability can only be used while menstruating. This ability functions as *cure light wounds*; at 10th level, this ability functions at *cure serious wounds* instead, and becomes *cure critical wounds* at 15th level.

Ability Type Supernatural

Mother to Demons

Your womb is a dark and hellish dimension of monsters and foul things, and your vaginal lips are a torrii gate that opens to the darkness between worlds. You can give birth to powerful, deadly creatures that defend their mother with the dark devotion of a monstrous son.

Requires Vaginal Prison, Knowledge (the planes) 5 ranks

Benefit You can give birth to a variety of creatures, an entire ecosystem of monstrous beasts and animalistic demon-kin who emerge naked and feral from your vulva. Birthing your dark children is incredibly painful and difficult, just like natural childbirth. Birthing a child requires 1d4 minutes plus an additional +1d4 minutes per size category past size Small, and after the birth, you are *nauseated* for 1 minute per size category. During the birth, you are effectively helpless.

Each day upon awakening you can cast up to 10 levels of Summon Monster in any combination of Summon Monster spells you desire, up to a maximum of Summon Monster 6. For instance, you may choose to cast Summon Monster 5 and Summon Monster 1, cast Summon Monster 5 twice, or any other combination that

adds up to ten and does not duplicate a higher level summoning spell than Summon Monster 6.

Once summoned your creature (s) remain in existence for one hour after leaving your womb. You can have any combination of summoned monsters at any given time, so long as the limits of this feat are requested.

Nauseating Intimidation – Combat

You can terrify and disgust an opponent so badly they can do nothing but vomit in absolute horror.

Requires Sickening Intimidation, Intimidate 8 ranks

Benefit You can use the Intimidate skill to inflict the *Nauseated* condition on an opponent. Aside from the condition inflicted, this functions identically to the standard use of the demoralize action. When intimidating this creature, you choose whether to use this feat or standard demoralize attempt; you may also instead attempt to merely *sicken* an opponent.

Neko's Gamble – Racial

Military trained Nekomusume are usually highly competent and often fairly well equipped and comfortable with man-portable weapons and high tech exo-skeletons. Despite (or maybe because of) this, military Neko's trust their luck even more than human soldiers, even if that luck sometimes turns bad.

Requires Mecha Pilot Neko, character level 3rd

Benefit As a swift action, once per day, you can trust in your feline luck. You must be wearing any grade of Powered Armor, or piloting any vehicle or mecha to activate this ability. When you activate your Neko's Gamble, you roll 3D6 in order. The first die determines the spell-like effect that triggers, the second die it's duration, and the third die the effect's target, which usually (but not always) includes the Neko that activated this ability. The caster level for the Neko's Gamble spell-like ability is equal to her total character level, and uses her CHA modifier as her casting attribute.

Ability Type Supernatural

Neko's Gamble Effects (roll 3d6; the second die is the number of rounds the effect lasts)		
D6 Result	Gamble's Effect	Gamble's Target
1	Acts as <i>Make Whole</i> , restoring full HP and function to the recipient's powered armor or vehicle	The last enemy to damage the Nekomusume, or the closest enemy if that character is already slain
2	Cat's Grace	The Nekomusume
3	Shield of Faith	The Nekomusume
4	Military Flight	The Nekomusume
5	Bull's Strength	The Nekomusume plus one ally within 30 ft of choice
6	The Nekomusume can choose any two effects from this list	The Nekomusume plus all allies within 30 ft

Nudie Cutie – Combat

Armor can be lots of fun to play in, but plate mail covers up way too much skin. You're naked and sexy, but still able to benefit from all the neat armor and magical clothes you uncover.

Requires Super Kawaii, character level 8th

Benefit You're usually naked except for a distinctive, fun hat. If you wish, you may transform any light, non-magical armor (such as leather armor) or article of magical clothing or armor (regardless of bulk) into a unique hat, mask, glasses or other head covering.

The transformed item occupies either the helmet or goggles but functions identically to a mundane version of the item, and its transformed state offers a clue as to its function. For example, you might choose to wear a pair of *boots of speed* as a pair of cheetah ears, or a suit of chainmail as a simple chainmail coif.

The item returns to its normal state when it is out of your possession.

Ability Type Supernatural

Occult Forensics

Tokyo's Metropolitan Police Force and Police Section Seven maintain teams of experts in both mundane forensics and magical investigation. You have investigatory skills that go beyond mundane ballistics and bloodsplatter analysis and provide you with an inside into the shadowy occult world of Black Japan.

Requires Perception 5 ranks or Skill Focus (perception)

Benefit You gain new applications of the Perception skill, that allow you to determine information about occult matters.

Analyze Expended Consumable Magic Item

Perception DC 15

Time Required One Minute

You can analyze the remains of a used, single use magic item, such as a now blank spell scroll, an empty potion bottle or similar artifacts. If the check is successful, you know the spell or spells provided by the consumable item as well as the item's caster level.

Analyze Corpse Hazards

Perception DC 12

Time Required 1d4 rounds



This check is performed on every magically-slain corpse brought into the Tokyo morgue, and with good reason. If you succeed at the analysis, you learn whether the corpse will rise as any sort of spawn, transform or gestate any creature or parasite, or if it is afflicted by any magical (though not mundane) disease. You also learn approximately how long the transformation or gestation process takes.

Spell Forensics

Perception DC 20

Time Required 1d4 minutes

You analyze a corpse killed by spells, spell-like or supernatural abilities. If the check is successful, you learn what ability killed or harmed the corpse.

Ability Type Extraordinary

Ocean Born

Japan is a nation tied to the waves that surround it. Fishing is a key industry, and many creatures of Japanese myth, from holy carp to imperious dragon kings, claim dominion over the water. For some strange reason, you were born with the ability to breathe water as easily as air, and cannot drown.

Benefit You gain the Amphibious racial quality and gain a Swim speed equal to your Base Landspeed.

Ability Type Extraordinary

Octopus Shape

You're able to take the shape of a supernatural octopus spirit at will.

Requires Child of the Octopus or Ocean Born

Benefit You gain the ability to assume the form of an octopus at will, as per *beast shape I*. At 5th level, you also gain the ability to assume the form of a giant octopus, as per *beast shape II*. The caster level for this effect are equal to your total character level.

Ability Type Spell-Like

Orgasm Like Oxygen

You have learned the greatest secrets of demonic lust-feeders, and can draw a strange golden energy from sexual encounters that fortifies and sustains you.

Requires Tantric Wisdom

Benefit By engaging in a tantric sexual encounter, you gain enough energy to sustain you physically. Each sexual encounter sustains you as if you had just consumed enough food and water to keep you alive for one day. In addition, after a tantric sexual encounter, you have no need to breathe, and become immune to suffocation, drowning and hard vacuum. This ability remains in place until you next sleep or rest.

Ability Type Supernatural

Omen of Flies

A thick, dark cloud of buzzing flies surrounds you, attracted by the stinking shit that empowers and protects you.

Requires Wards of Filth

Benefit By expending a daily use of your *Wards of Filth* ability as a standard action, you can summon a *Fly Swarm* around you. The Fly Swarm shares your space and remains until destroyed, dismissed, or until a number of rounds equal to your total character level elapse. You are immune to the Swarm's effects, as are allies you designate.

For a Fly Swarm use the statistics for a *Mosquito Form (Bestiary 2)* but remove the swarm's Bleed ability and change the disease carried to Filth Fever (F-DC 16).

Ability Type Supernatural

Onmyo-Ji

You are the modern descendent and devotee of the Yamoto-era oracles and diviners, who were consulted by peasant and general alike to find the most auspicious dates for important events.

Requires Knowledge (the planes) 1 rank

Benefit Once per day, you may use a modified form of *augury* as a spell like ability, as a cleric of your total character level. Instead of receiving an answer in the form of *weal*, *woe*, *weal and woe* or *neither*, you receive a date: day, month and year, which falls within one year of the time of casting.

This date represents the most auspicious time to begin the current course of action- not necessarily the safest. For instance, if a planned robbery would be a bad idea for an entire year, but security would be lightest on June 21st, 2015 (though still perilous) that would be the date you receive. Using *augury* in this way requires a focus (Chinese astrological charts worth 25-30 gp) but does not require a material component.

Ability Type Spell-Like

Oshouji

As you fuck, erotic kanji words appear on your back and shoulder blades, like tattoos. These lusty poems spell out magic scrolls, seemingly at random that a lover can read from your body.

Requires Ability to cast 1st level arcane or divine spells

Benefit Each time you have a sexual encounter, a random 1st level arcane or divine scroll (50% chance of either) appears on your back. The scroll is a randomly chosen spell, and can be read by another character. Due to where this *oshouji* scroll is placed you cannot read it yourself. You must be wearing light armor or no armor for your *oshouji* scroll to be legible.

Your *oshouji* scroll remains on your back until it is used. Other spellcasters cannot learn this spell. If you have another sexual encounter with an unused *oshouji* scroll on your back, the first level spell is lost, and a random 2nd level spell appears in its place. If you have sex again, prior to expending the *oshouji* scroll a 3rd level spell appears. A third level spell is the maximum that can be produced by this method. A new *oshouji* scroll appears after you sleep or rest.

Ability Type Supernatural

Painted with Seed

You live for the warmth of semen hitting your soft skin, and draw raw physical and emotional power from the liquid stuff of life and masculinity.

Requires Tantric Wisdom

Benefit A number of times per day equal to 3 plus your CON modifier, you may bathe yourself in semen and male fluids, drawing mystic power from the sexual experience. By rubbing the semen on your skin or accepting it into you body, you receive bonuses, the type of which varies based on where you accept the ejaculation. Your skin seems to glow faintly with a milk white radiance where the mystically charged semen touches it.

You may benefit from a specific bonus only once per day. Each time you use this feat, you must select a new type of bonus and new sensation. A specific male may only assist with this feat once per day; each time you are ejaculated on it must be by a different person, in a different place.

Regardless of which bonus you choose, it remains in effect for a number of hours after the sexual encounter ends equal to your WIS modifier. These bonuses stack with bonuses gained from Tantric Wisdom. There is no limit to the number of bonuses you can have in effect at any given time. If a body part offers different bonus choices, you must choose only one. The bonuses you can choose from are:

- *Hair*: +2 morale bonus on Perform (any) checks or a *light* spell centered on your body, as cast by a first level mage.
- *Face*: +2 morale bonus on sexually focused Disguise and Diplomacy checks
- *Lips*: ability to cast *charm person* as sorcerer of your total character level
- *Throat*: you become immune to suffocation and drowning for the duration of the effect
- *Breasts or chest*: +2 morale bonus to your CON score or a +2 Busty bonus to Armor Class
- *Stomach*: one Energy Resistance 5 of choice; or immunity to disease, poisons and drugs for the duration of the effect

- *Internally (vagina or anus)*: Fast Healing 1 for the duration of the effect or +4 morale bonus to STR score
- *Back or buttocks*: immunity to the *sickened*, *nauseated* conditions for the duration of the effect or Damage Reduction 5/magic
- *Legs*: +10 ft increase to base land speed for the duration of the effect, or a +4 morale bonus on grapple checks and checks made to resist being bull rushed or tripped
- *Feet: spiderclimb* as a sorcerer of your total character level for the duration of effect
- *Hands*: +2 morale bonus on the following skills which involve manual dexterity: Craft (any), Disable Device, Linguistics (forgery checks), Perform (any instrument), Use Magical Device

Ability Type Supernatural

Phallic Spear Technique – Combat

A hateful thought, and your penis bursts through your clothes, your very masculinity transformed into a dangerous edged weapon. You are an arcane practioner of *hentai no judo*, a demonic martial art that emphasizes terrifying physical transformation and extremes of sexual violence.

Requires Base Attack Bonus +5, male gender

Benefit As a move equivalent action that provokes attacks of opportunity, you may transform your penis into a razor edged prehensile tendril, a living spear that can penetrate virtually any defense.

The combat penis is a reach weapon that can mystically grow or shrink to threaten enemies in adjacent squares, or can threaten opponents at a distance. The phallic spear can grow up to 10 ft per point of your CON modifier. The weapon inflicts 1d8 points of damage and threatens a critical on a roll of 19-20. You are always considered armed and proficient in its use. This phallic spear is considered a magic weapon for the purpose of overcoming damage reduction.

Your flexible, muscular combat penis grants you a +2 bonus to CMB checks. Unfortunately, if the combat maneuver attempt fails, an opponent can attempt to sunder the phallic spear in retaliation. The phallic spear has Hardness equal to your WIS modifier, and a number of Hit Points equal to your CON score.

If the Phallic Spear is severed, you lose the benefit of this feat for 48 hours, until your magically enhanced phallus regenerates, and suffer severe shock and blood loss. You must make a FORT save (DC 10 + the amount of damage dealt) or be *nauseated* for 2d6 rounds. Additionally, the wound bleeds severely, inflicting Bleed 1 until you receive



any amount of magical healing or receive a DC 15 Heal check.

Ability Type Supernatural

Phallic Spear Mastery – Combat

You have channeled your inner rage and hate, progressing deeper into the new martial art of *hentai no judo*, turning your already terrifying combat penis into a jagged scorpion's stinger capable of penetrating any defense.

Requires Phallic Spear Technique

Benefit Your Phallic Spear gains the Bleed 1 property.

Special You may select this feat multiple times; its effects stack.

Ability Type Supernatural

Phallic Murder – Combat

Your phallic spear is razor sharp and edged with lethal spines.

Requires Phallic Spear Technique

Benefit Each time you select this feat, you can apply either a +1 enhancement bonus to your Phallic Spear, or a magical ability (subject to game master approval) with a price equivalent to a +1 enhancement bonus.

Special You may select this feat multiple times; its effects stack.

Ability Type Supernatural

Pink Zone

You radiate an aura of unbridled sexuality and porno-flick relationship logic, which unleashes chaotic and taboo lusts.

Requires CHA 13+, Charming
Pervert trait

Benefit Those within sight of you are much more likely to give into spontaneous sexual encounters, even those encounters which would

normally be forbidden or taboo. You can easily convince a sentient NPC to have a sexual encounter if you can improve that NPC's attitude towards Friendly or better.

Three times per day, you (as a player) can dictate the sexual behavior of a Friendly NPC for a single encounter. If a consensual sexual act you describe dramatically violates an NPC's code of ethics or is extremely taboo, that NPC receives a WILL Save (DC 10 + your CHA modifier) to resist the suggestion. Otherwise, those around you throw themselves into bizarre orgies and random hook-ups with joyous abandon.

