

MUNDUS RPG



- Core Book -



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<http://www.mundus-rpg.com/>

Published by
Northern Realms

<http://www.northernrealms.net/>

Version 30012014



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and

Everyone who supported our endeavour!

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Introduction

A roleplaying game is a game in which a group of players assumes roles of characters in a fictional setting. This group is often led by a Game Master (GM) who describes the fictional world around the Player Characters (PCs) and controls many Non-Player Characters (NPCs). Both the players and the GM interact with the fictional world and characters by narrative.

This core book describes the world of Mundus from the perspective of Tentaikan people. Tentaika takes heavy influence from medieval Japan and other Asian countries of that time. Tentaika is by no means a direct copy of feudal Japan. Samurai and bushido as concepts are pretty much identical to their sources in the way in which bushido influences the everyday life of a samurai. The plane of Mundus is surrounded by supernatural powers of gods. Humans are able to control these arcane powers and they have learned to control their own life force to extend their strength beyond normal human limits.

What is necessary for playing Mundus RPG?

Character Sheet & Other Essentials

Having a character sheet and a pen is essential for keeping a record of your character's status.

Paper for Notes

Having extra paper for writing down NPC names, interesting locations and keeping a journal about your character's adventures is always a good idea.

Three Six-Sided Dice

Mundus RPG uses six-sided dice. Two dice is a must but some special rolls require players to roll three dice at once. For speeding up the game, each player and the Game Master should have their own set of dice.

Plastic Paper Pockets and Marker

During a battle it is much easier to write and erase combat damage and other effects to your character sheet if you use plastic paper pockets and non-permanent marker. This also keeps your character sheet clean.



Mundus RPG as a Role-playing Game

First and foremost, Mundus RPG is meant to allow players to tell a story of their character. Mundus RPG rules focus on combat, leaving interaction between characters less rule-heavy to encourage dialogue between the players, GM and non-player characters. Combat in Mundus RPG is designed around small scale skirmishes and duels between individuals.

The world of Mundus RPG is inspired by Japanese myths, anime and manga. The rule system takes a gritty and realistic take on high fantasy, anime and manga themes. The characters can make superhuman stunts and feats while still being vulnerable for the consequences of their actions. The mood of the game easily changes based on the attitude of the player group and the Game Master.

Gender Specific Pronouns

To prevent repetitive “he or she” this book uses “she” pronoun when the person is not specified by gender. Titles and other gender specific terms are also in the feminine form. For example, Lord / Lady.



Gameplay Terms

AoE

Area of Effect is a term for a ritual or other ability type which deals its effect to certain area and anyone inside it.

Attribute

Gauges the character’s physical and mental base abilities. These are often abbreviated to three letter abbreviations such as *STR*, *END*, *CON* and so on.

Attribute Bonus

Gives bonus to skills which are governed by the attribute. Attribute Bonus is abridged as *ATT.B*. For example, Strength Bonus would be shortened to *STR.B*.

Channeling Output

The channeling output represents the amount of channeling points the character can use when she channels.

Combat Roll

Combat Roll is a dice roll during combat. Combat Roll term is often used with Perks. Combat Roll gives bonus to melee attack, melee defense, ranged defense, initiative check and all ranged attack types.

Combat Sense

Indicates the character’s reflexes and ability to quickly make decisions in combat. Combat Sense score is used to roll Initiative during combat.

d6

Abbreviation for six-sided die. 1d6 would mean a single six sided die where 2d6 would mean two six-sided dice and 3d6 would mean three six-sided dice.

Fumble

Critical failure with a dice roll.

GM

Game Master is a person who organizes gameplay sessions and guides the gameplay and acts as a storyteller for other players.

Maximum Value

The maximum numerical value of an ability, damage or other bonus is shorted with “mX” where X is the maximum value. This value is in brackets after the numerical value it has effect to. For example, *STR.B (m6)* would mean that the Strength Bonus value can provide a maximum bonus of 6 to a certain ability.

Melee Attack & Melee Defense

Indicates the character’s ability to attack and defend in melee. These values are often displayed together, commonly with slash separating the two base values.

Miracle

Critical success with a dice roll.

NPC

Non-Player Character is a character controlled by the Game Master.

PC

Player Character.

Perk

A bonus ability gained after reaching certain primary skill levels.

Ranged Defense

Indicates the character’s ability to defend against ranged attacks. Ranged defense is a total value of the character’s Acrobatics or Shield skill and bonuses and modifiers from traits and perks.

Ritualism Score

Some Combat Rituals use Ritualism score abbreviation in their damage formula. The Ritualism score uses RIT term. For example, if the character has the Ritualism level of 8 and bonus of +2, her Ritualism score (RIT) would be 10.

Skill

Gauges the character’s proficiency with a certain field of expertise. For example, skill “Swords” gauges the character’s ability with sword type weapons.

TN

Target Number. A threshold value which indicates a difficulty of a skill or attribute check.

Trait

A special characteristic or physical feature of the character.

Lore Terms

A.C.

After Cataclysm is a term for an age after the great cataclysm.

Ashigaru

Foot-soldiers who are drafted from other castes by samurai.

Bushido

Word describing the ideal way for samurai to live. This way of life revolves around virtues and honor.

Daisho

A matched pair of a katana and a wakizashi.

Genki

Tentaikan term for the life force.

Kagi

A hook shaped guard of a jitte.

Kami

Tentaikan term for a god or other godly entity.

Matsuri

Tentaikan word for a festival.

Saya

A scabbard of a sword.

Seppuku

Ritualistic suicide, usually performed to restore lost honor.

Tsuba

A hand guard of a sword.

Tsuka

A handle of a sword.

Warrior Clan

A powerful samurai clan which governs a prefecture.





C H A R A C T E R



Character Brief

A character, or a role, is what makes a role-playing game what it is. The player steps into the shoes of another person and experiences the world through that character's eyes. Through experience, both the player and the player character grow and affect the world around them.

Characters are built from several components: Attributes, Skills, Traits and Life Modules. Attributes define the character's physical and mental capabilities. Skills represent the character's trained abilities. Traits are special abilities and character quirks. Life Modules define the character's past and present from early childhood to adulthood. By varying these selections the player's character begins to form and the adventure may begin.

Experience Points (XP) are gained through adventures and character interaction. Experience points are used to improve the character's existing skills and attributes. Perks are unlocked once the character's skill level is high enough. Perks provide special abilities or passive bonuses or activated abilities.

Character Sheet

The character sheet holds all the character information. It consists of two pages: the combat page and the character page.

MUNDUS RPG

1. Character Avatar & Name

2. Movement Values

3. Hit Locations

4. Attributes

5. Health and Stamina

6. Armor

7. Fatigue & Injury Points / Fate

8. Combat Values

9. Weapons

10. Combat Abilities

1. Character Information

2. Traits

3. Perks

4. Money & Inventory

Combat Page

1. CHARACTER AVATAR & NAME
2. MOVEMENT VALUES
3. HIT LOCATIONS
4. ATTRIBUTES
5. HEALTH AND STAMINA
6. ARMOR
7. FATIGUE & INJURY POINTS / FATE
8. COMBAT VALUES
 - Combat Values are a list of the essential combat statistics which the player needs during combat. Open slots under each list are for additional character specific information.
 - Melee values represent the character's base melee attack and defense scores. These are often written down as "attack/defense", so for example, a character with an attack value of 22 and a defence value of 20 would have 22/20 written on her character sheet.
9. WEAPONS
10. COMBAT ABILITIES
 - A list of combat moves, rituals and other abilities

Character Page

1. CHARACTER INFORMATION
2. TRAITS
3. PERKS
4. MONEY & INVENTORY
5. SKILLS
 - Skills are divided into three main categories. Combat Skills, Knowledge Skills and Secondary Skills.

Attributes

Attributes portray a character's physical and mental capabilities in numerical values from 1 to 20. A character's attributes cannot be reduced to zero. Attribute values of 11 and higher are considered unnatural, but achievable.

Strength (*STR*)

Strength measures character's physical power. How much extra damage the character deals in combat, how much weight she is able to carry and how heavy weapons she is able to wield.

Endurance (*END*)

Endurance indicates how good physical shape the character is in. Endurance affects character's health and stamina. High Endurance also speeds up stamina recovery and healing rate.

Concentration (*CON*)

Concentration portrays a character's mental capabilities and overall willpower. It also affects the character's stamina and ability to channel life force through her body.

Agility (*AGI*)

Agility measures character's dexterity, reflexes and physical grace.

Perception (*PER*)

Perception indicates a character's ability to sense, hear and see things that would otherwise be hidden.

Intelligence (*INT*)

Intelligence portrays a character's brain power, memory and deductive powers.

Charisma (*CHA*)

Charisma indicates how other characters react to and see the character. Charisma does not directly impact a character's physical beauty.

Fate

Fate is a special attribute and it is not used similarly to other attributes. Fate does not give a bonus to a character's skills. Fate can

be used to perform special actions and it generally portrays the character's bond with destiny. Characters with a high Fate value are often destined to great deeds as the attribute can be used to manipulate the outcome of events to some extent.

Attribute Bonus

When an attribute reaches certain threshold levels it gains an attribute bonus which improves skills governed by that attribute. This attribute bonus directly raises these skills above their trained level. This also works in the opposite way. A low attribute level gives negative bonuses to all skills governed by it. The character can earn a maximum attribute level of 20 with experience. The character can also use skills or enchantments to increase this level. Each attribute level above 20 increases the bonus by 1.

ATTRIBUTE LEVELS

EXP	LVL	Required xp	Bonus
0	1	-8	-3
0	2	-7	-2
0	3	-6	-1
5	4	5	0
10	5	5	0
16	6	6	+1
22	7	6	+1
29	8	7	+2
36	9	7	+2
44	10	8	+3
53	11	9	+4
62	12	9	+4
72	13	10	+5
82	14	10	+5
93	15	11	+6
104	16	11	+6
116	17	12	+7
129	18	13	+8
143	19	14	+9
158	20	15	+10

Character Creation

Building Your Character

The first step in the character creation is to come up with a character concept. The character creation in Mundus RPG does not force the character into a preset role or a profession. Reading through the Life Modules can give ideas for a character concept.

Basics

A character in Mundus RPG is created either by using the Life Modules or by the Point-Buy system. The Point-Buy system lets the player or the Game Master to create a character quickly. With the Point-Buy system the character is created by using the starting Experience Points (XP) directly to the character's attributes, skills, traits and abilities. The Life Module structure gives the player a more detailed approach and presents a framework for the character's backstory.

Experience Points

Experience Points (XP) are used to buy Skills, Attributes, Traits, Combat Moves, Channeling Techniques and Rituals. Player Characters (PC) are designed to be slightly more skilled than an average human in Tentaika. A Player Character is usually created with 170 XP or 200 XP.

Rounding Numbers

In Mundus RPG all numbers, with the exception of movement speed values, are rounded up to the nearest whole number unless otherwise mentioned.

Starting Attributes and Skills

Each character starts the character creation with each attribute at level three with the exception of Fate, which starts at level one. Each attribute level costs 5 XP plus the attribute bonus for that level. Thus increasing an attribute from 3 to 4 costs 5 XP where increasing from 5 to 6 costs 6 XP (5 XP +1 XP from the level 6 bonus). During character creation one Fate point costs 5 XP. During gameplay a single Fate point costs 10 XP.

Starting attributes can be reduced to lower values for extra XP. If the player wants to reduce a starting attribute, the character gains 5 XP plus the negative attribute bonus worth of XP (of course this negative attribute bonus is rewarded as positive XP). For example, reducing an attribute from 3 to 2 rewards the character with extra 7 XP (5 XP + 2 XP from the level 2 bonus).

The character gains 16 XP to her native language, which directly raises her Language skill to level 3.

Race

The Plane of Mundus is inhabited by humans. Each Player Character is considered to be human by default. In addition to human race, the plane is home for races from Ascendes and Acernos.

The player can choose her character's race from several races and subraces. These races include cero, dragon, half-kitsune, half-akuma and so on. Races and subraces are considered as optional character modules and they cost XP.

Nations

Choosing the character's nationality will define her native language. This book consists of only Tentaikan Life Modules. The player can create characters from other nations with the Point-Buy system.

Tentaikan Native Language: Tentaikan
Tentaikans hail from the southern Empire of Tentaika. Tentaikan culture relates to the feudal Japanese culture. Tentaikan native tongue resembles Japanese.

Alerian Native Language: Alerian
Alerians hail from the northern kingdom of Aleria. Alerian culture resembles medieval middle European cultures. Their native tongue resembles German.

Seig Native Language: Seig
Seig are the cursed inhabitants of the northern islands of Rim Oyer. Seigman culture closely resembles that of Norwegian Vikings. Their native language resembles Norwegian.

Life Modules

A player character is often built using the life module structure which easily defines your character's history from birth to adulthood.

Modules give character XP to attributes, skills and traits. They also tell how much equipment points the character has to spend before embarking on her journey. Each equipment point is equal to one silver. Leftover money from the equipment points is not available after the character creation.

Each module grants the player a choice to spend XP to attributes and to skill categories, which are Combat Skills and Knowledge Skills. Combat Skills are divided into General Skills, Weapon Skills and Combat Styles. Knowledge Skills are divided into Adept Skills, Arcane Skills, Social Skills and Secondary Skills.



The attributes have a XP pool and the Attribute Maximum XP value. The XP pool indicates the total amount of XP the character can spend to Attributes. The Attribute Maximum value indicates how much XP the character can spend to a single Attribute. Attribute XP can also be used to raise Fate.

Both Combat Skills and Knowledge Skills have their own XP pool. This XP pool is shared between their respective sub categories. This means that the XP pool for Combat Skills is shared between General Skills, Weapon Skills and Combat Styles. Each sub category limits the number of available skills and how much XP can be invested to each skill. For example, the Samurai Family module allows the character to spend x2 (3XP) to General Skills. This means that the character can spend XP to maximum of two General Skills and up to 3XP to each.

After the player has chosen one module from each of the three required module stages, the player can decide to spend more XP to optional Adulthood and Life Event Modules. Leftover XP can also be spend to the character's attributes, skills and gaining new traits. XP cannot be used to learn new skills which the character does not possess after the modules. Bear in mind that each module costs 90% of the total XP it allows the character to spend to Attributes, Skills and Traits.

Choosing Life Modules

The first life module determines the character's place of origin. The Early Childhood consists of the first eight years of the character's life. The Late Childhood represents the character's early training to the skills required in adulthood. The character learns these skills from her parents, local schools or by just by living her life. The Professions is the third and the last required module. It describes the training for the character's profession and the step to adulthood at the age of 16.

In addition to the three required module stages the character can take optional Adulthood Life Modules and Life Event Modules. The character can take multiple Adulthood and Life Event modules. The only rule is that the character cannot take the same Life Event module more than once, for example the character cannot take the Bathe in Blood module twice. Each module has module specific aging effects. Each optional module increases the character's starting age by a specified amount.

The character is by default a human. In addition to human race, the character has an option to be from one of the other races and subraces. The character's race must be chosen before other life modules as it can change the default starting attributes. If the starting attributes are changed, the character gains the required XP to each attribute for free.

Races

In addition to the default human race there are a number of optional races. Some of these races require a great amount of XP during character creation. Such races should be used only when the starting XP is sufficient.

Shapeshifting Races

Some races are able to change their physical body between two forms. Characters from these races have separate physical attributes for both of their forms. In gameplay terms the character should have two entries for their attributes, either by using an additional character sheet or some other way to note these attributes. Physical attributes include Strength, Endurance, Perception and Agility.

Shapeshifting races usually retain some of their physical features between the two forms. For example, in human form a dragon's hair is the same color as her dragon form's scales. Shapeshifting races also share physical effects between the two forms. For example, physical damage, illness and other permanent and temporary effects. If body parts which do not exist in the other physical form are damaged or destroyed it has no effect to the other physical form. For example, if a dragon loses one of her wings in the dragon form she can still transform into her human form without penalties but if she returns into her dragon form her wing is still missing. If a shapeshifting character devours so much food that it could not fit in her other form's stomach she cannot change her form until the food is digested. Also, if a female becomes pregnant she cannot change her physical form until the pregnancy is over.

If a shapeshifting character becomes pregnant in her human form and the child is full-blooded (for example two dragons mate while being human) the child will be born in human form. In these cases the newborn can transform into her true form after she would normally gain the shapeshifting ability.

These races often obtain traits which are in effect only in one of their forms. For example, if a kitsune is in her human form her distinctive trait is in effect since she is distinctive while being a human.

Shapeshifting races keep all traits which are not directly bound to their appearance in both forms.

Kitsune

XP Cost: 75 XP

Kitsune is a rare and respected all-female demigod fox race. The race originates from Ascendes and Acernos. Kitsune's original form is a fox and they can only transform into a human form after they have grown their third tail. Transforming between the two forms costs 10 stamina and takes 10 seconds. Ascendes kitsunes have a fox brown or a reddish brown fur while Acernos kitsune's fur is coal black.

A kitsune's fox form grows in size after each new tail. A three tailed kitsune is slightly larger than an average dog. A six tailed kitsune is roughly the size of a small horse and a nine tailed kitsune, also known as a kyuubi, is roughly two times as large as a war horse. A kitsune's fur changes color when the kitsune becomes a kyuubi. Ascendes kyuubi's fur changes to silverish white and Acernos kyuubi's fur changes to golden yellow.