This is a mind-affecting ability.

Ability Type Supernatural

Pleasurable Price - Metamagic

Your orgasm has a value greater than gold.

Requires Gifts of Ecstasy

Benefit If you cast (or assist an allied spell caster in casting) any spell with an expensive material component worth 1,000 GP or more, if you orgasm immediately prior

to casting the spell, it is considered a material component worth 1,000 GP. This spell can either negate the need for a material component worth up to 1,000 GP, or reduce a larger material component cost by 1,000 GP.

Ability Type Extraordinary

Pleasure Mastery – Metamagic

You excel at casting spells that induce lethal orgasms.

Benefit You add +1 to the saving throw DC of any spell with the *Pleasure* descriptor. This bonus stacks with the bonus provided by the Spell Focus and Greater Spell Focus feats.

Ability Type Extraordinary

Pleasuring Spell - Metamagic

You imbue your spells with ecstatic energy that make them even more deadly than usual....but your victims cum shatteringly as they die.

Prerequisite Caster level 3rd

Benefit A direct damage dealing spell with a single target can be made Pleasuring. A spell that is cast as a Pleasuring Spell inflicts +1d6 points of Pleasure damage per base spell level. Thus a Pleasuring magic missile, which is an unmodified first level spell inflicts an extra +1d6 Pleasure.

A Pleasuring Spell uses up a slot one level higher than normal.

Ability Type Extraordinary

Plot Armor

You leap into danger without hesitation, utterly confident that the ongoing story of your exploits will continue!

Requires Doujinishi race, character level 3rd

Benefit Once per day, when exposed to an attack or effect that would reduce you to zero HP or fewer, or an effect such as *petrification*, which would permanently incapacitate you, you can activate this ability as an immediate action. The effect or damage is negated, and you are instead reduced to 1 Hit Point.

Ability Type Supernatural

Poison the Bowels – Metamagic

You are an adept skatto-mage, and your mystic dominance over bodily waste allows you to inflict a painful, debilitating curse upon your enemies with just a thought.

Prerequisite Wards of Filth

Benefit By expending a daily use of your Wards of Filth ability, you can take control over an opponent's bowels and use the shit you find their to poison their body. As a standard action, you make a ranged touch attack with a 30 ft maximum range. If successful, your target becomes *nauseated*. This condition remains in effect until the target moves his or her bowels, at which time the deadly secondary effect of the curse takes hold.

When your target attempts to shit, she suffers massive physical trauma, as her guts explode from the mystic pressure. Your target suffers 5d6 points of damage, and must attempt a FORT Save (DC 12 + your CON modifier) or suffer 1d6 points of permanent CON damage. A *remove curse* or *remove disease* spell cast before the target shits ends the nausea and negates the secondary effect of this feat.

Limitation This feat has no effect on creatures which do not need to eat nor defecate (such as constructs), do not have an animal-like metabolism (such as most plants) or are not alive.

Ability Type Supernatural

Predator's Speed - Combat

You like it when your prey runs. The faster and more graceful your prey, the better the chase, and the greater the thrill when you finally bring your victim down.

Requires Run, Nimble Moves, Base Attack Bonus +4

Benefit By making a successful melee touch attack against any sentient humanoid or monstrous humanoid of the species and gender you are attracted to, you may steal away that enemy's speed and dexterity and add it to your own. You may use this ability once per day per every +4 points of your base attack bonus.

Each time you touch the adversary, her base movement rates in all speeds are reduced by -10 ft, and she suffers a cumulative -1 penalty on REF Saves and DEX based skills. You gain an equal boost to your speed, REF Saves and DEX based skills, to a maximum of +100 ft / +10. This speed transfer lasts for one minute, after which your opponent regains her lost speed and the bonuses vanish.

Ability Type Supernatural

Puppet Master of Flesh – Combat

You're the master of an ero-guro combat style that involves ripping off body parts and animating them as weapons. Tearing your head off at the throat and tossing it an enemy like a rabid lynx doesn't hurt- in fact it's kind of fun.

Requires Eerie Dexterity, Puzzle of Flesh, base attack bonus +3

Benefit You may use a variant version of your *Puzzle of Flesh* ability at will as a combat strategy. Doing so does not use up your daily use of *Puzzle of Flesh*.

At will, as part of an attack action, you can toss your head, one arm, or one leg, or one hand or foot. This attack is considered a melee or ranged touch attack as well as a magic attack for the purpose of overcoming damage reduction. These 'weapons' can be sundered normally, with the same consequences for you as if they were destroyed when separated via *Puzzle of Flesh*. You are always considered proficient in the use of these weapons.

- Your head functions as a +X volley with the returning property.
- Your arm functions as a +X heavy flail.
- Your leg functions as a +X greatclub.
- Your hand or foot functions as a +X dagger with the returning property.

Your CON modifier acts as the weapon's enchantment bonus. Your body parts reintegrate to your body when the attack is complete, and remain inert if disarmed or dropped until you pick them up once again.

Ability Type Supernatural

Puzzle of Flesh

With a grunt of effort, you can separate your limbs from your body, sending them on strange, perverse errands.

Requires Eerie Dexterity

Benefit As a full round action, you may separate your limbs, even your

skull, and send them on errands on your behalf. You may split your body into any combination you can imagine, sending as many of your limbs as necessary to accomplish your mission. You may use this ability once per day.

Your limbs can range up to one mile from you. If they move or are taken farther a field than that, they simply become inert until you move

within in range again. You may experience sensory input normally for the separated limb: see or hear through a separated eye or ear, experience touch through a limb, or taste through a separated tongue.

If you choose to send a vital organ out on a mission, and it is destroyed, you suffer the effects of losing that organ, possibly dying instantly if a heart or brain is severed. Your severed organs are treated as remote controlled extensions of your will and body. If targeted by a hostile effect, you save normally against the effect, regardless of the distance between you.

You may control one separated organ per point of your WIS modifier (minimum one separated organ), as a move-equivalent action. Uncontrolled organs simply wait, inert

and immobile while your attention wanders. Many organs, which only have a rudimentary sense of touch, possess a limited form of blindsight, with a 5 ft radius, allowing them to navigate by touch, at least to a limited degree. A severed limb's or organ's speed is based upon its size. Severed limbs or organs have a +0 base attack bonus, and some have a slam attack based upon their size. Severed limbs cannot run or charge.

You may center any effect that emanates from your body on any of your severed organs. If you have sexually related feats or abilities, such as Phallic Spear Technique, you may use those abilities normally while bifurcated. You remain separated until you choose to reintegrate your organs. Reintegrating your organs is a full round action which provokes attacks of opportunity.

Ability Type Supernatural

Body Component	Size	Natural Armor Class	Component HP	Slam Attack	Senses	Speed
Eye, Ear or Tongue or Other Organ	Fine	18 (+8 size)	1	-	Normal plus blindsight 5 ft	5 ft (crawling)
Full Head	Small	11 (+1 size)	1 per HD	-	Normal	5 ft (crawling)
Torso	Medium	10	½ base HP	-	Blindsight 5 ft	5 ft (crawling)
Arm	Small	11 (+1 size)	2 per HD	1d2 pts	Blindsight 5 ft	10 ft (crawling)
Leg	Medium	10	2 per HD	1d4 pts	Blindsight 5 ft	10 ft (crawling) or normal, if both legs are separated
Hand or Foot	Tiny	12 (+2 size)	1 per HD	1 pt	Blindsight 5 ft	5 ft (crawling)

Quick Stripping – Combat

You can strip yourself naked in the time it takes your (very confused) potential lover to blink.

Benefit You can remove ordinary clothing or any form of magical armor as a swift action. You can remove any form of non-magical armor that you are proficient with as a full round action. Non-magical armor that can be removed in less than a full round action can be removed by you as a swift action as well.

Rapist's Camaraderie – Combat

You are a sexual predator and a coward, at your most dangerous when surrounded by other monsters who share your lusts.

Requires Base Attack Bonus +3, male gender, any evil alignment

Benefit While within 30 ft of any sentient male creature who has raped or seriously injured (removed at least half her total HP) any sentient female within the last 24 hours, you receive a +1 morale bonus on melee attack and damage rolls as well as Combat Maneuver checks and unarmed damage rolls against women. This bonus increases by +1 for every rapist within range, to a maximum +10 bonus.

Ability Type Supernatural

Rebuilt by Lust – Combat

Your bruised, broken and horribly scarred body is repaired and reenergized through sexual contact. Though it hurts you terribly, you know accepting a man into your damaged body is for the best.

Requires Broken Doll trait

Benefit If you have a sexual encounter with a male creature while at below ¼ your maximum Hit Point total or while suffering from ability score damage or drain, your natural healing rate for both HP and ability score damage is tripled until you return to full health. During this healing period, any healing spells or psionic abilities used to benefit you have their numerical effects maximized. If you have a sexual encounter with a male within 24 hours of suffering permanent ability score damage, you treat it as temporary ability score damage instead.

Ability Type Extraordinary

Regenerative Womb

Your womb is a nexus of magical power, able to give life to the dead, and bring change to those you bless with your touch.

Requires Moon Wise, Knowledge (religion) 8 ranks

Benefit By spending at least 8 hours engaging in highly ritualized sex with a willing participant, or by anointing a dead body with your milk, blood or sexual secretions, you may cast any of the following spells as a cleric of your total character level: *Atonement*, *Break Enchantment*, *Hallow*, *Heal*, *Heroes Feast* (affecting participant only), *Neutralize Poison*, *Regenerate*, *Reincarnate*, *Resurrection*.

Spells cast in this manner do not require an expensive material component, but require a divine focus, typically a holy symbol of your faith.

Ability Type Spell-Like

Sabot Cannons

Your tail guns are a lot heavier duty than normal for Assault Witches. You're the squadron's long range firepower, capable of unleashing fiery death at horizon range.

Requires Assault Witch Cavalier levels, Tail Guns class feature

Benefit Your tail guns are more powerful than the norm. Your tailguns gain a +1 enchantment for every five Assault Witch Cavalier levels, and gain the following special weapon properties as you gain levels.

5th Level: either Distance or Limning, *10th level:* Flaming, *15th level:* Flaming Burst

Ability Type Supernatural

Samurai's Armor – Combat

Your armor plated skin thickens and your natural defenses become more obvious. Your nude body takes on the angular plates and often ornate detailing of a samurai's *o-yoroi* armor.

Requires natural armor bonus to AC

Benefit Your natural armor bonus increases by +1. At 10th level, it increases again by +1. These increases stack with other increases to natural armor.

Ability Type Extraordinary

Scatological Armory – Metamagic

You mastered an arcane fetish-spell long ago that turns your own stinking shit into armor. Now, you can spread this strange armor to those you touch, possibly giving them a taste for scat-play as well as a distinct tactical advantage.

Requires Cocoon of Filth

Benefit When you activate your Cocoon of Filth feat, you may share the benefit of the feat with one other creature per five character levels, of size Large or smaller, that you are in direct physical contact with.

Ability Type Supernatural

Serpentine Mane

Your long hair writhes and moves with a life to its own, twining around opponents and always secretly working for your benefit.

Requires CHA 15+

Benefit You have total psychic control over every strand of your hair. Your prehensile hair grants you a +2 bonus on your Combat Maneuver Bonus when grappling, and to your Combat Maneuver Defense, as well as Sleight of Hand and Escape Artist checks. If your hair is uncovered, you are always considered to have a 'hand free' for the purpose of what combat abilities you can bring to bear.

Limitation If your hair is ever cut or burned, you lose the benefit of this feat until it regenerates back to full length, which requires 1d6+1 days.

Ability Type Supernatural

Sexual Changeling

With the sticky-sweet taste of your lover still clinging to your lips, your true form melts away, replaced a perfect duplicate of that person.

Requires Deceptive, CHA 13+

Benefit You gain the Shapechanger subtype.

After sampling the sexual fluids of any sentient creature of your own type and species, you can transform yourself into an exact physical duplicate of that person. This effect functions as *Alter Self*, cast as a sorcerer of your total character level. Once you end this effect, or its duration ends, you must have another sexual encounter with a creature to change into its shape again.

Ability Type Spell-Like

Shield of Living Hair

Your lashing, twining hair becomes an impenetrable shield, leaping to your defense.

Requires Serpentine Mane, Combat Reflexes

Benefit As an immediate action, you can expend one use of Combat Reflexes to deflect a melee attack made against you. You receive a deflection bonus to AC equal to 1+ your CHA modifier against this attack. You must be aware of the attack and not helpless to deflect it in this manner.

Ability Type Supernatural

Shit Rider – Metamagic

You have mastered a filth and feces-based summoning ritual and can imbue your bodily wastes with a strange kind of fetishistic life. You know the secrets of creating a powerful, voracious predator from what oozes from your bowels.

Requires Cocoon of Filth, Spellcraft 4 ranks

Benefit You know a secret ritual that allows you to summon an *Otyugh* (CR 4) from a ritual stage covered in your own bodily wastes. This disgusting ritual requires at least an hour, the sacrifice of strange oils prepared as an enema worth at least 50 GP and requires the caster to masturbate to orgasm in a pile of human waste, including his or her own. The waste then animates and congeals into an *Otyugh*.

The *Otyugh* serves you loyally to the best of its ability, though it is too stupid to follow anything other than the most rudimentary commands. The *Otyugh* remains in existence for 24 hours, or until the caster next bathes or cleanses. You may have only one summoned *Otyugh* in your service at any time.

Ability Type Spell-Like

Sickening Intimidation - Combat

Your display of ferocity can sicken an unprepared opponent.

Requires Intimidate 3 ranks

Benefit You can use the Intimidate skill to inflict the *Sickened* condition on an opponent. Aside from the condition inflicted, this functions identically to the standard use of the demoralize action. When intimidating this creature, you choose whether to use this feat or the standard demoralize attempt.

Ability Type Extraordinary

Skatto Mastery – Metamagic

You excel at casting spells that manipulate shit and bile.

Benefit You add +1 to the saving throw DC of any spell with the *acid* or *skatto* descriptors. This bonus stacks with the bonus provided by the Spell Focus and Greater Spell Focus feats.

Special This feat can replace Wards of Filth as a prerequisite for other skatto-related feats.

Ability Type Extraordinary

Skillful Loli

Though young, you are easily the equal of adult experts, and pick up a bunch of useful skills from your adult mentors.

Requires young adult or younger characters, INT 13+

Benefit When adjacent to any allied character in the adult age category or older, you are considered trained, and receive the class skill bonus, in any class skill the adult character has placed at least three ranks in. You may make trained-only skill checks with these 'borrowed' skills.

When you reach the adult age category, you lose this feat and replace it with another feat of your choosing that you meet the prerequisites for.

Ability Type Extraordinary

Soaked With Lust

Your arousal is obvious to everyone around you. Your slick, rich sexual fluids soak through clothes and pool around you. Your sexual odor is cloying and potent, like fine orchid perfume.

Requires CON 13+, Gooey Lubrication or similar trait

Benefit At will, as a standard action, you can arouse yourself and allow an endless flood of sexual lubrication to flood your thighs and spread out around you. This pool of greasy fluid expands to cover a 30 ft radius around you, and moves with you as long as you choose to maintain the effect. You may end this effect at any time as a free action, in which case the lubrication puddles dry to nothingness after one more round.

This ability functions as *grease*, cast by a sorcerer of your total character level. While manifesting your lusty secretion, you gain a +10 circumstance bonus on Escape Artist checks and checks made to resist or escape a grapple or pin. You are immune to the effects of your own *grease* effect, obviously.

Drawback Your potent sex-stink means any creature tracking you by scent receives a +4 bonus on Survival checks made to trail you.

Ability Type Spell-Like

Static Charge – Combat

Your flight speed dangerously overcharges your hull with electricity.

Requires Assault Witch Cavalier class levels, Mobility

Benefit For one round after you take a move action or double move, your ranged attacks gain the Shocking property, and all unarmed strikes, natural weapons attacks, or melee weapon attacks gain the Shocking Burst property.

Ability Type Supernatural

Steel Angel – Combat

The legions of heaven have nothing on fliers from the Japanese Self Defense Forces- especially the occult pilots tasked with ridding the skies of *oni*, ghosts and dragons.

Requires natural flight speed, good alignment, Fly 5 ranks

Benefit While you are flying, you receive a +1 holy bonus on ranged attack and damage rolls per five character levels (maximum +4). Your ranged attacks are considered good aligned for the purpose of overcoming damage reduction, while you are airborne.

Ability Type Supernatural

Storm Kami – Racial

You were given power over the winds and storm by Fujin and Ryujin, the Buddhist gods of heavenly storms.

Requires Kami with the Air or Water subtypes

Benefit You gain the Weather domain and the Storms subdomain. You can use the subdomain's granted powers as a cleric of your total character level. If you are not otherwise a divine spellcaster, you may use the highest level domain spell a cleric of your level would have access to as a spell-like ability usable once per day. If you are a divine spellcaster, you gain the Storm subdomain spell list normally.

Ability Type Supernatural

Strengthening Orgy

By engaging in an hour long sexual act with multiple partners of either gender, you absorb the Tantric energy of your communal lust and transform it into raw physical power.

Requires Base Attack Bonus +8, Tantric Wisdom, Toughness

Benefit You gain a cumulative +1 holy bonus to your STR score and a cumulative +5 ft improvement to all your base movement speeds per partner. You may receive a maximum +10 STR / +50 ft bonus with ten partners.

This enhancement lasts for a number of hours equal to your CON modifier once the sexual encounter ends.

Ability Type Supernatural

Submissive and Hesitant

You prefer to wait for others to take action before entering the fray yourself.

Benefit When you choose to delay your action until a designated ally acts, you receive a morale bonus on all saving throws equal to the difference between your Initiative score and your ally's Initiative scores for one round.

Example: If Chii (Initiative 18) chooses to wait until her master Hideki (Initiative 12) acts, she would receive a +6 morale bonus on all saving throws for one round.

Ability Type Extraordinary

Suicide Teacher

You teach your students that death is not to be feared. With your ritual blade, you bring them to the edge of death, a bloody, masochistic ritual that strengthens their souls.

Requires Knowledge (arcana or religion) 5 ranks, WIS or CHA 13+

Benefit When you gain this feat, you imbue a specific weapon that inflicts either slashing or piercing damage, which then becomes this feat's focus. If this focus is ever lost or stolen, you can attune to a new weapon with about an hour of concentration.

If you reduce a character to 0 HP or fewer using this weapon and that character survives, for 24 hours the character becomes immune to *death effects* and receives a +4 morale bonus on saves against ability score damage, drain, and level loss. This does not apply to creatures you intentionally slay in combat, only those undergoing this ritual willingly.

You can use this feat to benefit yourself, but must reduce yourself to 0 HP or fewer with the ritual weapon and survive.

Ability Type Supernatural

Superior Cloud Cover

You can treat clouds and vapor as solid ground... when you want to.

Requires Assault Witch Cavalier class levels

Benefit When you wish to, you can treat clouds, fog and vapor as semi-solid objects. You can claim cover or improved cover from fog or clouds, not simply concealment, with the game master determining the exact degree of cover provided. You may walk, swim through or rest against clouds or fog as if they were solid objects having a viscous texture similar to hard rubber or hardened tar. You may also rest against clouds- for example, even if you can't fly or are unconscious, you would rest against clouds rather than falling through them, if doing so would benefit you.

You may also pass through clouds and fog normally. For instance, you wouldn't suffer falling or crash damage when flying through a cloudbank normally. This ability functions even when you are not in your Airplane Girl form.

Ability Type Supernatural

Super Kawaii

You are too adorable to kill, and even the most vicious oni would rather have you to play with rather than to kill outright.

Requires CHA 13+

Benefit When unarmored, wearing impromptu armor or wearing light armor with the Near Nudity quality, you may add your CHA modifier as a luck bonus to your Armor Class. You must be nude or revealingly dressed to benefit from this feat.

Ability Type Supernatural

Tantric Sight

Sexual meditation sharpens your senses and brushes away the illusions of the world.

Requires Tantric Wisdom

Benefit After a tantric sexual encounter, you gain Darkvision 60 ft or your existing Darkvision range improves by 60 ft. At character level 10th, you also gain See *Invisibility*; this improves to *True Seeing* at character level 17th. These bonuses remain in place until you next sleep or rest.

Ability Type Supernatural

Tantric Wisdom

You have studied arcane sexual techniques and incorporated these erotic arts into your meditation. As a result, you have become both a more skilled lover and a more enlightened being.

Requires WIS 15+, either Knowledge (religion) 1 rank

Benefit By spending at least an hour enjoying sex with a partner, who need not have this feat, you may attempt a DC 20 Knowledge (arcana or religion) check. If this check is successful, your tantric meditation clears your mind; you receive a +2 insight bonus on WILL Saves, Perception checks and Knowledge (religion) checks. This bonus remains in place until you next sleep or rest.

Additionally, your tantric skills mean you can engage in amazingly lengthy and varied sexual experiences. You have full control over your fertility; you cannot become pregnant or impregnate a woman unless you so choose.

Ability Type Supernatural



Tengu's Blasphemy

You were mentored by one of the diverse breed of spirit-folk known as *tengu*. Though the most famous of this race are bird-like creatures, others take the form of monkey-men, leering old men with penises for noses, or even stranger shapes. All tengu, however are as blasphemous as they are wise, and take great pleasure making holy men question their faith.

Requires Ability to cast divine spells, WIS 15+

Benefit As a full round action, you may pose a blasphemous riddle to any character capable of casting divine spells. Doing so forces both you and the targeted divine spellcaster to make a Knowledge (religion) check,

the higher of which wins the debate. This is a mind-affecting, language dependant ability.

If you win, the targeted divine caster becomes unable to cast any divine spells for a number of rounds equal to your CHA modifier, as his faith is briefly shaken. If the opposing divine caster wins the debate, your own confidence is shaken, and you cannot use divine magic for one minute. Additionally you cannot use this ability again for 24 hours.

Ability Type Supernatural

Tentacled Myriad

Semi tangible, magical tentacles, whose appearance is shaped by your most selfish sexual fantasy, burst from your body in search of willing (or unwilling) prey. Through sheer force of will, you conjure a limitless number of rubbery, rapacious tentacles, which seemingly burst from your body, passing seamlessly through clothes or armor, and even appearing from the earth, floor, or whatever surface is underfoot. The tentacles will even appear randomly out of pools of darkness or fog, or areas of dark water. Regardless of the tentacle's point of origin, you have a dull awareness of their actions, and can feel echoes of the sensations they enjoy as they grope victims.

Requires Spellcraft 5 ranks

Benefit Once per day per four character levels, you can cast *Black Tentacles* as a spell-like ability, as cast by a 10th level sorcerer (or your arcane caster level, if greater). You can use this ability as a move equivalent action. If you have had a sexual encounter within the hour before using this ability, you can activate the Black Tentacles effect as a free action.

Ability Type Spell-Like

Tentacled Perversion

The fleshy tendrils you summon from the darkness of your id warp the body and souls of your victims.

Requires Tentacled Myriad

Benefit You may use *Corrupting Tentacles* rather than *Black Tentacles* when you activate the spell-like ability granted by the Tentacled Myriad feat. Your caster level is 12th or your actual arcane caster level, whichever is greater when using this ability.

Ability Type Spell-Like

Tetsujin Pulsars – Racial

Most Tetsujin are equipped with energy emitters in their palms and scattered through their bodies, obvious as small glowing roundels. For most Tetsujin the vital arming systems are never factory-activated, and the roundels are merely decorative lights. For other Tetsujin, especially those destined for military or police service, these devices are weaponized.

Requires Tetsujin race

Benefit The Tetsujin is implanted with a pair of energy weapons, one in each palm emitter. These weapons cannot be sundered, nor disarmed. The Tetsujin can fight with one or both of these weapons, but if he does so, he suffers all the penalties associated with fighting with two weapons.

At first level, these weapons are treated as masterwork weapons of the listed type. At third level, these weapons improve to +1 weapons of the chosen type. At 7th, 10th and 15th level, these weapons' enchantment bonuses increase by +1 to a maximum of a +4 pair of weapon at 15th level. These weapons draw on the Tetsujin's own internal power supply and have unlimited firepower.

The Tetsujin Pulsars are either both treated as being one of the following base weapon types.

- Blaster, Spacer's
- Laser Pistol, Argon
- Laser Pistol, High UV

Alternatively, the Tetsujin can replace one of his pulsars with a weapon of the following base type.



- Nausea Gun
- Stun Pistol
- Tasp Pistol

Once a Tetsujin chooses his pulsars, he can choose a new set of Pulsar weapons by undergoing a mechanical refit, which requires a DC 20 Craft (mechanical) check, 4 hours work, and raw materials costing 50 gp x the Tetsujin's total character level. These newly installed weapons have the earned enhancement bonus of the original weapons.

Ability Type Extraordinary

The Red String of Fate

The karmic bonds of love, lust and destiny stretch across time, place and mortal incarnations.

Requires Reincarnate

Benefit Any time you encounter another character with the *Reincarnate* feat, there is a 25% chance they were important to you in a prior mortal incarnation, and a sudden onrush of kind memories and melancholy romance might suddenly improve their attitude towards you. This permanently improves the characters attitude towards you by one step, though your actions in this incarnation might worsen their attitudes normally.

Once per day, you may automatically succeed at a sexually oriented Bluff or Diplomacy check against any NPC with the *Reincarnate* feat that has been important to you in a previous incarnation.

Ability Type Supernatural

Thundering Guns – Racial

Your wrist mounted cannons pack a punch comparable to a destroyer's main battery, much to your pride. POETICA with this feat usually custom-paint golden slogans on their cannon barrels.

Requires POETICA race, Combined Fleet POETICA alternate racial traits

Benefit Your CF cannons are more powerful than the norm. Your CF cannons gain a +1 enchantment for every five character levels, and gain the following special weapon properties as you gain levels.

5th Level: Thundering, *10th level:* either Distance or Keen,

15th level: Axiomatic

Ability Type Supernatural

Transonic Flier

You are among the fastest living creatures on the planet, able to achieve transonic speed under your own power.

Requires natural flight speed

Benefit Your flight speed increases by an additional 2x, which stacks with escalating increases from Assault Witch Cavalier class levels or similar flight progressions. Your out of combat speed increases to Mach 2 or greater. At 10th level, it increases to Mach 4, and to Mach 5.5 at 15th level.

You can reach virtually any place on the planet in a matter of hours.

Ability Type Extraordinary

True Love's Armor – Combat

Your love for another person creates an armored shell around your body- a shell that allows you to be a true hero for your beloved.

Requires True Love trait, character level 3rd

Benefit When within 30 ft of your True Love, you gain an impressive natural armor, which resembles the scales of a great, dark cobra across your chest, throat and forearms. Your natural armor bonus to AC is +2 plus +1 per four character levels.

Alternatively, you can touch your True Love as a standard action and pass the benefit of this feat to them. Doing so provides them with a natural armor bonus to AC equal to twice the bonus this feat provides you. This passing ends if your partner moves more than 30 ft from you. If the partner returns to within the range, the natural armor bonus goes to you by default, until you touch your partner again.

Ability Type Supernatural

True Love's Heroism – Combat

Your deep and abiding desire to protect your true love gives you unearthly power.

Requires True Love's Armor

Benefit Your scales of True Love harden into a vaguely organic cuirass, and a horned helm grows around your skull, making you look like a legendary samurai. When you are within 30 ft of your True Love, you gain heroic power that provides you with a +1 morale bonus on melee attack rolls per four character levels.

Alternatively, you can touch your True Love as a standard action and pass the benefit of this feat to them. Doing so provides them with a morale bonus on melee attack rolls equal to twice the bonus this feat provides you. This passing ends if your partner moves more than 30 ft from you. If the partner returns to within the range, the melee attack bonus goes to you by default, until you touch your partner again.

Ability Type Supernatural

Truth of the Body

Men and women may lie to each other, but they share an honesty beyond words during the act of love. You can taste the flavor of truth in a lover's intimate secretions.

Requires Sense Motive 1 rank

Benefit By bringing any sentient creature to orgasm and sampling their sexual secretions, you gain insight into your lover's personality and motivations. You learn your lover's alignment as if by a first level divination effect, the

creature's sexual preference, if any, and if the creature has lied to anyone within the previous 24 hours.

You receive a +4 insight bonus on all Sense Motive checks made against your lover for 24 hours after the sexual encounter.

Except when dealing with the most virulent forms of disease, the amount of sexual fluid ingested is too small to transmit disease.