In her human form a kitsune retains her tails and fox ears. A kitsune gains the following traits when she becomes a human: Attractive level 2, Distinctive level -2.

Kitsunes have a long lifespan. A kitsune with one tail lives up to hundred years and each additional tail increases this age by roughly one hundred years. After reaching the ninth tail they are expected to live many millennia before dying of old age.

Starting Attributes

Fox Form		Human Form (after three tails)	
Strength	3	Strength	3
Endurance	3	Endurance	3
Agility	6	Agility	4
Perception	8	Perception	8
Concentration	4	Concentration	-
Intelligence	3	Intelligence	-
Charisma	3	Charisma	-
Fate	1	Fate	-

Kitsune characters gain a free level 1 Kitsune Tails trait and the Channeling Control trait (noted below) during character creation.

Special Traits

Kitsune Tails

Trait level: 1 to 9

XP Requirements: 0 / 15 / 30 / 45 / 60 / 75 / 90 / 105 / 120

Requirement: None

The character gains +3 XP to Intelligence and Concentration attributes and +3 XP to her fox form Strength and Endurance attributes. The character also gains 5 XP which she can spend freely.

Channeling Control

Trait level: 1

XP Requirement: Free

Requirement: None

Overchanneling stamina loss is reduced by 50%.

Dragon

XP Cost: 121 XP

(Wurm) or 129 (Serpent)

Much like kitsunes, dragons are an ancient demigod race. The dragon race is separated into two main categories. The first are the Wurm Dragons which have one wing pair and four legs. The another dragon type is the Serpent Dragons which have a long serpentine body, four legs and no wings. Despite having no wings Serpent Dragons have mystical powers which grant them the ability to fly.

Dragons can transform into a human form. They gain this ability when they gain their third level to the Dragon Skin trait. This usually happens when they reach maturity in the age between 80 to 100 years. Transforming between the two forms costs 15 stamina and takes 30 seconds. All dragons are divided into sub-categories based on their affinity to elements of the arcane. These elements are Fire, Lightning, Frost, Water, Wind, Shadow and Chaos. A dragon can control her element with channeling. This means that she can turn her normal Outward Channeling skill energy output into her own element. In her dragon form she can breathe this element with the Outwards channeling skill. This dragon's breath has the range of the dragon's Strength attribute level x4. Dragon's breath Channeling output gains an additional free output bonus equal to the dragon's unmodified Strength level. This breath attack has AoE (Area of Effect) radius equal to the dragon's unmodified Strength level.

A dragon's scale color usually reflects the dragon's element. For example, a dragon of the fire element is often red, rust or orange-red, where a Shadow dragon is black or dark blue / purple. The scale color also defines the color of the dragon's body hair while in human form.

When a dragon assumes human form for the first time she can choose her physical appearance. Her appearance is limited to her gender and the type of humans she has seen during her lifetime. For these reasons dragon's from Ascendes and Acernos often mimic the appearance of the local populace.

While being in her human form a dragon gains the Distinctive level -1 trait. This distinctive trait only applies when the character is in an environment where her appearance is considered distinctive. For example, a black shadow dragon who mimics cero in Acernos would fit right in.

When attacking a dragon, the dragon's hit location table is chosen according to the attacker's position in relation to the dragon's body. These locations are Front, Middle and Back. For example, if the attacker is standing behind the dragon, the Back hit location table is used. Unlike with humanoid targets it is impossible to use aiming to use a different hit location table.

Starting Attributes

Wurm Dragon

Dragon Form		Human Form	
Strength	10	Strength	4
Endurance	10	Endurance	4
Agility	5	Agility	4
Perception	5	Perception	4
Concentration	5	Concentration	-
Intelligence	3	Intelligence	-
Charisma	3	Charisma	-
Fate	1	Fate	-

Serpent Dragon

Dragon Form		Human Form	
Strength	9	Strength	3
Endurance	9	Endurance	3
Agility	8	Agility	4
Perception	5	Perception	4
Concentration	5	Concentration	-
Intelligence	3	Intelligence	-
Charisma	3	Charisma	-
Fate	1	Fate	-

Special Traits

Dragon Skin

Trait level: 1 to 8

XP Requirements: 0 / 8 / 16 / 24 / 32 / 40 / 48 / 56

Requirement: None

The Dragon Skin trait adds 1/1/1 natural armor rating to the character. Each additional level of the Dragon Skin trait increases this natural armor rating by +1/+1/+1. The Dragon Skin trait stacks with armors.

Dragon Element

Trait level: 1 to 3

XP Requirements: 0 / 10 / 20

Requirement: None

The character gains +1 to rituals which fall under her element. Each level increases this bonus by +1.

Hit Locations and Dragons

Both dragon types have their own hit location tables. Dragon's also have two new hit locations, these are Wings (left and right) and Tail. Wings have 50 % of the dragon's torso health and the tail has 75 % of the dragon's torso health. Only wurm dragons have wing hit locations.

DRAGON ELEMENT TABLE

ELEMENT	DAMAGE
Fire	Fire Damage
Lightning	Lightning Damage
Frost	Piercing Damage and Freeze check TN8 + Dragon's STR level
Water	Blunt or Slashing damage
Wind	Slashing Damage and Bleeding check TN8 + Dragon's STR level
Shadow	Energy Damage (emits black energy which is hard to see in the dark)
Chaos	Any Elemental damage type

WURM DRAGON HIT LOCATION ROLL TABLES

FRONT ATTACK

ROLL (2D6)	LOCATION
2	Head
3	Left Wing
4 - 5	Left Front Leg
6 - 8	Torso
9 - 10	Right Front Leg
11	Right Wing
12	Wings*

*Roll 1D6: 3 or less = Left Wing 4 or more = Right Wing

MIDDLE ATTACK

ROLL (2D6)	LOCATION
2	Torso
3	Wing*
4 - 5	Front Legs**
6 - 8	Torso
9 - 10	Back Legs**
11	Wing*
12	Tail

*The attack is directed to the wing which is on the same side as the attacking character.

**The attack is directed to the leg which is on the same side as the attacking character.

BACK ATTACK

ROLL (2D6)	LOCATION
2	Tail
3	Left Wing
4 - 5	Left Back Leg
6	Torso
7	Tail
8	Torso
9 - 10	Right Back Leg
11	Right Wing
12	Tail

SERPENT DRAGON HIT LOCATION ROLL TABLES

FRONT ATTACK

ROLL (2D6)	LOCATION
2	Head
3	Left Front Foot
4 - 5	Left Front Leg
6 - 8	Torso
9 - 10	Right Front Leg
11	Right Front Foot
12	Torso

MIDDLE ATTACK

ROLL (2D6)	LOCATION
2	Torso
3	Front Feet*
4 - 5	Front Legs*
6 - 8	Torso
9 - 10	Back Legs*
11	Back Feet*
12	Tail

*The attack is directed to the leg/ feet which is on the same side as the attacking character.

BACK ATTACK

ROLL (2D6)	LOCATION
2	Tail
3	Left Back Foot
4 - 5	Left Back Leg
6	Torso
7	Tail
8	Torso
9 - 10	Right Back Leg
11	Right Back Foot
12	Tail



Cero

XP Cost: 0 XP

Ceros are the people of the astral plane Acernos. Their appearance is similar to humans. An average cero is somewhat taller than a normal human, a male cero usually stands 170 - 190 cm tall and females are usually between 160 - 180 cm. Their hair varies from black to white, shades of gray are uncommon where pure black and white are common. Cero's skin is pale, almost grayish. The most distinctive feature of ceros' are their eyes, which have the color of their genki. As a demigod race ceros live roughly three to four hundred years. Channeling skill can increase their age up to six hundred years.

The cero culture is centered around the warrior caste which is lead by a khan and her clan. Their culture bears similarity to medieval China and Korea. Cero culture values martial skills and for this reason clan leaders are very skilled in combat or they are very respected elders among the clan. When a cero reaches maturity it is a tradition for her to take piercings and/or tattoos. It is not uncommon to see a cero with facial piercings or full-torso tattoos. Cultural similarities between Acernos and Tentaika have caused small cero communities to appear across Tentaika. These communities attempt to keep a low profile as demigods are prohibited to influence the nations of Mundus. Cero communities are often self-sustained but might provide help to the local samurai clans with arcane arts.

Cero characters gain the Distinctive level -1. This trait applies only when in non-cero environments.



Starting Attributes

Cero	
Strength	3
Endurance	3
Agility	3
Perception	3
Concentration	3
Intelligence	3
Charisma	3
Fate	1

Sedeum

XP Cost: 0 XP

Sedeums are the native people of Ascendes and their appearance is similar to humans of Mundus. They are tall people and their average height is similar to the Ceros'. Their skin tone varies from black to light milk brown. Their hair is black and much like Ceros' their eyes have the color of their genki. As a demigod race they have a life expectancy of three to four hundred years. With the help of channeling skill they can live up to six hundred years.