Ability Type Supernatural

Unbirth

Those trapped within your claustrophobic womb return to childhood, with all its weakness and powerlessness, eventually dissolving into bloody nonexistence.

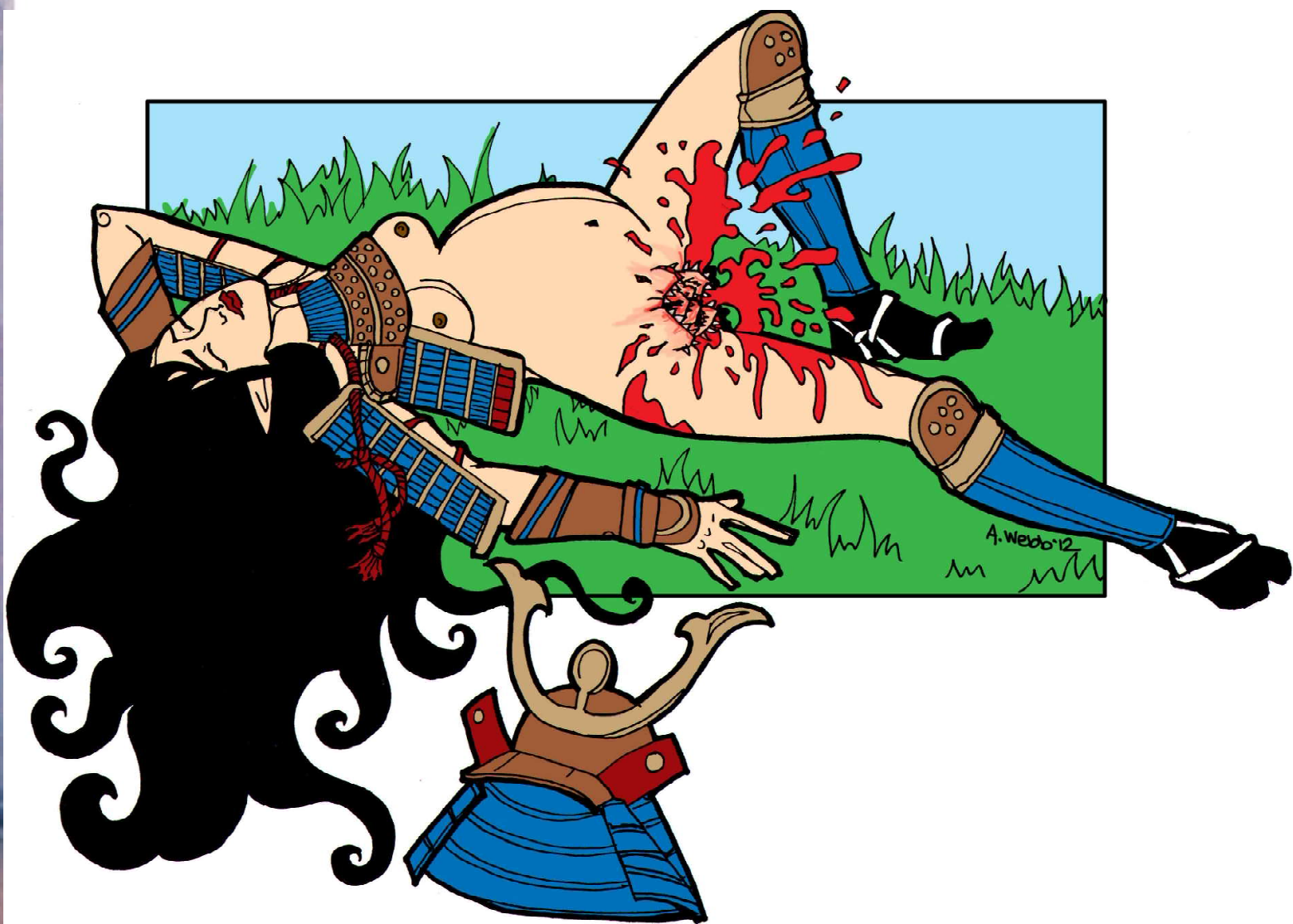
Requires Vaginal Prison

Benefit A victim swallowed whole by your vaginal prison begins to disintegrate and disincorporate, mentally and physically as he or she dies inside you. In addition to crushing pressure and acidic damage, each round the

victim is trapped within you, he or she suffers a negative level.

By voluntarily suffering 1d3 points of temporary CON damage while an enemy is trapped in your vaginal prison, you can inflict an even more permanent disillusion on your adversary. Your victim must make a WILL Save (DC 16 + your WIS modifier). Success indicates that the victim suffers 1d2 points of permanent CON drain.

Failure indicates the victim moves to the beginning of the previous age category, immediately incurring the physical changes associated with aging. A creature de-aged past the Child category dies instantly and quickly devolves from baby to fetus to zygote to a mass of bloody, stillborn tissue.





Undead Durability – Racial

Like a guro-movie zombie, you just keep coming and coming, regardless of the damage done to your undead flesh.

Requires Undead type

Benefit You can reattach severed limbs by pressing the injured limb to the stump for approximately one minute. If your head is severed, you are not automatically slain. You gain the *nauseated* condition and suffer from ongoing Bleed 10 until you press your severed head to your neck. Once you do so, the Bleed ends, but the *nauseated* condition remains until one minute passes. These conditions affect even undead normally immune to Bleed and the *nauseated* condition.

Ability Type Supernatural

Urinary Armor – Metamagic

Allowing another being to urinate on your body, you are enveloped in a glistening golden aegis- half water, half force- with durability in proportion to the pisser's beauty.

Requires Wards of Filth

Benefit If you allow a willing humanoid or monstrous humanoid to urinate on your body, which is at least a single full round action, you are sheathed in a luminous suit of armor, which functions identically to *mage armor* except as noted below. The armor bonus to AC is equal to 1 + the pisser's CHA modifier (minimum +2). The maximum bonus provided by this feat is +6 armor (for a pisser with a +5 CHA modifier).

Urinary armor remains active for 1d4+1 hours once activated. If you are urinated on again while your urinary armor is already active, you manifest a luminous golden shield of force, with the same properties as *mage armor*. This glowing shield floats just above your off-hand, and provides a shield bonus to AC equal to the second pisser's CHA modifier (minimum +1). This urinary shield remains active for 1d4 hours once activated. When your urinary armor deactivates or is dispelled, your urinary shield also deactivates, regardless of the time remaining on the duration.

Ability Type Supernatural

Useful Testicles – Racial

You can pull on your testicles until they stretch out and take on different useful forms, from a tent to a rowboat to a merchant's stand. You're very adept at using your shapeshifted testicles in clever ways, to scam your way through life.

Requires Tanuki race, Tanuki Testicles racial ability

Benefit A number of times per day equal to 3 + your CON score, you can transform your testicles into a useful form. Your testicles closely resemble the chosen form, and it requires a Perception check (DC 10 + your CON score) to distinguish your transformed testicles from a normal item of the type.

Transforming your testicles is a standard action. Once transformed, you can maintain your testicles in their new shape for up to one hour per daily use of this ability. You can extend this duration by expending additional daily uses of this ability. You must remain adjacent to your transformed testicles- if you move away, your testicles resume their natural shape. You can transform your testicles into any of the following forms.

- A rowboat, canoe or small catamaran and pair of oars

- A cart or sled, ladder or stool
- A wheelbarrow, handcart, cargo dolly, or rickshaw
- A wooden stall that occupies a single 5 ft square, like at a street fair
- A wooden hunting blind
- A tent, bed, table, chair or other piece of simple furniture
- A cold weather outfit
- Masterwork quality musical instrument (drums or similar percussion instruments only)
- Tower Shield (if sundered, the Tanuki is *sickened* for 24 hours and cannot use his Tanuki Testicles racial trait during this time)

Ability Type Supernatural

Vaginal Prison

Your vulva is an inescapable maw, capable of consuming your lovers whole when you finally tire of them. Trapped in a non-dimensional hell of contracting muscle and boiling liquid, your prey's futile struggles for life only bring you orgasm after orgasm.

Requires Knowledge (arcana) 4 ranks, female gender, and any one of the following: Futakuchi or Ubume race, Gifts of Ecstasy or Half Demon Pussy trait

Benefit A number of times per day equal to 3 + your WIS modifier, you can transform your vagina into a strange Tessarect, a fold in space and time. If you have successfully pinned a foe your own size or smaller, you may elect to make a second CMB check, as though attempting to pin the opponent once again. If the check is successful, your vagina warps and stretches to impossible proportions, swelling your prey whole.

Once swallowed, the victim is shunted into a non-dimensional space within your body. While swallowed, the victim is considered grappled, but you are not. In addition, the victim suffers 1d4 points of bludgeoning damage plus 1d8 points of additional acid damage per round. The victim cannot break free through physical effort, but may escape by casting any form of teleportation or dimensional travel magic, or by succeeding on a WILL save (DC 12 + your WIS modifier). A freed creature reappears prone and adjacent to you, in a random open square.

You can trap a creature in your vaginal prison for up to one round per character level. If the victim dies while swallowed, he or she is consumed completely, along with all non magical gear. If the victim is still alive when this enhancement ends, or if the victim breaks free with a successful WILL Save, you suffer 5d6 points of damage (FORT DC 18 half). You may choose to birth a swallowed creature at any time; any magical items swallowed can be vomited up at will also.

Ability Type Supernatural

Vaginal Spell – Metamagic

You channel mystical energy into your womb, allowing you to call upon magical power through sexual communion.

Requires Female gender, spellcaster level 1st

Benefit Any spell with a range of personal or touch can be made vaginal. A vaginal spell can be cast as a swift action, during which the caster orgasms wetly. Vaginal spells require no somatic components, as if stilled. However, the vaginal spell's caster is considered *shaken* by intense pleasure for 1d4+1 rounds after casting the vaginal spell. The spellcaster can use sexual contact with another creature to transmit a vaginal spell whose range is normally considered personal.

A vaginal spell uses a spell slot equal to the spell's actual level, but a spellcaster can have a maximum number of prepared vaginal spell levels equal to her CON score at any given time (CHA score for undead spellcasters). Prepared vaginal spells that are not used when the caster next prepares spells or regains spellslots are lost without effect.

Ability Type Extraordinary

Veins Full of Cum – Combat

The semen you accepted into your body in search of its healing properties has seeped into your blood and marrow. Your blood has become the milky white substance of life itself, and you cannot die easily. Your cum-filled body always seems to heal itself as the sperm within your veins hardens into organic glue and melds torn tissues and severed arteries back together.

Requires Rebuilt by Lust, character level 5th

Benefit If you are slain (reduced to -10 CON or fewer), your body begins rebuilding itself painfully provided you have had sexual intercourse with a male creature within the previous 12 hours. Regeneration begins automatically within 4d6 hours of your death, and you recover 1 HP per hour until you are restored to 1 HP, at which time you begin healing normally. You are unconscious and helpless until returned to 1 HP.

While in your healing coma, you automatically recover 1 HP for each male who ejaculates on your regenerating corpse, which can speed the healing process. If your body is damaged by fire or acid before the healing process is complete, you do not regenerate and can't return to life in this manner.

Each time you are restored to life in this manner, you must succeed at a FORT Save (DC 10 + the number of previous successful saves). Failure indicates you suffer 1d4 points of permanent INT drain from brain damage. Your INT score can't be dropped below 3 in this manner.

Ability Type Supernatural

Wards of Filth – Metamagic

Everything can be turned into an advantage, even the waste expelled from your body. You have mastered a secret runic language, which resembles but is distinctly different from known rune magic traditions. These strange sigils are known only to you and are potent only when painted by your hands, etched in your own fragrant and hideous shit.

Requires Craft (painting or calligraphy) 1 rank, Spellcraft 1 rank, spellcaster level 1

Benefit A number of times per day equal to 3 + your CON modifier, you may use your bodily wastes to create an arcane barrier to protect yourself from harm. It requires at least 1d4 minutes to paint the warding circle of shit and urine.

The warding circle creates an invisible mystic barrier up to 60 ft in diameter that functions as *magic circle against chaos/evil/good/law* as cast by a 5th level cleric. You choose which magic circle you will create when you first choose this feat; it thereafter does not change unless your alignment changes.

The barrier remains in existence until the painted waste dries and flakes away, which requires an hour. Strong rain or running water washes the barrier away in one round. The barrier can also be broken by physically destroying the binding circle or wiping away the mystically infused shit and urine that composes it.

Alternatively, you may expend a daily use of this feat to duplicate the effects of any of the following spells:
Arcane Lock (sorc), *Hold Portal* (sorc) or *Sanctuary* (clr)

Using Wards of Filth in this manner is a full round action; you cast these lesser abjuration effects at a caster level, of the type listed in parenthesis, of your total character level.

Ability Type Spell-Like

Warrior's Autopsy - Combat

Using a ritual that was old with the Tiara Empire fell, necromancer surgeons vivisected you, ripping open your chest cavity in a quest to find your mortality. When the surgeons found the weakness, they cut it out. Now you are a nearly immortal avatar of death and *ero-goro* violence, marked by a heavily stitched Y-incision that has never healed and never will.

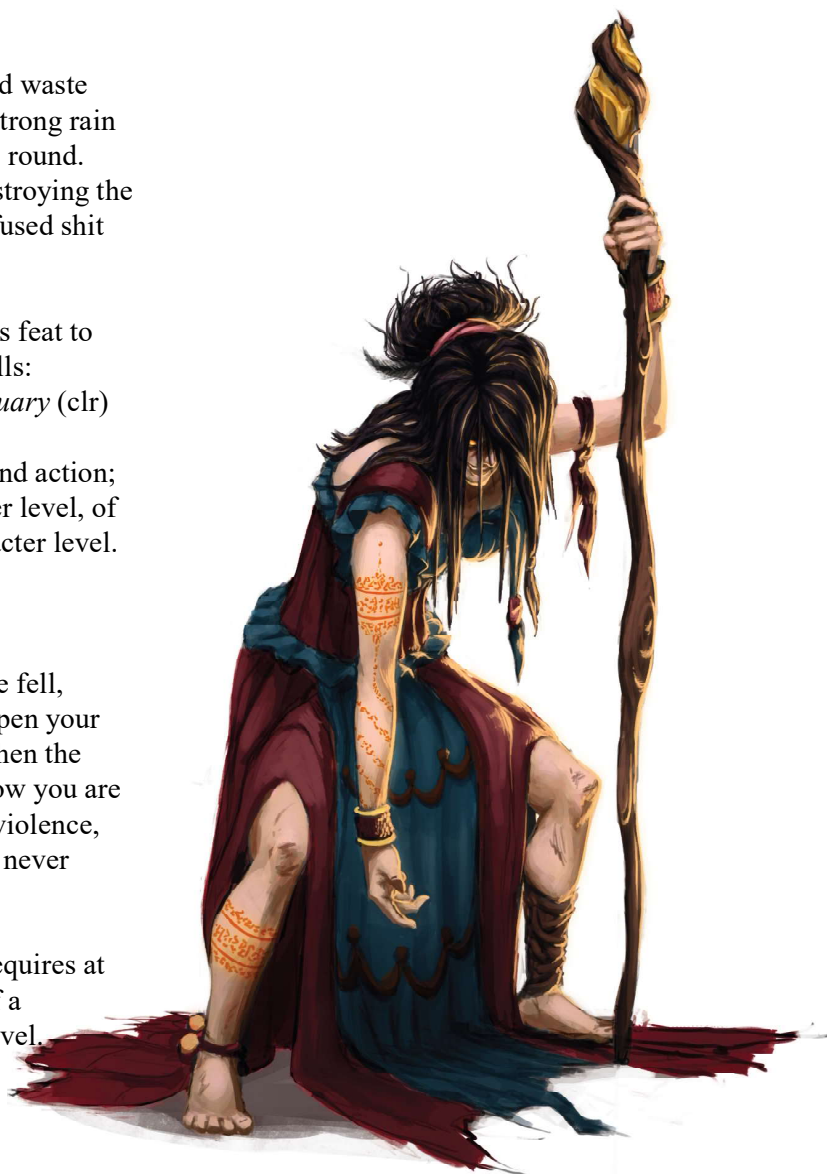
Requires Base Attack Bonus +10

Benefit Gaining this feat requires a ritual that requires at least 24 hours to complete, and the assistance of a powerful necromancer surgeon of at least 10th level. The ritual requires expenditures of ritual drugs and rare herbs worth at least 10,000 gp/DC 26.

When the ritual is complete, your type changes to Undead. Do not recalculate your BAB, hit points or saves. Future bonus HP is based on your CHA modifier. You gain all immunities common to player character Undead and lose your CON score.

You gain Channel Resistance equal to $\frac{1}{4}$ your Base Attack Bonus. If channeled energy penetrates your Channel Resistance to harm you, you are affected as if by the *rage* spell for a number of rounds equal to the amount of damage you suffer. You cannot voluntarily end this *rage* early, and the Y-incision in your torso begins bleeding and seeping black slime. For the duration of your *rage*, you suffer Bleed 1; this is a specific exception to the more general rule that Undead are immune to Bleed damage.

Ability Type Extraordinary





Wings of Living Hair

You can animate your long, luxurious hair into enormous bat-like wings that beat the air and take you into the sky upon strange wings.

Requires Serpentine Mane, Fly 1 rank

Benefit A number of times per day equal to your CHA modifier, you may undergo a dramatic transformation, transforming your long hair into wings.

While manifesting your wings of living hair, you gain a flight speed of 60 ft (good maneuverability). You choose either day or night flying when first choosing this ability; when flying outdoors during that time your flight speed increases to 80 ft (perfect maneuverability). You may maintain your wings of hair for up to one hour per activation, or retract the wings at any time. You may only fly while unarmored or lightly armored, and carrying a medium load.

Ability Type Supernatural

Womanly Ambrosia

You may anoint the lips of your lovers with your potent womanly juices, sustaining and strengthening them.

Requires Moon Wise, character level 5th

Benefit Once per day, you can receive ritualistic oral sex, requiring an hour to complete. This ritual may simultaneously benefit a maximum number of supplicants equal to 3 + your CON modifier.

Supplicants are affected by *remove disease* and *remove poison*, as cast by a 10th level cleric. Your supplicants become immune to poison and gain 1d8 temporary HP, plus an additional HP per 2 characters you possess (maximum 1d8 +10 temporary HP). These bonuses last until the supplicant next sleeps or rests.

Ability Type Supernatural

Womanly Suffocation – Combat

The flesh and fat of your breasts flows like wax, oozing over your lovers and entangled adversaries, crushing and suffocating them.

Requires Female gender, Busty Extreme trait

Benefit A number of times per day equal to 3 + your CON modifier, you allow your flesh to flow like syrup, pouring over any creature you are grappling as an immediate action. Each time you activate your Womanly Suffocation ability, you retain the effects for a number of rounds equal to one plus your CON modifier (minimum two rounds).

Your amorphous, crushing flesh grants you a +10 profane or holy bonus on all grapple check for the duration of the effect, depending on your alignment. Neutral characters choose one bonus type; there after this choice cannot be changed. If you manage to pin your opponent while grappling, your flesh constricts mercilessly, automatically dealing 1d6 + your STR modifier points of bludgeoning damage per round the grapple is maintained.

Ability Type Supernatural

Wombscrape – Combat

You are one of the vilest and most dangerous practitioners of *hentai no judo*, and have transformed your reproductive tactics into deadly weapons. You can impregnate a woman through blood and pain, and can breathe out a stinking cloud of predatory semen.

Requires Phallic Spear Technique, Base Attack Bonus +9, any non-good alignment

Benefit Any fertile human being who is wounded by your Phallic Spear Technique must succeed at a FORT Save (DC 8 + the damage inflicted) or become pregnant with your offspring. Alternatively, a woman who is pregnant with another man's offspring spontaneously miscarries on a failed save.

Once per day, you can exhale a deadly cloud of acidic semen, which creates a 30 ft cone of vapors. Males caught within the cloud of semen suffer 1d8 points of acid damage per point of your CON modifier, and may attempt a DC 15 FORT Save for half damage.

Any females caught within the cloud must succeed at a DC 15 Fort Save or become pregnant/spontaneously abort, but do not suffer acid damage. The semen cloud remains in existence for 1d4 rounds; characters within the acid cloud must make a new save each round of exposure. Female creatures immune to acid damage are also immune to the pregnancy/abortion effect.

Limitation This feat cannot affect any character, male or female, which possesses the Tantric Wisdom feat.

Ability Type Supernatural

Yakuza Ink

Your entire body, including your genitals, and excluding only your face and the palms of your hands, has been hand-inked with the extensive and colorful tattoos of a Yakuza warrior. Your extensively and bloodily applied provide you a potent advantage and the confidence to fight bravely at all times.

Requires Yakuza Irezumi trait or other trait with Yakuza in the name

Benefit Your full-body Yakuza tattoos provide any two of the following bonuses, chosen when this feat is selected. Your Yakuza tattoos also count as a holy symbol for spells and effects that require one.

- You gain a +2 morale bonus on Diplomacy checks against fellow Yakuza as well as a +2 morale bonus on Intimidate checks.
- A +2 morale bonus on all Perform checks made concerning Yakuza.
- A +2 morale bonus on melee damage rolls against law enforcement.

- A +1 morale bonus to Armor Class; this bonus increases to +2 if unarmored and revealingly dressed, to reveal your tattoos.
- The ability to use Animated Tattoo at will as a sorcerer of your total character level.
- The ability to use Keen Edge 1x/day per 4 character levels, as a sorcerer of your total character level.

Ability Type Supernatural or Spell-Like

Yosei Transformation

You have become a *yosei*, a mischievous and spiritual creature who can become a large bird, such as a crane, heron or swan, at will.

Requires Human or Kami race or Fey type

Benefit You gain the Shapechanger subtype. At will, you can transform yourself into a larger bird species, as by the spell *Beast Shape I*. Your spellcaster level is equal to your total character level; at 10th level this improves to *Beast Shape II* instead.

Ability Type Spell-Like

Chapter Three: Cultural Templates

Japan has always been a caste driven society. Even in the modern world, a family's heritage as *burakumin* leather workers might limit job prospects, while the *nobility* still wield enormous cultural and financial power. In the Tatakama, which is itself a dark reflection of Shogunate Japan, the division between the classes are even more dangerous, while in the modern world, new social classes, such as *idols*, *freeter* and *otaku* have emerged. *Freeters*, *gyaru* and *otaku* are all looked down on by Japanese conservatives, mocked, marginalized and scapegoated by the Japanese media. Japanese politicians blame these groups for every social ill from rising unemployment to declining birth rates, or (especially in the case of *otaku*) darkly hint that they're all pedophiles in waiting.

Each character may choose a single cultural template during character creation, but are not required do so in most campaigns. Of course, in some campaigns, the game master might decide that certain cultural templates are required, as a way of framing the story. For example, your home campaign might focus on the adventures of a small band of *ninja* seeking glory and treasure, a bunch of *Yakuza* gangsters attempting to carve out territory for themselves in gritty Sendai, or a vivacious *gyaru* circle who find themselves pursued by other worldly horrors.

If the game master approves, a character might even have more than one template, provided they aren't self-contradictory: for instance, a bishonen young *idol* might also be a *love magnet*, or a boy from a family of *burakumin* might grow up to be *Yakuza*. You can also mix and match templates from other Otherverse Games campaign worlds: perhaps a *Love Magnet Midwife* fawned over by a circle of Covenguard admirers, or a *Burakumin Eco-Witch* whose poverty has given him a profound love of the unspoiled natural world. You can also use these templates to do a quick and dirty customization on an intelligent monster found in *The Black Bestiary* or another monster book you're using in your campaign.

The following cultural templates exist throughout Black Japan and the Tatakama. These templates can be added to any character capable of functioning in Japanese society, providing a mix of advantages and disadvantages that does not alter the creature's Challenge Rating or total character level.

All cultural templates include ability score modifiers, which stack with ability score modifiers from race.

Burakumin

Often referred to as *eta* (which simply means *shit* or *filth*), *burakumin* are members of a heredity caste of humble, lowly workers that deal in duties others consider unclean. *Burakumin* traditionally found employment in professions that involved contact with dead flesh or bodily waste: tanners, leatherworkers, executioners, low prostitutes, street sweepers and other distasteful jobs.

In the Tatakama

Burakumin form the lowest rank of Tatakama society; they are the unclean and the defiled, those whose very presence is offensive to all men and women of higher station. Often *Burakumin* usually are forced to reside in segregated ghettos, often built in or around a garbage dump or other foul wasteland. *Burakumin* have no rights and in fact, no official existence in the eyes of the law. They are considered property of the local magistrate or feudal lord.

Members of higher castes can usually murder a *burakumin* without cause, and without fear of legal reprisal. As such, *burakumin* are often forced to adopt a servile and humble demeanor, knowing the only way to avoid trouble is to be invisible. This invisibility has its small advantages. Social superiors will often speak freely in front of a *burakumin* laborer, allowing these shunned folk to become master spies or blackmailers.

Because of their association with shit and with death, Anakame and Ubume are almost always *burakumin*. Those who are not are unique among both their cultures, and in human society, and should have an interesting backstory to explain their relative prosperity. *Burakumin* characters often gravitate towards the Rogue's lifestyle, and a few become Rangers to merely to survive. Those who practice shit-magic usually learned the techniques from a *burakumin* sensei.

In Black Japan

Burakumin in today's world are the descendents of old *eta* clans, still subject to prejudice and workplace discrimination even in the modern period. Though discrimination against *burakumin* supposedly ended in the early 19th Century, with the end of feudalism, as late as the 1980s, Japan's megacorps were circulating a list of the most common surnames of *burakumin* clans. These lists guided hiring practices, with most mega-corps actively avoiding hiring suspected *burakumin* descendents.

Modern burakumin are the urban poor, the hardest and dirtiest workers and those on the bottom of society. Many Akaname, Nikusui and Yurei are considered *burakumin* as

are living *skatto* mages, prostitutes, homeless, and Yakuza gangsters of any species.

Template Ability Score Modifiers

+2 *CON*.

Burakumin must be tough to survive the disease and crushing poverty that are endemic in their communities. Those who take a more heroic path are often surprisingly hearty and tough to kill.

Accustomed to Filth (EX)

Burakumin live amid the refuse and filth of society. They are immune to the effects of the *stench* special quality, and receive a +4 template bonus on FORT Saves against other foul stenchs and inhaled toxins.

Burakumin make excellent shit-mages. They increase the base saving throw DC of any spell or effect with the *skatto* descriptor by +2. In addition, the *burakumin* receives a +2 template bonus on all saves against spells and effects with the *skatto* descriptor.

Accustomed to Hunger (EX)

Burakumin live on the verge of constant starvation, and require only half the food and water of a similarly sized humanoid to survive.

Eta's Eyes (EX)

Burakumin are often forced to keep to the night, to avoid the hateful stares of their social betters. As such, all *burakumin* possess strange, yellowed eyes that grant them lowlight vision.

Poor (EX)

Reduce the starting gold of a *Burakumin* character by half.

Payments and rewards offered by NPC Japanese characters to a *burakumin* adventurer or any group that is known to have a *burakumin* member, are reduced by 25%. Usually benefactors of the *burakumin* caste themselves, non-



Japanese benefactors, or those more sympathetic to *burakumin* than normal offer full rewards.

Reviled (EX)

Burakumin are unwelcome in polite society, and despised by even the lowest heimin. When making any Diplomacy, Perform or Intimidate check against any character with another cultural template, the *burakumin* character must roll 2d20 and take the worse of the two rolls.

If both rolls are 1 or 2, the *burakumin* has made some huge social blunder that earns the enmity of whoever he is addressing. The check's target automatically has his or her attitude worsened two steps, and the *burakumin* suffers a permanent -2 penalty on all future CHA-based skill checks against that character.

Child Offender

Child offenders committed horrible, sensationalized crimes at such a young age that instead of a death sentence or a lifetime in prison they were sentenced to a few years of juvenile commitment. Japan's criminal justice favors rehabilitation rather than lifetime imprisonment where the young are concerned but whether the child offender is genuinely repentant or completely without conscience, they remain on the margins of Japanese society. *Child offenders* are feared by the public, ignored by employers and mistrusted by authorities- in short, the conditions exist for them to be either true heroes or dangerous adult criminals, but they're going to stick to the shadows either way.

In the Tatakama

Child offenders are rare but not unknown in the Tatakama, as the realm's cruder and simpler justice system usually proscribes death for serious offenses regardless of the criminal's age. Only the child of a powerful family might receive a more merciful sentence, and in that case, the rumors surrounding the child might mark him as a *child offender*.