The sedeum culture is centered around citizens, metics and slaves. The culture bears similarities to ancient greek and roman culture. Citizens are the most powerful of the three castes. They are allowed to live in cities, pay little taxes and have right to attempt to take part in politics. Metics are foreigners who are not allowed to live in the cities and they lack the rights of the citizens. Citizens can become metics if they commit crime and are forced to exile from the great cities. Metics can become citizens after a lengthy servitude in the army. Slaves are the third caste, they do most of the heavy labor and act as servants for the citizens. Women in the sedeum culture are not allowed to carry weapons and their rights are limited to their birth status, however women can learn the arts of war by themselves and be accepted to military positions.

Sedeum characters gain the Distinctive level -1. This trait applies only when in non-sedeum environments.

Starting Attributes

Sedeum	
Strength	3
Endurance	3
Agility	3
Perception	3
Concentration	3
Intelligence	3
Charisma	3
Fate	1

Yuki-onna

XP Cost: 16 XP

Yuki-onnas are a demigod race of Hieme Goddess of Winter. As their name suggests, Yuki-onnas are an all-female race. They have a very pale skin and their hair is snow white or black. Yuki-onnas are said to be descendants of priestesses who worshiped Hieme, Goddess of Winter in the Shirokami Yama. Hieme decided to bless the priestesses and she turned them to the original Yuki-onnas.

Yuki-onnas share a special affiliation to their god and they are naturally talented with rituals of Agura. They live up to one to two hundred years and they have become part of minority in most dominions in Acernos as well. Yuki-onnas can breed with human and demigod males but they can only give birth to Yuki-onnas.

Starting Attributes

Yuki-onna	
Strength	3
Endurance	3
Agility	3
Perception	3
Concentration	3
Intelligence	3
Charisma	3
Fate	1

Special Traits

Blessed by Agura

Trait level: 1

XP Requirement: Free

Requirement: None

The character is blessed by Agura, God of Water. The character gains +1 to ritualism rolls with all of Agura's rituals.

Yuki-onna Resistance

Trait level: 1

XP Requirement: Free

Requirement: None

The character has an exceptional resistance to cold weather. The character gains +2 to Survival and Endurance rolls when cold weather has an effect to the roll. The character gains +3 to rolls against Freezing checks.

Attractive

Trait level: 1

XP Requirements: Free

Requirement: None

The character is particularly beautiful or handsome. An attractive character gains a bonus to Persuasion rolls equal to the character's Attractive trait level. This bonus applies only if the opposing character finds her gender/race attractive, otherwise halve the bonus rounded down.



Subraces

The character can be offspring of a human and a member of another race. Unlike full fledged races subrace modules use the default starting attributes of humans. Each subrace gives bonuses to attributes and rewards the character with traits.

Half-Kitsune

XP Cost: 25 XP

Half-kitsune is a child of a kitsune and a human or a demigod. Half-kitsunes are divided into two categories which are the first generation- and second generation half-kitsunes. A first generation half-kitsune has fox ears and a tail where a second generation half-kitsune has only fox ears. Like their mothers half-kitsunes can only be female.

Attributes

Charisma	+7 XP
Intelligence	+7 XP
Concentration	+7 XP
Agility	+5 XP
	(first generation only)

Traits

Fragile Body	-10 XP
Enhanced Senses	+5 XP
Attractive	+4 XP
Distinctive	-5 XP (second generation) or -10 XP (first generation)

Special Traits

Channeling Control

Trait level: 1

XP Requirement: Free

Requirement: None

Overchanneling stamina loss is reduced by 50 %.

Half-Akuma

XP Cost: 18 XP

Half-akuma is a bastard child of an akuma and a human. Akuma is one of the few demons which can reproduce with humans as they are corrupted humans to start with. Kuro no Mori and the rest of the northern border of Hohiro prefecture is the most common place for such bastard children to appear. Akuma raiding parties often take humans as slaves to their camps but they tend to rape and leave the weak women behind. These women then give birth to half akumas.

Childhood of a half-akuma is often harsh as they are disdained due to their origin and looks. Half-akumas look like humans but they usually have red eyes and pointy ears. Half-akumas who are born into samurai families are often sent away to temples and removed from the family line or worse.

Half-akumas bear an unique gift. They are immune to corruption which turns humans into akumas. This redeeming feature often drives half-akumas to become demon hunters by their own will or by manipulation or guidance by demon hunters and samurai clans.

Attributes

Strength	+5 XP
Endurance	+5 XP
Perception	+3 XP

Traits

Pain Resistance	+5 XP
Distinctive	-5 XP

Special Traits

Corruption Immunity

Trait level: 1

XP Requirement: Free

Requirement: None

The character is immune to akuma's corruption.

Half-Dragon

XP Cost: 37 XP

A half-dragon is a scion of a human or a demigod and a dragon. A half-dragon can control her dragon parent's element and she bears similar distinctive features as a dragon in human form. The character's hair and eye color are often inherited from her dragon parent.

Attributes

Strength	+5 XP
Endurance	+5 XP
Agility	+5 XP
Perception	+5 XP
Intelligence	+5 XP

Traits

Distinctive	-5 XP
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Special Traits

Half-Dragon Skin

Trait level: 1

XP Requirement: Free

Requirement: None

This trait adds 1/1/1 natural armor rating to the character. This armor rating is stacked with other similar traits and armor.

Element Control

Trait level: 1

XP Requirement: Free

Requirement: None

The character gains the elemental powers of her dragon parent. The character gains +1 to rituals which fall under that element. Half-dragon can also turn her Outward Channeling energy into the element type.

HALF-DRAGON ELEMENT TABLE

ELEMENT	DAMAGE
Fire	Fire Damage
Lightning	Lightning Damage
Frost	Piercing Damage and Freeze check TN8 + character's CON level
Water	Blunt or Slashing damage
Wind	Slashing Damage and Bleeding check TN8 + character's CON level
Shadow	Energy Damage (emits black energy which is hard to see in dark)
Chaos	Any Elemental damage type

Half-Cero

XP Cost: 0 XP

A half-cero is a descendant of a human and a cero. A half-cero might inherit her cero parent's unusual hair and eye color. A half-cero is often a little taller than an average human and her skin might be unusually pale. A half-cero often lives up to hundred years old and with the help of channeling she can reach the age of 200.

Half-Sedeum

XP Cost: 0 XP

A half-sedeum is a descendant of a human and a sedeum. A half-sedeum might inherit her sedeum parent's skin and eye color. Half-sedeum is often a little taller than an average human and her skin is often light or dark brown. A half-sedeum often lives up to hundred years old and with the help of channeling arts she can reach the age of 200.

Character Creation Steps

1. Create a character concept.
2. Choose a race if other than human (page 13).
3. Pick a life module from Early Childhood (page 23), Late Childhood (page 26) and Professions (page 30).
4. Pick optional modules from Adulthood (page 37) and Life Events (page 42).
5. Buy traits with XP and/or take negative traits (page 79) for extra XP.
6. Buy Combat Abilities (page 122), Combat Rituals (page 145), Channeling Techniques (page 173) and Hybrid Techniques (page 175) if needed.
7. Spend the remaining XP to skills and attributes.
8. Spend the equipment points (page 339)
9. Fill the character sheet (page 8 and 371) and calculate Health, Stamina (page 117) and combat values (page 43).



Life Module Index

	Early Childhood (0 - 8 years)	Late Childhood (8 - 12 years)	Professions (12- 16 years)	Adulthood (16+ years)
TENTAIIKA	Samurai Family	Samurai Training	Samurai Training	Genkaisha Pact
	Priest Family	Samurai Clan Training	Shinrinki Samurai Training	Shin'ei-tai Samurai
	Temple Upbringing	Samurai Smith Training	Okano Samurai Training	Geisha
	Rōnin Family	Rōnin Training	Kawachi Samurai Training	Shinrinki Samurai
	Shinobi Village	Priestess Training	Kido Samurai Training	Okano Samurai
		Genkaisha Priestess Training	Onishi Samurai Training	Kawachi Samurai
		Shinobi Training	Shimazu Samurai Training	Kido Samurai
		Geisha Training	Rozushito Samurai Training	Onishi Samurai
			Rōnin	Shimazu Samurai
			Chōhō Butai Training	Vagabond
			Outlaw Shinobi	Chōhō Butai Covert Ops
			Shin'ei-tai Training	Chōhō Butai Shinobi
			Priestess	Outlaw Shinobi
			Warrior Priestess Training	Warrior Priestess
	GENERIC	Peasant Caste Family	Artisan Apprentice	Hunter
Merchant Caste Family		Urchin	Peasant	Thievery
Outlaw Family		Merchants Apprentice	Bandit	
Urchin		Bandit	Artisan	
Artisan Family		Peasant Life	Blacksmith	
		Performer	Merchant	
			Performer	LIFE EVENTS - GENERIC
			Wanderer	Bathe in Blood
			Thief	Arcane Training