In Black Japan

Child offenders might achieve a kind of dark internet celebrity, though Japanese law prohibits their true identities from being published. Instead, an elementary school student who rapes and dismembers a classmate might be known as Student A in the press, or a young girl who slashes dozens of children with a razor might get nicknamed Nevada-Tan because of the lettering on her sweatshirt.

The fact their names are never published might allow a *child offender* to start a new life, but their pasts are never more than a Google search away. And often, the compulsions and rages that caused their notorious crime don't go away simply because the *child offender* turns 18.

Template Ability Score Modifiers

-2 WIS

Child offenders are mentally fragile and often dangerously impulsive. If they cannot rid themselves of their rage somehow, on a future incarnation they might be reborn as Yurei...or something worse.

Killer's Eyes (EX)

Child offenders can terrify even adult soldiers and police with a single glance. Years in a juvenile institution might have cured whatever demon drove their crime, but it has only hardened their sad eyes.

Child offenders never need to take action to make an Intimidate check; they are always considered to be making an Intimidate check as a swift action with a total result of 11 + their Intimidate ranks + their CHA modifier. At 10th level, this increases to 15 + their Intimidate ranks + their CHA modifier. Bonuses to Intimidate checks are added to this total normally.

Lethal Rage (SU)

Child Offenders have endless reserves of hatred smoldering inside them. Once per day, the Child Offender can add +5 bonus points of damage per five character levels (maximum +20 at 20th level) to a single successful melee attack roll. The damage is the same type as the attack would normally cause, and is not multiplied on a critical hit.

For 24 hours after using Lethal Rage, the Child Offender is considered *shaken*.

No Trust (EX)

Child Offenders cannot legally purchase or own weapons, explosives, occult items such as scrolls or magical items or military grade hardware. Attempts to purchase these items are risky and expensive. Due to the close watch local cops place on *child offenders*, deals where the *child offender* is involved impose a -5 penalty on Knowledge (local) or similar checks to arrange, and the price of items purchased by the *child offender* is increased by at least +25%, sometimes more.

Freeter

Freeters are at the bottom of Japan's employment ladder, and they may or may not care. Instead of hiring on with a mega-corp after high school or college for a lifetime as a grey-suited salariman, *freeters* take a different path. Most live at home, working part-time if they can find a good gig, or collecting unemployment when they can't. Some *freeters* are following a different dream (or are globe trotting demon hunters, which while a necessary career isn't exactly something you can put on a resume). Others might just have no desire to work themselves to death before they're fifty.

In the Tatakama

Tanuki were *freeters* before there was a word for it. Races with an abundance of luck, a lack of concern for material wealth and a certainty that things will work out for the best make great *freeters*: Kami and Doujinishi *freeters* are common. Occasionally a peasant or noble alike might decide to set out on the road, abandoning expectations and living as they wish.

In Black Japan

In the modern world, *freeter* might mean a Yokohama jazz musician who works 2-3 days out of every week at a local convenience store but plays low rent gigs every night. Or it might mean an emotionally fragile *hikkiomori* who depends on their parents to pay the rent on a tiny apartment they can't bring themselves to leave. Or it might mean the most powerful sorcerer born in three generations, who has never held a normal job, driven a car, or filled out a tax form.

Template Ability Score Modifiers

-2 WIS, +2 CHA.

Freeters tend to have a laid back likeability, but most lack drive, ambition and inner fire.

Bad With Money (EX)

Freeters automatically fail Profession checks made to earn a living.

Freeter Network (EX)

The *freeter* knows their neighborhood better than most other people, knowing who they can count on for favors, who owes them favors, and who can be counted on to lend them rent money in a pinch. The *freeter* receives a +2 template bonus on Knowledge (local) checks and on Bluff or Diplomacy checks made to convince an indifferent, friendly or helpful character to offer them a discount, cheap free goods or services, or a modest loan.

Find it Cheap (EX)

Freeters know how to live cheap, but still somehow live decently.

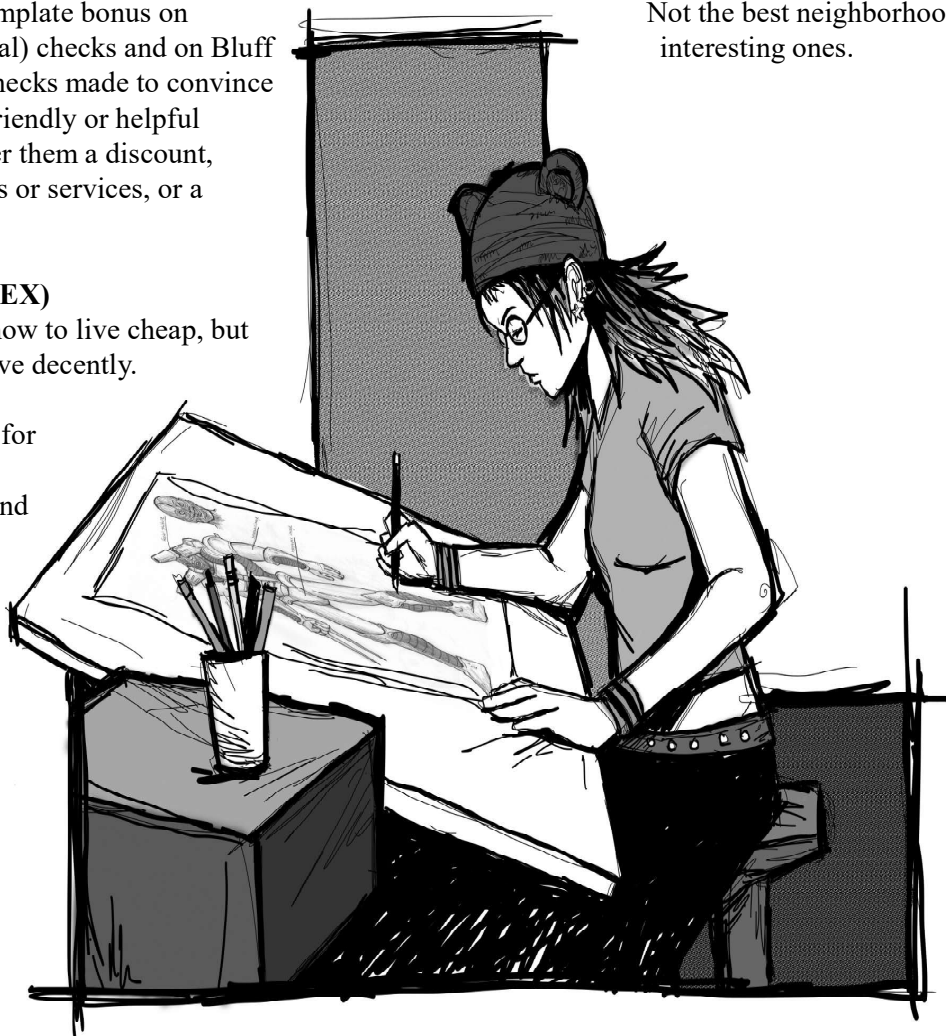
When shopping for mundane, non-magical goods and services (including a place to live), the *freeter* can double the time necessary to find a seller and find a used or discounted item or service of

decent quality. Doing so reduces the cost of the item or service by 30%. When purchasing adventuring gear or occult items, the *freeter* can take additional time to make the purchase to reduce the cost by 10%.

Housebuilders

Freeters can rarely afford to live on their own- rents are exhorbinant, and groceries are worse. Most *freeters* (and many *gyaru*) live with their families, or share an apartment or small home with several roommates. Those wishing to live on their own sometimes find unconventional solutions to their housing problems. These *freeters* are one small step up from homeless, but at least they're independent.

Some *freeters* might rent a storage shed and live in it, eating fastfood or pre-pack and bathing in public facilities (as Hiro Protagonist did in *Snow Crash*), or might simply build a rough shelter on cheap or abandoned land. Alternatively, they might save up for years to afford a pre-fab tool shed or outbuilding to trick out into a small home, or may simply squat wherever the opportunity presents itself. Either way, these housebuilders tend to live on the fringes of Black Japan's cities and towns, in places where building codes or lax or enforcement is haphazard. Not the best neighborhoods, but certainly interesting ones.





Gyarū

Gyarū (gals rendered in Japanese phonetics) are a special breed of Japanese girl, hip, fashion-conscious and consumer driven. *Gyarū* reject Japanese standards of beauty and behavior in favor of Western styles, especially by dwelling on the man-made. Beautiful fake eyelashes, bleach blond hair, long, decorated false nails all define the *gyarū* and in their own way, protect her from the world. The beauty of a *gyarū* woman is ostentatious and colorful, and as expensive and sharp-edged as diamonds.

In the Tatakama

Gyarū are a modern phenomenon, but wealthy, attractive and vivacious girls that enjoy one another's company and the delights of the *flower world* are fairly similar in outlook. The Tatakama's *gyarū* frequent tea houses, theaters, and the *flower world* of the geisha. They are materialistic and often looked down upon by the more serious, grounded older generation.

In Black Japan

Most *gyarū* are humans, of course, though attractive and feminine races like Kitsune, Kami and Doujinshi often become *gyarū*. In many cases Goryohime and *gyarū* are synonyms, and these fashionable undead died at the end of designer scarves and sorta pity other dead girls who died at the end of scratchy hemp. Other races might be attracted to the music, clubbing and fashion of the lifestyle, especially Tanuki. Dodoma *gyarū* either hide their eyes and try to pass for human, or revel in being something so exotic and beautiful, not caring what ordinary mortals make of them. Whatever the case, most *Gyarū* consider themselves sisters, regardless of species.

Gender Restriction

Only female characters may normally become *gyarū*.

Template Ability Score Modifiers

-2 *STR*, +2 *CHA*.

Gyarū are attractive, vivacious and fashion conscious. Though hip and likable, they absolutely refuse to bulk up.

Fashionable (SU)

Gyarū dress to look their best, and have a closet or three full of designer brands. Any outfit worn by a *gyarū* is considered to be a either an entertainer's outfit or noble's outfit, at the *gyarū*'s option.

Gyarū may purchase magical clothing (though not enchanted outfits designed as armor), such as enchanted school uniforms, cloaks, dresses and the like, as well as magical jewelry and fashion accessories at a 10% discount.

Gal Circle (SU)

Gyarū are at their best when accompanied by a sister; they form cute little covens called 'gal circles' when needed. A *gyarū* character receives a +1 morale bonus on *WILL* and *REF* Saves for every other allied *gyarū* character within 100 ft (maximum +5 bonus).

Unconventional (SU)

Gyaru reject Japanese politeness and fashion in favor of more modern, foreign styles. That really, really tends to piss off the older generation.

Gyaru only succeed on Bluff and Diplomacy checks if they both beat the check DC and roll 17+ when interacting with any Japanese character in the Middle Aged age category or older. Lower rolls are considered a failure.

Heimin

The word *heimin* means 'half-people'. In feudal society, *heimin* were higher in station than *burakumin*, but not themselves *nobility* or warriors. *Heimin* were the feudal era's emerging middle class and mercantile caste.

In the Tatakama

The majority of the Tatakama's inhabitants are considered *heimin*. *Heimin* make up the ranks of farmers, merchants, craftsmen, foot soldiers and other unremarkable souls that keep the Tatakama working smoothly. Considered shifty and potentially larcenous by the samurai caste, *heimin* are nonetheless essential. They produce everything the samurai need to live, and more than that, as artists and craftsmen, produce the things that samurai and their betters need to live well.

Many members of the clergy, priests, clerics, monks and miko are considered *heimin*, as are actors and other entertainers. *Heimin* control many of the Tatakama's industries, and dominate its trade, allowing canny *heimin* to become incredibly wealthy.

In Black Japan

In the modern world, most of Black Japan's ordinary citizens could be called *heimin*. The school teachers, dock workers, trash collectors, nurses and salarimen that keep modern Japan functioning are *heimin* to one degree or another. However, the *heimin* cultural template is far less common in the modern world than it is in the archaic Tatakama.

Template Ability Score Modifiers

+2 *INT*.

Heimin are intelligent and hardworking, with a knack for commerce and craftwork.

Family Craft (EX)

The Heimin is a master of a craft practiced in her family for generations. Select a single Craft or Profession skill of choice. The character receives a +2 template bonus on checks with this skill, and may complete projects related to that craft in half the usual time. This craft must be one

practiced beginning during Japan's feudal era and still practiced today.

Head for Business (EX)

Heimin are excellent bargainers, who have a head for business, and unlike the lofty samurai (who consider it dishonorable to even handle money or ever ask an item's price), they have a keen understanding of the true nature of trade objects. As such, *heimin* pay much less than other castes for goods and services.

When purchasing any of the mundane goods and services or livestock or trade goods (such as a lantern, or a tavern stay, the purchase of a horse or cattle, passage aboard a ship, ect) described in chapter 6 of the PFRPG, the *heimin* reduces the pricing scale by one step. Gold pieces devolve to silver pieces, and prices in SP are reduced to an equivalent amount of copper coins. This ability cannot reduce the price of any item below 1 CP.

This price reduction also applies when the *heimin* purchases any simple weapon or light armor, or any shield (but not tower shields). This price reduction does not apply when purchasing magical items, masterwork quality items, or items made of special materials (such as adamantite or darkwood).

Forbidden Arms and Armor (EX)

Members of the Heimin class may never become proficient with Heavy Armor, nor with any Exotic Melee Weapon. If they have proficiency in any of these forbidden weapon and armor types as a result of their class or race, they lose such proficiencies when the template is applied.

Mistrusted (EX)

Heimin are not really trusted by their social betters. Heimin suffer a penalty on Bluff checks equal to their highest ranked Craft skill when interacting with members of the *Samurai*, *Nobility* or *Imperial Family* Castes.

Idol

Idols enjoy a brief period of media spotlight as singers, dancers, guest TV stars, and generally celebrated personalities. *Idols* trade on cuteness and innocence, with actual musical talent a secondary concern. Purity, charm and a chaste sexiness sells and builds an insulating wall of fame around the *idol* that lasts a lifetime.

Any species that can be called beautiful can be an idol. Black Japan is willing to embrace an obviously supernatural Idol- those outside Japan just figure she is a girl with a unique costume and stage personality, but Black Japan's inhabitants know better. Elven, Kitsune, Dodoma, Kami and POETICA Idols join the ranks of human Idols as saccharine goddesses.

In the Tatakama

The Tatakama does not have the kind of omni-present, cohesive pop culture that supports *idols*. However, celebrated geisha or famous actresses might achieve fame similar to that enjoyed by a modern *idol*.

In Black Japan

The modern world celebrates its *idols*, but most only remain at the peak of their fame for a short time before they fade back into obscurity. *Idols* are Japan's most recognizable and sprightly entertainers, and come in a dizzying array of breeds: junior idols, fashion idols, reader models, J-pop idols, even sultry AV idols.

Template Ability Score Modifiers

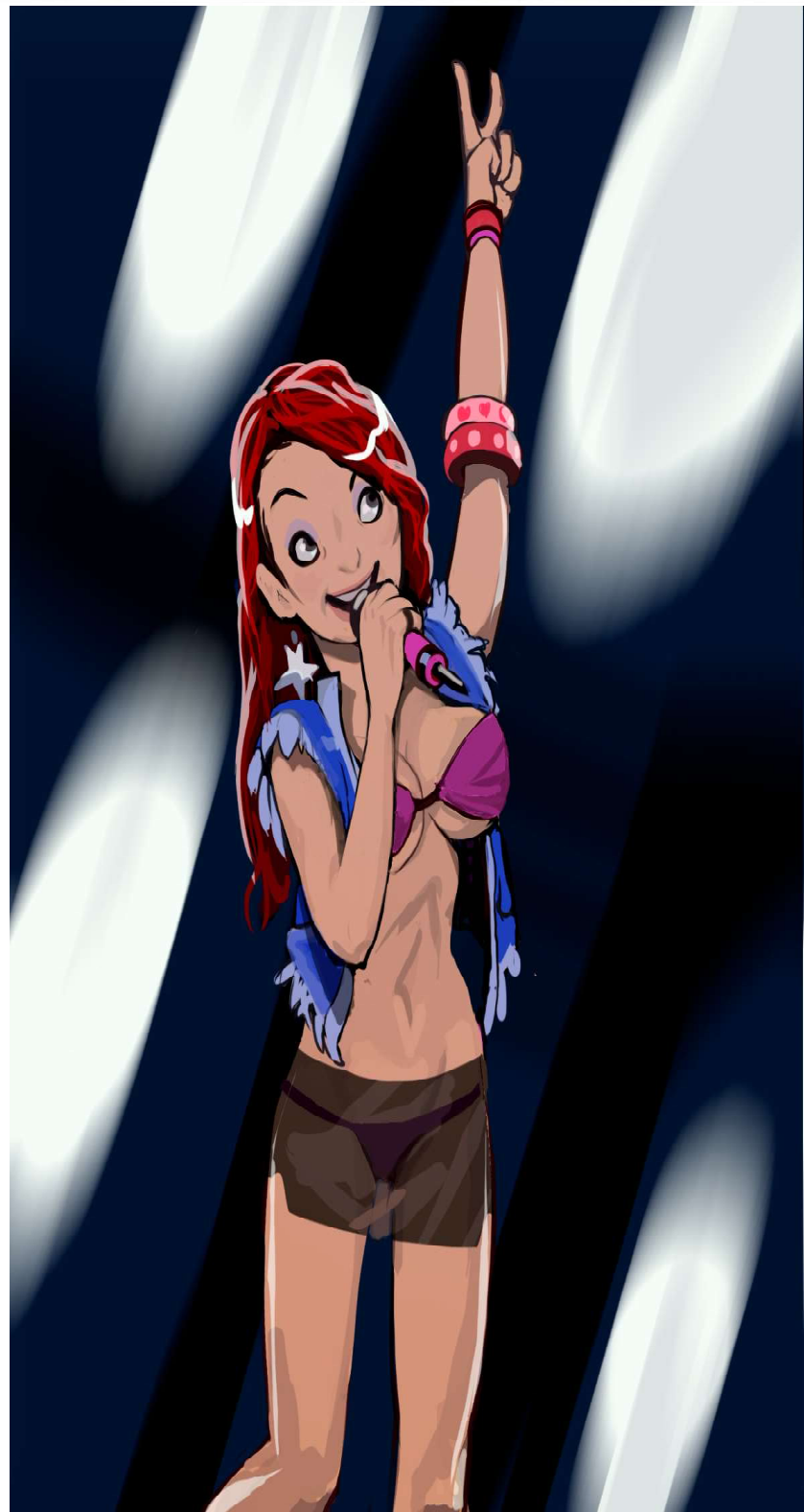
+2 *CHA*.

Idols have an easy charm and beautiful smiles that give them international (and even cross planar) fame.

Bound by Innocence (EX)

Idol culture demands that its Idols be pure, virginal and cute. When the media or the blogosphere reports that the reality differs from the ideal, the Idol's career craters. If the Idol acts inappropriately in public, the ensuing media scandal cripples her.

Behaving inappropriately includes public displays of affection (even something as otherwise minor as kissing or holding hands with a boyfriend for junior idols and pop idols), an announcement of pregnancy or marriage, as it conflicts with her girlish and chaste image. Engaging in combat or using *skatto* magic is also considered inappropriate as are ordinary celeb scandals like public drunkenness or arguments with fans or paparazzi.



For 2d4 days after the incident, the Idol cannot purchase items worth more than 500 gp, and she suffers a -5 penalty on all *CHA*-based skill checks among those familiar with her media career. This penalty and her reduced purchasing power may not apply among cultures completely unfamiliar with her career.

AV Idols labor under similar restrictions, especially concerning off-screen romances rather than on-screen lewdness.

Idol's Hit (EX)

An *idol's* education is as grueling, in its own way as military special operations training. Vocal coaching, poise lessons and long hours of dance practice and athletics allow the *idol* to deliver a perfect performance and make it look easy. When making any Perform check, treat a result of a 01-09 on the d20 roll as a 10 instead.

Imperial Family

Both in the Tatakama and in Black Japan itself, the Japanese people trace their descent from the Sun Goddess Amaretsu. The current reigning Emperor is considered a blood descendent of the goddess, and through him, all Japanese are linked to fiery infinity itself. Those of the *Imperial Family* are related to the Emperor through blood or marriage and enjoy incalculable wealth, power and influence.

In the Tatakama

Elevated even among the ranks of *nobility*, a member of the Imperial Family has a connection, by blood or marriage to the Tatakama's royalty. Members of these ancient bloodlines rarely mingle with commoners- most have never met a dirty, impoverished *burakumin*, and only deal with skilled *heimin* vassals through intermediaries. A member of the imperial family lives a life of leisure and contemplation; their sole duty is to rule over other nobles and the vast hordes of those below them in the social order.

Great Kami of noble bloodlines, humans who are the descendant of legendary samurai or lordly daimyo, and Elves from the highest clans might all be considered members of the Imperial Family. Heroic imperial nobles often become paladins- it is a great disgrace for one to soil their hands as a fighter or even worse, a ranger. Most however, become wizards or sorcerers of great arcane power and incredible wealthy and influence.

In Black Japan

Membership in the modern *Imperial Family* is restricted to the blood relations of the aging Emperor Akihito. Under Japan's current constitution, only males of the *Imperial Family* may ascend to Japan's Chrysanthemum Throne, though changing the constitution to allow female imperials to inherit the throne enjoys fairly wide popular support. In the modern world, the members of the *Imperial Family* enjoy great wealth and a position of social privilege, but little military or political authority.

Template Ability Score Modifiers

-2 CON, +2 INT, +2 WIS, +2 CHA.

Children of *imperial families* are taught from an early age to display discernment, wisdom, cunning and politeness. Unfortunately, they tend to be physically frail (often in ways that accentuate their beauty).

Authority of the Emperor (SP)

The members of the Imperial Family speak with the full authority of the imperial throne, and even their most casual words carry immense weight. Three times per day when addressing a member of any lower social caste, the character can speak a *Command* as a cleric of her total character level.

If the *imperial* character wishes, rather than using the rules for a typical *command*, she can instead expend a daily use of this ability as part of an Intimidate skill check, filling her words with dread. If she chooses to do so, she receives a +10 template bonus on the Intimidate check.

Imperial Regalia (EX)

The members of the *Imperial Family* are blessed with impossible wealth, and live amid luxuries and magic undreamed of by those in the lower castes. When purchasing permanent magic items with a base value of 10,000+ GP, members of the *Imperial Family* may reduce the base price of the item by one decimal point: a 15,000 GP item costs only 1,500 GP when purchased by a member of the imperial family.

This does not affect the creation cost of magic items the *Imperial Family* member constructs herself, nor magic items with a cost below 10,000 GP. Most members of the family will allow their lessers to create magic items for their use.

Strictures of Honor (SU)

Members of the *Imperial Family* are so bound so utterly by the Tatakama's codes of honor and duty, they are imprisoned in ways that lower born characters are not.

An *Imperial Family* member who practices any of the following low skills, touches the corpse of a humanoid, monstrous humanoid or giant, or who publicly disobeys a member of the Imperial Family caste with greater or equal social power or class levels, becomes publicly disgraced.

Appraise, Craft (any except weapons or armorsmithing), Disable Device, Disguise, Heal, Knowledge (local), Perform (any except poetry), Profession (any except nobility or warrior-related professions), Stealth, Survival.



For 24 hours after being publicly disgraced, the imperial family member is at the mercy of luck and is unready for the field of combat. During this time, the character is considered to have only a single Hit Point per Hit Die, plus CON bonuses. If reduced below this fractional total, the character is slain.

Love Magnet

Simply put, you're irresistible. Not only to the opposite sex, but to your own gender, to amorous ghosts longing for the warmth of flesh, to princesses from the moon come down to walk among mortals, to dragons looking for a breeding partner, to beautiful Kami maidens and love-struck Oni Lords alike. Your romances quickly spiral out of control, and more often not, you've got a whole harem of potential lovers to choose from.

In the Tatakama

Love magnets can be found in any realm, in any time. Some people are just stunningly beautiful, or linked by the red string of romantic fate to many souls. Poets tell stories about those blessed with an abundance of charisma, and ukiyo-e print makers paint far more frank and erotic depictions of their love affairs.

In Black Japan

While it's almost expected that daring heroes, charismatic young politicians and beautiful celebs become *love magnets*, the title and romantic headaches that go along with it are most often bestowed on seemingly ordinary people. High school students and shop girls can find themselves irresistible *love magnets* without a clue why or how. Fate likes its little jokes, as do some of Black Japan's deities. The Goddess Benten actively seeks out teen girl *love magnets* and puts them to work in her many small businesses, enjoying playing matchmaker.

Template Ability Score Modifiers

-2 DEX, +4 CHA.

Love magnets can enthrall everyone around them, but they tend to be a bit clumsy, especially when they get flustered by all the attention.

Love Complications (EX)

Having the hearts of so many potential lovers can make things messy for the *love magnet*.

It requires a DC 22 Bluff or Diplomacy check to convince members of the Harem to leave the *love magnet* alone or allow the *love magnet* to venture into danger without least a few Harem members present.

If the love magnet fails this check by 5 or more points, their highest level current Harem member becomes an NPC adversary under the game master's control for the next 24 hours; during this time he or she is not malicious, but jealous, petty and generally irritating. The Harem member will do everything in his or her power to make the *love magnet's* life more difficult, in an attempt to be noticed, and will hinder and annoy other Harem members in any way possible.

Love Harem! (EX)

Love magnets are incredibly charismatic. They gain followers as if they possessed the Leadership feat. However, these followers are all NPCs with sexual or romantic designs on the *love magnet* and are referred to as the harem, designed in collaboration between the player and game master. These are often people from the *love magnet's* life: fellow students, coworkers, people from her neighborhood, ect, and are referred to as the Harem.

The *love magnet's* Harem has extremely wandering loyalties and attentions. Harem members' levels represent the degree of the Harem member's interest in the love magnet as well as their skill. A first level NPC has only a distant infatuation with the character, while a 10th level NPC is absolutely obsessed and will do anything to bed the *love magnet*. Each day, roll 2d6 and add the results to the love magnet's actual leadership score for the purpose of recruiting followers.

Ninja

Ninja practice stealth and deception to survive, and are closely associated with the Yakuza, acting as scouts, informers, operatives and blackmailers. *Ninja* are pragmatic and dispassionate, equally disdaining the samurai code of honor and the Yakuza's flashy violence. *Ninja* prefer to accomplish their tasks unseen and unsuspected, and survive by invisibility.

In the Tatakama

Ninja are not a recognized social class, and they usually pass for *heimin* or even lowly and socially invisible *burakumin*. *Ninja* villages are usually isolated by a quirk of geography or a reputation for ill luck; most travelers will never spend the evening in a village with a reputation for plague or murder, allowing *ninja* thieves, assassin and criminals to train in secret.

Kitsune with their natural agility and cunning, and their greedy natures make excellent *ninja*. Tanuki are usually too lazy- and far too jolly- to slit throats or climb walls, but most Tanuki-run whorehouses and inns are fronts for *ninja* activity, a place to gather information and meet contacts. *Ninja* heroes are most often rogues- pragmatic, multit talented and untrustworthy, but an especially cunning few might be bards or sorcerers.

In Black Japan

Modern *ninja* are either the last remnants of great mythic ninja clans, who have secretly passed down their secrets from father to son for generations, or else they represent similar gangs or cults who practice stealth and deception. Modern Yakuza might be considered a breed of *ninja*, if they focus on subtlety above overt violence. A few ancient temples and monasteries high in the wilderness still teach the ancient arts of the *ninja*.

The **Five Enigmas Ninja Clan** stole the a town's name in Ishikama Prefecture, and today use the mysterious village of ???? to train. Modern *ninja* make excellent industrial spies, saboteurs and hired killers. They are willing to work for any Yakuza family or Amakaze faction willing to meet their price, and sometimes even do off-the-books

intelligence for the Japanese government or foreign criminal enterprises.

Template Ability Score Modifiers

+2 *DEX*.

Ninja are slippery and move like a shadow.

Evil Reputation (SU)

If a character discovers the *ninja's* true caste, the *ninja* suffers a -2 penalty on all future Bluff and Diplomacy checks against the character. In addition, supernatural effects and spells caused or cast by the discoverer treat the *ninja* as if his alignment is evil, regardless of the *Ninja's* actual alignment.

Subtle Deception (EX)

When using the Disguise skill to change minor details only, you receive a +10 bonus on the Disguise check. You are skilled at making minor changes in skin tone, hair style, posture or other minor details that make you appear to be an entirely different person.

If your Disguise check result when concealing minor details only exceeds 25, you receive a +2 template bonus on all Bluff checks while so disguised. .