Early Childhood Life Modules

SAMURAI FAMILY	TOTAL COST: 25XP
ATTRIBUTES	10XP
Attribute Maximum	5XP
COMBAT SKILLS	9XP
General Skills	x2 (3XP)
Weapon Skills	x1 (3XP)
Combat Styles	x1 (3XP)
KNOWLEDGE SKILLS	9XP
Adept Skills	x2 (2XP)
Arcane Skills	-
Social Skills	x1 (3XP)
Secondary Skills	x2 (6XP)
EQUIPMENT	15 Silvers

PRIEST FAMILY	TOTAL COST: 28XP
ATTRIBUTES	10XP
Attribute Maximum	5XP
COMBAT SKILLS	6XP
General Skills	x1 (3XP)
Weapon Skills	x1 (3XP)
Combat Styles	x1 (3XP)
KNOWLEDGE SKILLS	15XP
Adept Skills	x1 (2XP)
Arcane Skills	x1 (3XP)
Social Skills	x1 (3XP)
Secondary Skills	x4 (4XP)
EQUIPMENT	5 Silvers

TEMPLE UPBRINGING	TOTAL COST: 25XP
“Adopted to a Temple at a young age.”	
ATTRIBUTES	12XP
Attribute Maximum	6XP
COMBAT SKILLS	6XP
General Skills	x2 (3XP)
Weapon Skills	x1 (3XP)
Combat Styles	x1 (3XP)
KNOWLEDGE SKILLS	10XP
Adept Skills	x1 (3XP)
Arcane Skills	x1 (2XP)
Social Skills	x1 (2XP)
Secondary Skills	x3 (3XP)
EQUIPMENT	2 Silvers

RōNIN FAMILY	TOTAL COST: 23XP
“Born into a Rōnin family, the character receives Samurai-esque training.”	
ATTRIBUTES	10XP
Attribute Maximum	5XP
COMBAT SKILLS	9XP
General Skills	x2 (3XP)
Weapon Skills	x1 (5XP)
Combat Styles	x1 (3XP)
KNOWLEDGE SKILLS	6XP
Adept Skills	x1 (3XP)
Arcane Skills	-
Social Skills	x1 (3XP)
Secondary Skills	x2 (6XP)
EQUIPMENT	5 Silvers

SHINOBI VILLAGE	TOTAL COST: 30XP
"Raised among a shinobi clan and family."	
ATTRIBUTES	10XP
Attribute Maximum	5XP
COMBAT SKILLS	12XP
General Skills	x4 (3XP)
Weapon Skills	x2 (3XP)
Combat Styles	x1 (3XP)
KNOWLEDGE SKILLS	9XP
Adept Skills	x2 (3XP)
Arcane Skills	-
Social Skills	x1 (3XP)
Secondary Skills	x2 (3XP)
FIXED XP	2XP
Stealth	2XP
EQUIPMENT	5 Silvers

PEASANT CASTE FAMILY	TOTAL COST: 23XP
ATTRIBUTES	10XP
Attribute Maximum	5XP
COMBAT SKILLS	4XP
General Skills	x2 (4XP)
Weapon Skills	x1 (1XP)
Combat Styles	-
KNOWLEDGE SKILLS	12XP
Adept Skills	x2 (4XP)
Arcane Skills	-
Social Skills	x1 (2XP)
Secondary Skills	x2 (6XP)
EQUIPMENT	1 Silver

MERCHANT CASTE FAMILY	TOTAL COST: 25XP
ATTRIBUTES	10XP
Attribute Maximum	5XP
COMBAT SKILLS	4XP
General Skills	x1 (4XP)
Weapon Skills	x1 (4XP)
Combat Styles	x1 (4XP)
KNOWLEDGE SKILLS	14XP
Adept Skills	x2 (4XP)
Arcane Skills	-
Social Skills	x1 (4XP)
Secondary Skills	x2 (6XP)
EQUIPMENT	10 Silvers

OUTLAW FAMILY	TOTAL COST: 20XP
ATTRIBUTES	10XP
Attribute Maximum	5XP
COMBAT SKILLS	6XP
General Skills	x2 (3XP)
Weapon Skills	x1 (3XP)
Combat Styles	x1 (3XP)
KNOWLEDGE SKILLS	12XP
Adept Skills	x2 (6XP)
Arcane Skills	-
Social Skills	x1 (2XP)
Secondary Skills	x2 (6XP)
TRAITS	-6XP
Phobia/Xenophobia	-3XP
Wealth	-5XP
CHOOSE ONE:	
Animal Companion	2XP
Vitality	2XP
EQUIPMENT	1 Silver

URCHIN	TOTAL COST: 20XP
ATTRIBUTES	10XP
Attribute Maximum	5XP
COMBAT SKILLS	5XP
General Skills	x1 (3XP)
Weapon Skills	x1 (3XP)
Combat Styles	-
KNOWLEDGE SKILLS	12XP
Adept Skills	x2 (4XP)
Arcane Skills	-
Social Skills	x1 (4XP)
Secondary Skills	x3 (4XP)
TRAITS	-5XP
Wealth	-5XP

ARTISAN FAMILY	TOTAL COST: 27XP
ATTRIBUTES	10XP
Attribute Maximum	5XP
COMBAT SKILLS	4XP
General Skills	x1 (2XP)
Weapon Skills	x1 (2XP)
Combat Styles	-
KNOWLEDGE SKILLS	10XP
Adept Skills	x1 (4XP)
Arcane Skills	-
Social Skills	x2 (6XP)
Secondary Skills	x2 (6XP)
FIXED XP	6XP
Art/Any or Crafting	6XP
EQUIPMENT	5 Silvers



Late Childhood Life Modules

SAMURAI TRAINING	TOTAL COST: 50XP
“The character is trained by her family.”	
ATTRIBUTES	20XP
Attribute Maximum	5XP
COMBAT SKILLS	20XP
General Skills	x3 (5XP)
Weapon Skills	x2 (5XP)
Combat Styles	x1 (5XP)
KNOWLEDGE SKILLS	18XP
Adept Skills	x1 (3XP)
Arcane Skills	x1 (3XP)
Social Skills	x1 (3XP)
Secondary Skills	x4 (6XP)
TRAITS	-3XP
Pride/Family or Clan	-3XP
EQUIPMENT	20 Silvers

SAMURAI CLAN TRAINING	TOTAL COST: 53XP
“The character receives training from a Samurai Clan’s professional trainers.”	
ATTRIBUTES	20XP
Attribute Maximum	5XP
COMBAT SKILLS	20XP
General Skills	x3 (7XP)
Weapon Skills	x2 (7XP)
Combat Styles	x1 (6XP)
KNOWLEDGE SKILLS	22XP
Adept Skills	x1 (3XP)
Arcane Skills	x2 (4XP)
Social Skills	x1 (5XP)
Secondary Skills	x3 (5XP)
TRAITS	-3XP
Pride/Clan	-3XP
EQUIPMENT	25 Silvers

SAMURAI SMITH TRAINING	TOTAL COST: 51XP
“In addition to her normal samurai training the character is trained in the art of armor and weapon smithing.”	
ATTRIBUTES	20XP
Attribute Maximum	5XP
COMBAT SKILLS	15XP
General Skills	x2 (5XP)
Weapon Skills	x2 (5XP)
Combat Styles	x1 (5XP)
KNOWLEDGE SKILLS	20XP
Adept Skills	x1 (5XP)
Arcane Skills	x1 (3XP)
Social Skills	x2 (3XP)
Secondary Skills	x5 (4XP)
FIXED XP	5XP
Smithing	5XP
TRAITS	-3XP
Pride/Family or Clan	-3XP
EQUIPMENT	25 Silvers

RōNIN TRAINING	TOTAL COST: 52XP
ATTRIBUTES	22XP
Attribute Maximum	6XP
COMBAT SKILLS	18XP
General Skills	x3 (6XP)
Weapon Skills	x2 (7XP)
Combat Styles	x1 (5XP)
KNOWLEDGE SKILLS	18XP
Adept Skills	x2 (4XP)
Arcane Skills	-
Social Skills	x1 (5XP)
Secondary Skills	x4 (6XP)
EQUIPMENT	10 Silvers

PRIESTESS TRAINING	TOTAL COST: 45XP
“The character receives priestess or priest training in a temple.”	
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	15XP
General Skills	x2 (3XP)
Weapon Skills	x2 (6XP)
Combat Styles	x1 (3XP)
KNOWLEDGE SKILLS	20XP
Adept Skills	x1 (5XP)
Arcane Skills	x2 (5XP)
Social Skills	x1 (5XP)
Secondary Skills	x4 (3XP)
EQUIPMENT	8 Silvers

SHINOBI TRAINING	TOTAL COST: 61XP
ATTRIBUTES	25XP
Attribute Maximum	10XP
COMBAT SKILLS	25XP
General Skills	x4 (5XP)
Weapon Skills	x2 (5XP)
Combat Styles	x1 (5XP)
KNOWLEDGE SKILLS	26XP
Adept Skills	x3 (5XP)
Arcane Skills	x1 (6XP)
Social Skills	x1 (5XP)
Secondary Skills	x3 (2XP)
TRAITS	-8XP
Pride/Clan	-8XP
EQUIPMENT	15 Silvers

GENKAISHA PRIESTESS TRAINING	TOTAL COST: 50XP
“The character is trained as a priestess or a priest in the city of Genkaisha.”	
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	15XP
General Skills	x2 (5XP)
Weapon Skills	x1 (5XP)
Combat Styles	x1 (5XP)
KNOWLEDGE SKILLS	22XP
Adept Skills	x1 (3XP)
Arcane Skills	x3 (5XP)
Social Skills	x2 (3XP)
Secondary Skills	x4 (3XP)
TRAITS	3XP
Demon Sensitivity or Sense Genki	3XP
EQUIPMENT	10 Silvers

GEISHA TRAINING	TOTAL COST: 54XP
ATTRIBUTES	15XP
Attribute Maximum	10XP
COMBAT SKILLS	3XP
General Skills	-
Weapon Skills	x1 (3XP)
Combat Styles	-
KNOWLEDGE SKILLS	35XP
Adept Skills	x1 (5XP)
Arcane Skills	-
Social Skills	x1 (8XP)
Secondary Skills	x5 (10XP)
FIXED XP	7XP
Acrobatics	2XP
Charisma	5XP
EQUIPMENT	2 Silvers

ARTISAN APPRENTICE		TOTAL COST: 50XP
ATTRIBUTES		20XP
Attribute Maximum		5XP
COMBAT SKILLS		10XP
General Skills		x2 (5XP)
Weapon Skills		x1 (3XP)
Combat Styles		-
KNOWLEDGE SKILLS		20XP
Adept Skills		x1 (6XP)
Arcane Skills		-
Social Skills		x1 (6XP)
Secondary Skills		x4 (6XP)
TRAITS		5XP
CHOOSE ONE:		
Wealth		5XP
Ambidextrous		5XP
Animal Companion		5XP
EQUIPMENT		10 Silvers

URCHIN		TOTAL COST: 52XP
ATTRIBUTES		20XP
Attribute Maximum		10XP
COMBAT SKILLS		10XP
General Skills		x2 (4XP)
Weapon Skills		x1 (4XP)
Combat Styles		-
KNOWLEDGE SKILLS		20XP
Adept Skills		x2 (6XP)
Arcane Skills		-
Social Skills		x1 (3XP)
Secondary Skills		x3 (6XP)
FIXED XP		8XP
Endurance		8XP
TRAITS		0XP
Wealth		-5XP
CHOOSE ONE:		
Easy Sleeper		5XP
Stone Skin		5XP
Fitness		5XP
EQUIPMENT		1 Silver

MERCHANTS APPRENTICE		TOTAL COST: 49XP
ATTRIBUTES		20XP
Attribute Maximum		5XP
COMBAT SKILLS		8XP
General Skills		x2 (4XP)
Weapon Skills		x1 (2XP)
Combat Styles		-
KNOWLEDGE SKILLS		18XP
Adept Skills		x1 (6XP)
Arcane Skills		-
Social Skills		x1 (6XP)
Secondary Skills		x3 (6XP)
FIXED XP		3XP
Persuasion		3XP
TRAITS		5XP
Wealth		5XP
EQUIPMENT		10 Silvers

BANDIT		TOTAL COST: 43XP
ATTRIBUTES		20XP
Attribute Maximum		5XP
COMBAT SKILLS		16XP
General Skills		x3 (5XP)
Weapon Skills		x2 (4XP)
Combat Styles		x1 (4XP)
KNOWLEDGE SKILLS		12XP
Adept Skills		x1 (6XP)
Arcane Skills		-
Social Skills		x1 (4XP)
Secondary Skills		x3 (6XP)
EQUIPMENT		5 Silvers

PEASANT LIFE	TOTAL COST: 41XP
ATTRIBUTES	20XP
Attribute Maximum	5XP
COMBAT SKILLS	8XP
General Skills	x2 (6XP)
Weapon Skills	x1 (2XP)
Combat Styles	-
KNOWLEDGE SKILLS	18XP
Adept Skills	x2 (6XP)
Arcane Skills	-
Social Skills	x1 (2XP)
Secondary Skills	x4 (6XP)
EQUIPMENT	5 Silvers

PERFORMER	TOTAL COST: 54XP
ATTRIBUTES	20XP
Attribute Maximum	5XP
COMBAT SKILLS	8XP
General Skills	x2 (6XP)
Weapon Skills	x1 (2XP)
Combat Styles	-
KNOWLEDGE SKILLS	20XP
Adept Skills	x2 (6XP)
Arcane Skills	-
Social Skills	x1 (6XP)
Secondary Skills	x4 (6XP)
FIXED XP	12XP
CHOOSE TWO:	
Acrobatics	6XP
Agile	6XP
Art/Any (Can be taken twice)	6XP
Animal Handling	6XP
EQUIPMENT	10 Silvers



Professions Modules

SAMURAI TRAINING	TOTAL COST: 50XP
"The General training of a samurai."	
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	20XP
General Skills	x3 (6XP)
Weapon Skills	x2 (8XP)
Combat Styles	x1 (6XP)
KNOWLEDGE SKILLS	20XP
Adept Skills	x2 (3XP)
Arcane Skills	x1 (1XP)
Social Skills	x2 (5XP)
Secondary Skills	x4 (6XP)
EQUIPMENT	20 Silvers

KAWACHI SAMURAI TRAINING	TOTAL COST: 53XP
"Kawachi Clan is known for their top-notch samurai."	
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	22XP
General Skills	x3 (6XP)
Weapon Skills	x2 (8XP)
Combat Styles	x1 (7XP)
KNOWLEDGE SKILLS	22XP
Adept Skills	x2 (5XP)
Arcane Skills	x1 (3XP)
Social Skills	x2 (5XP)
Secondary Skills	x4 (6XP)
EQUIPMENT	30 Silvers

OKANO SAMURAI TRAINING	TOTAL COST: 49XP
"Okano Clan is known for their heavy cavalry and strict take on bushido."	
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	28XP
General Skills	x2 (8XP)
Weapon Skills	x2 (9XP)
Combat Styles	x1 (8XP)
KNOWLEDGE SKILLS	15XP
Adept Skills	x1 (2XP)
Arcane Skills	-
Social Skills	x2 (5XP)
Secondary Skills	x3 (5XP)
FIXED XP	7XP
Endurance	4XP
Riding	3XP
TRAITS	-11XP
Code/Bushido	-8XP
Pride/Clan or Family	-3XP
EQUIPMENT	50 Silvers

KIDO SAMURAI TRAINING	TOTAL COST: 55XP
"Kido Clan offers the best arcane training outside Genkaisha and their samurai receive training in the famous sword dojos of Tenshu."	
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	21XP
General Skills	x3 (6XP)
Weapon Skills	x2 (8XP)
Combat Styles	x1 (7XP)
KNOWLEDGE SKILLS	28XP
Adept Skills	x2 (4XP)
Arcane Skills	x2 (4XP)
Social Skills	x3 (7XP)
Secondary Skills	x4 (6XP)
TRAITS	-3XP
Pride/Clan or Family	-3XP
EQUIPMENT	25 Silvers

ONISHI SAMURAI TRAINING	TOTAL COST: 55XP
“Onishi Clan samurai can specialize in a large variety of fighting styles but Onishi is best known for their Martial Arts and Staff training.”	
ATTRIBUTES	25XP
Attribute Maximum	10XP
COMBAT SKILLS	28XP
General Skills	x2 (10XP)
Weapon Skills	x1 (12XP)
Combat Styles	x1 (10XP)
KNOWLEDGE SKILLS	14XP
Adept Skills	x1 (4XP)
Arcane Skills	x1 (4XP)
Social Skills	x1 (4XP)
Secondary Skills	x3 (6XP)
TRAITS	-6XP
Code/Dueling	-3XP
Pride/Clan	-3XP
EQUIPMENT	10 Silvers

SHIMAZU SAMURAI TRAINING	TOTAL COST: 54XP
“Shimazu Clan is best known for their naval forces.”	
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	20XP
General Skills	x3 (6XP)
Weapon Skills	x2 (7XP)
Combat Styles	x1 (7XP)
KNOWLEDGE SKILLS	19XP
Adept Skills	x2 (3XP)
Arcane Skills	x1 (2XP)
Social Skills	x2 (4XP)
Secondary Skills	x4 (6XP)
FIXED XP	9XP
Sailing	3XP
Swimming	6XP
TRAITS	-3XP
Code/Bushido	-3XP
EQUIPMENT	25 Silvers