Subtle Way (EX)

Ninja tactics and training emphasize the subtle- poison slipped into a bowl of *sake*, a knife across the jugular while your target sleeps, and other underhanded and effective tactics. For 24 hours after being seen engaging in open combat by any living being not slain during that same combat encounter, the *ninja* suffers a -2 template penalty on attack rolls.

Void Soul (SU)

Ninja characters are treated as being under the effects of a permanent *undetectable alignment* effect (CL 20th). This ability is suppressed for a character who discovers the *ninja's* true caste.

Nobility

Nobles are the hereditary rulers of Japan.

In the Tatakama

Nobles are the highest ranking members of the samurai caste. Powerful landowners and government officials, these professional diplomats spend most of their time at court, advancing their family's wealth and prestige. Powerful lords are referred to as *daimyo*, and spend the majority of their lives at the imperial capital, far from their holdings, and entrust junior members of their family to rule in their stead.

Humans, Elves and Kami are the most likely nobles, though especially courteous and graceful Kitsune may also be a member of this caste. Heroic nobles often become Bards, Sorcerers, Clerics, or Wizards, all professions that require intelligence, charm and clarity of purpose to one degree or another. Very few nobles ever choose to become frontline fighters, and those who do often choose the righteous path of the paladin to the less exalted occupation of fighter.

In Black Japan

Modern *nobles* are the wealthy elite of Japan, the proudest, hippest members of the world's 1%. These modern nobles are high corporate officers, their debutante children, Diet members, and even low ranking members of the current Imperial family- forgotten cousins, obscure nieces and nephews of the current Empress, and so forth. Celebrities, sports heroes and idol singers can all claim a kind of *noble* status.

Template Ability Score Modifiers

-2 *STR*, +2 *INT*, +2 *CHA*.

Nobles are cunning and well mannered, impeccably educated and confident, but they are unaccustomed to labor or hardship.

Cherry Blossom Cunning (SP)

By meditating and centering her mind, the *noble* can display incredible intelligence and cunning. Once per day, the *noble* can enter a meditative trance lasting one minute, after which the *noble* receives a +2 enhancement bonus to her Intelligence score per four character levels (maximum +10 enhancement bonus). This enhancement bonus lasts for one hour, and functions otherwise identically to the *fox's cunning* spell.

Divided Loyalties (EX)

Nobles are forced to balance the interests of their families and their own careers with their duty as rulers and their loyalty to the Imperial family. Their mental conflict has weakened the *noble's* will; she suffers a -1 template penalty on WILL Saves per four character levels.

Graceful Diplomacy (EX)

Nobles are skilled diplomats and peacemakers, who can end wars and provincial strife with a few well chosen words. When making any Diplomacy check, the Noble rolls 2D20 and takes the best result.

If the *noble* rolls 19-20 on both checks, her grace and nobility so impresses the check's target, and all those in attendance, that the target's attitude is immediately adjusted upward by two categories, and all NPC allied to

the target, in attendance who can clearly see and hear the negotiations have their attitude adjusted upward by one category.

Unready for Violence (EX)

Their soft lives in the imperial court has left most *nobles* unprepared for the brutal realities of the battlefield. *Nobles* suffer a template penalty on their Initiative checks equal to ½ their ranks in Diplomacy.

Otaku

The *otaku* are a new caste, formed more by circumstance than cosmic design. *Otaku* are a breed of *heimin*- ordinary, working class souls who never attract a second glance from those higher up the social ladder. What differentiates *otaku* from other modern workers is that *otaku* have turned inward. After their shift, they retreat to small apartments filled with toys and color and fantasy, dreaming of a better, more adventurous and more significant life.

Most Doujinshi and adorably geeky Goryohime are considered *otaku*, as are fetish mages whose magical path requires isolation and lonely nights of masturbation. Some Tanuki cross the realms to become *otaku* shut-ins, only venturing out of their dirty, cluttered flats when an adventure calls (or when the landlord comes looking for rent). POETICA and Nekomusume might be *otaku* by default, because they were purchased by a human *otaku* master who saved up for years. And in the modern world, a few Akaname who can hide their fetishistic nature better than most might be called *otaku* rather than *burakumin*.

In the Tatakama

Look into the eyes of any ukiyo-e print maker as he describes the mechanical intricacies of his press and talks about the erotic fairy tales he plans to illustrate next, and you're looking at *otaku*. Though the nature of the hobbies are different on the far side of the dimensional doorway, the obsessive passion that creates *otaku* is the same in all realms.

In Black Japan

Though Japan as a whole has built its pop culture and world-wide entertainment industry around *otaku*, the country can turn against them at a moment's notice. A handful of high profile murders and sex crimes in the past decade have been laid at the feet of *otaku* perpetrators, and Japan's conservative media loves to scapegoat the caste.

Template Ability Score Modifiers

-2 CON, +2 INT.

Otaku tend to be well read (at least in terms of their manga collections). Though often self educated, *otaku* are bright, quick learners. However, a diet of ramen and Poccy doesn't exactly leave them in the prime of health.

Compulsive Knowledge (EX)

Otaku absolutely, positively know more about geeky subjects than anyone else alive.

Otaku automatically succeed on Knowledge (pop culture) and Knowledge (technology) checks.

Ecchi (SU)

Give a life long pervert the chance to live out their fantasies through magic, and they'll jump at it. Anytime the *otaku* selects a Hentai feat or a Hentai Hero class level, he receives a bonus skill rank.

Fantasy Life (EX)

The *otaku* spends more of their time dreaming than truly living; their off hours are spent in front of a television screen or computer monitor, watching anime or playing online.

The socially inept *otaku* suffers a -10 template penalty on Diplomacy checks made against non-*otaku*, Knowledge checks other than Knowledge (popular culture, technology, and religion), and Profession checks made to earn a living.



Samurai

Hereditary warrior-nobles, *samurai* are also courtiers, who are expected to be conversant in poetry, flower arranging, calligraphy and other high arts. *Samurai* follow *bushido*, an exacting code of honor and duty that binds them to their feudal lord and his interests. Respected *samurai* are often appointed as village leaders, serving as a combination of major, judge and ceremonial leader. In addition to this, all *samurai* are expected to be competent warriors, ready to lay down their life in defense of their lord, and their honor.

In the Tatakama

Races known for heroism and honor often are considered *samurai*, especially noble Kami, Daughters of Kirin, Dwarves and Futakuchi. Most *samurai* take at least a few levels in Cleric, Fighter, Paladin or Inquisitor... quite a few also have Aristocrat levels, especially courtly *samurai* who spend more time in the Imperial Palaces than they do on the battlefield. *Samurai* spellcasters are often wizards, because only noble-born heroes can afford the expense of keeping a finely penned spellbook and magical laboratory.

In the Tatakama, *samurai* are as feared as they are loved, if not more so. Peasants avert their eyes when a *samurai* passes. The best can be truly honorable warriors that embody the best aspects of *bushido* and protect the weak regardless of their station in society. The worst are cruel sadists who use the same code to justify their rape, killing and classism.

In Black Japan

Modern *samurai* might simply be the descendents of a once powerful samurai clan, whose surname still recalls the heroic deeds of their great ancestor. Members of Black Japan's elite warrior societies- Chrysanthemum Seven, The Eyrines Sisterhood, Project GILGAMESH and others- could be called samurai in their own right. Police and Self Defense Force personnel- at least the rank and file members of such organization are usually considered ordinary folk or perhaps *heimin*, while the true heroes of such professions, as well as high ranking officers, may earn the right to be called *samurai*.

Template Ability Score Modifiers

+2 *WIS*.

Samurai possess indomitable will and a reserve of courage great enough to face death without flinching.

Alignment Restriction

A Samurai caste character must be of any lawful alignment. If the character changes to another alignment, they usually are considered *ronin*- outcasts among their own kind, but still considered *samurai*. Especially

infamous fallen samurai may be demoted, falling to the status of *heimin* or *burakumin* (though the last is rare except as punishment for the worst crimes or dishonor).

Arrogant (EX)

There is no warrior equal to a *samurai*- all *samurai* know this inescapable fact of the universe. These warriors see members of the lower castes merely as an opportunity to test their blades, not a real threat. When attacking any intelligent character with a cultural template other than *Samurai*, *Nobility* or *Imperial Family*, the *samurai* fights sloppily and showily, and cannot inflict critical hits.

Honorable Punishment (SU)

Samurai are known for their honor and trustworthiness, if not for their mercy or compassion, and they have no tolerance for disobedience or dishonor.

Three times per day, when making a melee attack against any intelligent character with a cultural template other than *Samurai*, *Nobility* or *Imperial Family*, the *samurai* may add an additional dice of damage to the attack. This additional damage is added in, and is not multiplied on a critical hit. The *samurai* must declare the use of this ability before rolling to strike.

Low Skills (EX)

Samurai are only expected to practice honorable skills that display superior grace and beauty. *Samurai* characters suffer a -2 template penalty on checks with the following skills, considered dishonorable by members of their caste, and thus, rarely practiced.

Appraise, Craft (any except weapons or armorsmithing), Disable Device, Disguise, Heal, Knowledge (local), Perform (any except poetry), Profession (any except nobility or warrior professions), Stealth, Survival.

Resolve (SP)

A *samurai* should be able to make any decision in seven breaths. Once per day, a *samurai* character may cast *augury* as a full round action with a flat 75% chance of success. Doing so requires no focus or material component; the *samurai* just meditates for a few breaths, weighing the consequences of his actions.

Weapons and Armor Proficiency (EX)

All characters of the samurai caste are proficient with light, medium and heavy armor, and with all simple and martial weapons, as well as the katana. They are not proficient with shields.

Yakuza

Brash, insolent and stylish, *Yakuza* are quintessential gangsters. They are instantly recognizable thanks to their traditionally inked, full body tattoos, usually accessorized with jet black off the rack suits and mirror shades. The scar of *yobitsume* (finger chopping) is so closely identified with the Yakuza that even children's cartoon characters from America drawn with four fingers are viewed with suspicion by non-criminal Japanese.

In the Tatakama

The first *Yakuza* clans were families of gamblers and con-artists who controlled the *flower world* that was simultaneously terrifying and arousing to polite society. They ran geisha houses, bordellos, bawdy houses, inns and gambling houses, often right under the noses of local magistrates. Often, *Yakuza* are a parallel law, protecting the common people, even the *burakumin*, from exploitation and violence by *samurai* and their betters. The tributes the

Yakuza demanded were seen as just compensation for their protection from the cruel elite.

In Black Japan

Modern *Yakuza* are a continent spanning criminal enterprise easily as fearsome as the Mafia in its heyday. Depending on who you ask, they own half the politicians in the Diet, hold controlling interest in most of the biggest Japanese mega-corps, and have powerful influence as that stretches as far as Hawaii or California. *Yakuza* are smart, brutal and damn capable- they are loyal only to their brothers, and if they don't show the proper discretion, they can expect a bullet to the back of their skulls delivered by a clan-mate.

Template Ability Score Modifiers

+2 CON.

Yakuza are tough enough to take a punch, snort coke all night long and still handle their business.

Police Surveillance (EX)

Known *Yakuza* are under constant surveillance from Japanese police forces, both local and national. Anytime the *Yakuza* fails a *Bluff*, *Intimidate* or *Stealth* check in Japanese territory or kills a Japanese citizen of CR 5 or greater, all law enforcement agencies receive a cumulative +1 circumstance bonus on Diplomacy checks made to gather information, Knowledge and Sense Motive checks made against the *Yakuza*. This bonus remains active for 6 months after the incident, and has no numerical cap.

Streetwise Gangster (EX)

Yakuza know the Japanese underworld as well as they know the tats covering their bodies. They automatically succeed on Knowledge (local) checks made within Japan or Hawaii.

Yakuza Ink (EX)

Yakuza characters receive Yakuza Ink as a racial bonus feat.



Zanryū Nipponhei

After Japan's surrender in 1945, a handful of soldiers, stationed on lonely islands throughout the Philippines and South China Sea continued to fight. Some refused to believe the proud, Imperial nation they loved would ever surrender, and decried air dropped leaflets claiming otherwise as damned lies. Others were so deep into the jungle, so paranoid and so cut off from the outside world, that they never even received word of the surrender.

The last recognized *Zanryū Nipponhei* (literally: remaining Japanese soldiers) were discovered in the mid-1970s and reintegrated into post-war society. Lt. Hiroo Onoda, discovered in the Philippines in 1974, became a national hero for his patriotism and dedication. Other holdouts faced a darker end- many were killed in pointless skirmishes with Philippine police officers as they carried out 'raids' on targets unaware they were even still at war.

In the Tatakama

If a *Zanryū Nipponhei* is wandering the Tatakama, it is because he stumbled onto the dark realm while on a lonely patrol one night. Or perhaps he died in the Earth Realm, and crossed to the Tatakama as an unquiet spirit....

In Black Japan

Officially, only humans were allowed into the Japanese Imperial military, but supernatural creatures that can easily pass for human might also be recruited, especially if of a warlike nature. Bloodstrong Men, especially violent Doujinishi, nationalistic Kami or Kami of war, and some war-born undead might all become *Zanryū Nipponhei*.

By early 2015, most human *Zanryū Nipponhei* are long since dead of old age, though campaigns set at earlier points in history, or featuring inhuman soldiers, *Zanryū Nipponhei* might still play a major role in the campaign.

Template Ability Score Modifiers

+2 *WIS*, -2 *CHA*.

Zanryū Nipponhei possess a will as strong as iron, and utter dedication to their beliefs, but they are isolated from other people, whether by circumstance or their own choices.

Exiled (EX)

Zanryū Nipponhei have little connection to the modern world, and a part of them will always long for pre-war Japan. The character cannot learn human languages other than Japanese, and these languages are removed from their list of bonus languages. The character suffers a -2 template penalty on any skill involving technology, such as Computer Use, Disable Device, Drive, and many Craft, Knowledge and Perform skills introduced after the late 1940s.

Old Soldier (EX)

Zanryū Nipponhei fight using archaic, but effective tactics, relying on their Imperial military training. The *Zanryū Nipponhei* receives a +2 template bonus to Armor Class against supernatural or high tech (defined as any weapon or tactic in wide use after the 1950s) attacks.

Pass Without Trace (SP)

Zanryū Nipponhei are under a permanent *pass without trace* effect, with a caster level equal to their total character level. These holdouts can still leave tracks or signs of their passage if they so desire.

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