SHINRINKI SAMURAI TRAINING	TOTAL COST: 57XP
“Shinrinki Clan is known for their skilled archers and scouts.”	
ATTRIBUTES	20XP
Attribute Maximum	5XP
COMBAT SKILLS	22XP
General Skills	x4 (7XP)
Weapon Skills	x2 (7XP)
Combat Styles	x1 (7XP)
KNOWLEDGE SKILLS	18XP
Adept Skills	x3 (6XP)
Arcane Skills	-
Social Skills	x2 (4XP)
Secondary Skills	x3 (6XP)
FIXED XP	3XP
Stealth or Tracking	3XP
EQUIPMENT	15 Silvers

ROZUSHITO SAMURAI TRAINING	TOTAL COST: 52XP
“The character is trained by one of the five samurai clans of Rozushito.”	
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	24XP
General Skills	x3 (6XP)
Weapon Skills	x2 (8XP)
Combat Styles	x1 (6XP)
KNOWLEDGE SKILLS	22XP
Adept Skills	x2 (6XP)
Arcane Skills	x2 (3XP)
Social Skills	x3 (6XP)
Secondary Skills	x4 (6XP)
FIXED XP	5XP
Satake: Persuasion or Leadership	5XP
Sakagami: Agile or Smithing	5XP
Daishi: Swords or Leadership	5XP
Ichiro: Persuasion or Sailing	5XP
Kojima: Persuasion or Stealth	5XP
TRAITS	-8XP
Pride/Clan	-8XP
EQUIPMENT	40 Silvers

RōNIN	TOTAL COST: 50XP
ATTRIBUTES	20XP
Attribute Maximum	10XP
COMBAT SKILLS	22XP
General Skills	x3 (5XP)
Weapon Skills	x2 (8XP)
Combat Styles	x1 (5XP)
KNOWLEDGE SKILLS	18XP
Adept Skills	x2 (4XP)
Arcane Skills	-
Social Skills	x2 (6XP)
Secondary Skills	x4 (6XP)
TRAITS	-5XP
Wealth	-5XP
EQUIPMENT	5 Silvers

CHōHō BUTAI TRAINING	TOTAL COST: 67XP
“The character is trained by Tentaika’s intelligence and assassination corps.”	
ATTRIBUTES	20XP
Attribute Maximum	5XP
COMBAT SKILLS	24XP
General Skills	x4 (8XP)
Weapon Skills	x2 (10XP)
Combat Styles	x1 (10XP)
KNOWLEDGE SKILLS	24XP
Adept Skills	x3 (8XP)
Arcane Skills	x2 (5XP)
Social Skills	x2 (6XP)
Secondary Skills	x4 (6XP)
FIXED XP	6XP
Stealth	6XP
EQUIPMENT	25 Silvers

OUTLAW SHINOBI	TOTAL COST: 59XP
“The character receives intelligence and assassination training in an illegal shinobi village.”	
ATTRIBUTES	20XP
Attribute Maximum	10XP
COMBAT SKILLS	26XP
General Skills	x2 (10XP)
Weapon Skills	x2 (10XP)
Combat Styles	x1 (10XP)
KNOWLEDGE SKILLS	22XP
Adept Skills	x2 (6XP)
Arcane Skills	x1 (5XP)
Social Skills	x2 (5XP)
Secondary Skills	x4 (6XP)
FIXED XP	5XP
Stealth	5XP
TRAITS	-8XP
CHOOSE ONE:	
Compulsion/Paranoid	-8XP
Traumatic Past	-8XP
Enemy	-8XP
EQUIPMENT	15 Silvers

SHIN’EI-TAI TRAINING	TOTAL COST: 67XP
“The character is affiliated with the feared and respected Protection Corps.”	
ATTRIBUTES	21XP
Attribute Maximum	6XP
COMBAT SKILLS	28XP
General Skills	x3 (8XP)
Weapon Skills	x2 (8XP)
Combat Styles	x1 (8XP)
KNOWLEDGE SKILLS	22XP
Adept Skills	x2 (6XP)
Arcane Skills	x2 (5XP)
Social Skills	x3 (6XP)
Secondary Skills	x5 (6XP)
FIXED XP	3XP
Tracking	3XP
EQUIPMENT	30 Silvers

PRIESTESS	TOTAL COST: 51XP
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	18XP
General Skills	x2 (6XP)
Weapon Skills	x2 (6XP)
Combat Styles	x1 (6XP)
KNOWLEDGE SKILLS	24XP
Adept Skills	x1 (4XP)
Arcane Skills	x2 (8XP)
Social Skills	x1 (5XP)
Secondary Skills	x4 (8XP)
EQUIPMENT	5 Silvers

WARRIOR PRIESTESS TRAINING	TOTAL COST: 55XP
“After her initial priestess’ training the character specializes in demon hunting.”	
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	24XP
General Skills	x2 (6XP)
Weapon Skills	x2 (8XP)
Combat Styles	x1 (8XP)
KNOWLEDGE SKILLS	22XP
Adept Skills	x2 (3XP)
Arcane Skills	x6 (2XP)
Social Skills	x2 (4XP)
Secondary Skills	x3 (6XP)
EQUIPMENT	15 Silvers

SHINRINKI RANGER TRAINING	TOTAL COST: 56XP
“The character is trained by the demon hunter corps of Shinrinki Clan.”	
ATTRIBUTES	20XP
Attribute Maximum	5XP
COMBAT SKILLS	24XP
General Skills	x4 (9XP)
Weapon Skills	x2 (7XP)
Combat Styles	x1 (7XP)
KNOWLEDGE SKILLS	18XP
Adept Skills	x3 (8XP)
Arcane Skills	-
Social Skills	x2 (4XP)
Secondary Skills	x3 (6XP)
FIXED XP	5XP
Stealth or Tracking	5XP
TRAITS	-5XP
CHOOSE ONE:	
Addiction/Alcohol	-5XP
Traumatic Past	-5XP
Lost Limb	-5XP
EQUIPMENT	15 Silvers

GEISHA APPRENTICESHIP	TOTAL COST: 62XP
ATTRIBUTES	15XP
Attribute Maximum	10XP
COMBAT SKILLS	6XP
General Skills	x1 (5XP)
Weapon Skills	x1 (5XP)
Combat Styles	-
KNOWLEDGE SKILLS	30XP
Adept Skills	x2 (4XP)
Arcane Skills	x1 (2XP)
Social Skills	x1 (7XP)
Secondary Skills	x4 (6XP)
FIXED XP	18XP
Art/Shamisen	6XP
Art/Dancing	6XP
Art/Singing	6XP
EQUIPMENT	2 Silvers

KABUKIMONO	TOTAL COST: 48XP
“Wandering rōnin who like to make a commotion and be different.”	
ATTRIBUTES	20XP
Attribute Maximum	20XP
COMBAT SKILLS	24XP
General Skills	x4 (12XP)
Weapon Skills	x2 (8XP)
Combat Styles	x2 (5XP)
KNOWLEDGE SKILLS	20XP
Adept Skills	x2 (3XP)
Arcane Skills	x1 (2XP)
Social Skills	x1 (6XP)
Secondary Skills	x5 (6XP)
TRAITS	-11XP
Code/Kabukimono	-8XP
Addiction/Kisami or Sake	-3XP
EQUIPMENT	10 Silvers

DEMON HUNTER TRAINING	TOTAL COST: 60XP
ATTRIBUTES	20XP
Attribute Maximum	10XP
COMBAT SKILLS	24XP
General Skills	x3 (6XP)
Weapon Skills	x2 (9XP)
Combat Styles	x1 (8XP)
KNOWLEDGE SKILLS	20XP
Adept Skills	x2 (6XP)
Arcane Skills	x1 (3XP)
Social Skills	x1 (4XP)
Secondary Skills	x3 (6XP)
TRAITS	3XP
Demon Sensitivity	3XP
EQUIPMENT	20 Silvers

HUNTER	TOTAL COST: 51XP
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	16XP
General Skills	x3 (7XP)
Weapon Skills	x1 (2XP)
Combat Styles	x1 (2XP)
KNOWLEDGE SKILLS	20XP
Adept Skills	x3 (8XP)
Arcane Skills	-
Social Skills	x1 (4XP)
Secondary Skills	x4 (6XP)
FIXED XP	6XP
Stealth	3XP
Tracking	3XP
EQUIPMENT	5 Silvers

PEASANT	TOTAL COST: 39XP
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	8XP
General Skills	x2 (5XP)
Weapon Skills	x1 (3XP)
Combat Styles	-
KNOWLEDGE SKILLS	20XP
Adept Skills	x3 (8XP)
Arcane Skills	-
Social Skills	x1 (4XP)
Secondary Skills	x4 (6XP)
EQUIPMENT	1 Silver

BANDIT	TOTAL COST: 46XP
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	18XP
General Skills	x3 (5XP)
Weapon Skills	x1 (5XP)
Combat Styles	x1 (4XP)
KNOWLEDGE SKILLS	18XP
Adept Skills	x2 (6XP)
Arcane Skills	-
Social Skills	x1 (4XP)
Secondary Skills	x4 (6XP)
EQUIPMENT	10 Silvers

ARTISAN	TOTAL COST: 47XP
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	8XP
General Skills	x2 (4XP)
Weapon Skills	x1 (4XP)
Combat Styles	-
KNOWLEDGE SKILLS	24XP
Adept Skills	x2 (6XP)
Arcane Skills	-
Social Skills	x1 (5XP)
Secondary Skills	x4 (6XP)
TRAITS	5XP
Wealth	5XP
EQUIPMENT	15 Silvers

BLACKSMITH	TOTAL COST: 58XP
ATTRIBUTES	20XP
Attribute Maximum	10XP
COMBAT SKILLS	10XP
General Skills	x2 (4XP)
Weapon Skills	x1 (6XP)
Combat Styles	-
KNOWLEDGE SKILLS	24XP
Adept Skills	x2 (6XP)
Arcane Skills	-
Social Skills	x1 (5XP)
Secondary Skills	x4 (6XP)
FIXED XP	5XP
Smithing	5XP
TRAITS	5XP
Wealth	5XP
EQUIPMENT	20 Silvers

MERCHANT	TOTAL COST: 52XP
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	10XP
General Skills	x2 (3XP)
Weapon Skills	x1 (5XP)
Combat Styles	x1 (3XP)
KNOWLEDGE SKILLS	24XP
Adept Skills	x2 (6XP)
Arcane Skills	-
Social Skills	x1 (5XP)
Secondary Skills	x4 (6XP)
FIXED XP	4XP
Persuasion	4XP
TRAITS	5XP
Wealth	5XP
EQUIPMENT	25 Silvers

PERFORMER	TOTAL COST: 54XP
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	16XP
General Skills	x2 (8XP)
Weapon Skills	x1 (3XP)
Combat Styles	x1 (1XP)
KNOWLEDGE SKILLS	24XP
Adept Skills	x1 (8XP)
Arcane Skills	-
Social Skills	x1 (12XP)
Secondary Skills	x4 (6XP)
TRAITS	5XP
CHOOSE ONE:	
Ambidextrous	5XP
Attractive	5XP
Lightning Reflexes	5XP
EQUIPMENT	8 Silvers

THIEF	TOTAL COST: 57XP
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	18XP
General Skills	x2 (8XP)
Weapon Skills	x2 (5XP)
Combat Styles	x1 (5XP)
KNOWLEDGE SKILLS	24XP
Adept Skills	x3 (8XP)
Arcane Skills	-
Social Skills	x1 (6XP)
Secondary Skills	x4 (6XP)
FIXED XP	6XP
Prestidigation	3XP
Stealth	3XP
EQUIPMENT	5 Silvers

WANDERER	TOTAL COST: 42XP
ATTRIBUTES	15XP
Attribute Maximum	5XP
COMBAT SKILLS	20XP
General Skills	x2 (5XP)
Weapon Skills	x2 (6XP)
Combat Styles	x1 (6XP)
KNOWLEDGE SKILLS	18XP
Adept Skills	x2 (4XP)
Arcane Skills	x1 (2XP)
Social Skills	x1 (3XP)
Secondary Skills	x4 (6XP)
TRAITS	-6XP
Wealth	-3XP
Compulsion or Addiction/Any	-3XP
EQUIPMENT	8 Silvers

Adulthood Life Modules

GENKAISHA PACT	TOTAL COST: 25XP +3 YEARS
“A priestess from Genkaisha is sent to a Warrior Clan to train and be trained.”	
ATTRIBUTES	6XP
Attribute Maximum	6XP
COMBAT SKILLS	14XP
General Skills	x2 (4XP)
Weapon Skills	x2 (6XP)
Combat Styles	x1 (6XP)
KNOWLEDGE SKILLS	8XP
Adept Skills	x1 (2XP)
Arcane Skills	x3 (4XP)
Social Skills	x1 (5XP)
Secondary Skills	x2 (4XP)
EQUIPMENT	10 Silvers

SHIN’EI-TAI SAMURAI	TOTAL COST: 32XP +3 YEARS
“The character serves in Tentaika’s feared and respected Protection Corps.”	
ATTRIBUTES	6XP
Attribute Maximum	6XP
COMBAT SKILLS	20XP
General Skills	x2 (5XP)
Weapon Skills	x2 (5XP)
Combat Styles	x1 (5XP)
KNOWLEDGE SKILLS	10XP
Adept Skills	x1 (2XP)
Arcane Skills	x2 (4XP)
Social Skills	x1 (5XP)
Secondary Skills	x1 (4XP)
FIXED XP	2XP
Tracking or Stealth	2XP
TRAITS	-3XP
Honor/Shin’ei-tai	-3XP
EQUIPMENT	15 Silvers

GEISHA	TOTAL COST: 26XP +2 YEARS
ATTRIBUTES	3XP
Attribute Maximum	3XP
COMBAT SKILLS	4XP
General Skills	x1 (2XP)
Weapon Skills	x1 (3XP)
Combat Styles	-
KNOWLEDGE SKILLS	10XP
Adept Skills	x1 (4XP)
Arcane Skills	x1 (1XP)
Social Skills	x1 (4XP)
Secondary Skills	x2 (5XP)
FIXED XP	12XP
Art/Shamisen	4XP
Art/Dancing	4XP
Art/Singing	4XP
EQUIPMENT	2 Silvers

SHINRINKI SAMURAI	TOTAL COST: 24XP +2 YEARS
ATTRIBUTES	5XP
Attribute Maximum	5XP
COMBAT SKILLS	12XP
General Skills	x2 (4XP)
Weapon Skills	x2 (4XP)
Combat Styles	x1 (4XP)
KNOWLEDGE SKILLS	10XP
Adept Skills	x1 (6XP)
Arcane Skills	-
Social Skills	x1 (3XP)
Secondary Skills	x2 (4XP)
EQUIPMENT	5 Silvers

OKANO SAMURAI	TOTAL COST: 22XP +2 YEARS
ATTRIBUTES	5XP
Attribute Maximum	5XP
COMBAT SKILLS	12XP
General Skills	x2 (3XP)
Weapon Skills	x2 (4XP)
Combat Styles	x1 (5XP)
KNOWLEDGE SKILLS	10XP
Adept Skills	x1 (4XP)
Arcane Skills	x1 (1XP)
Social Skills	x1 (4XP)
Secondary Skills	x2 (6XP)
TRAITS	-3XP
Pride/Clan	-3XP
EQUIPMENT	10 Silvers

KIDO SAMURAI	TOTAL COST: 26XP +2 YEARS
ATTRIBUTES	5XP
Attribute Maximum	5XP
COMBAT SKILLS	10XP
General Skills	x2 (5XP)
Weapon Skills	x1 (5XP)
Combat Styles	x1 (5XP)
KNOWLEDGE SKILLS	14XP
Adept Skills	x1 (4XP)
Arcane Skills	x1 (4XP)
Social Skills	x1 (6XP)
Secondary Skills	x2 (4XP)
EQUIPMENT	10 Silvers

KAWACHI SAMURAI	TOTAL COST: 23XP +2 YEARS
ATTRIBUTES	5XP
Attribute Maximum	5XP
COMBAT SKILLS	10XP
General Skills	x2 (4XP)
Weapon Skills	x2 (4XP)
Combat Styles	x1 (4XP)
KNOWLEDGE SKILLS	10XP
Adept Skills	x1 (4XP)
Arcane Skills	x1 (2XP)
Social Skills	x1 (4XP)
Secondary Skills	x2 (4XP)
EQUIPMENT	10 Silvers

ONISHI SAMURAI	TOTAL COST: 27XP +2 YEARS
ATTRIBUTES	5XP
Attribute Maximum	5XP
COMBAT SKILLS	14XP
General Skills	x3 (5XP)
Weapon Skills	x2 (7XP)
Combat Styles	x1 (7XP)
KNOWLEDGE SKILLS	14XP
Adept Skills	x1 (4XP)
Arcane Skills	x2 (3XP)
Social Skills	x1 (4XP)
Secondary Skills	x3 (6XP)
TRAITS	-3XP
Pride/Clan	-3XP
Code/Bushido	-3XP
EQUIPMENT	5 Silvers

SHIMAZU SAMURAI	TOTAL COST: 25XP +2 YEARS
ATTRIBUTES	5XP
Attribute Maximum	5XP
COMBAT SKILLS	12XP
General Skills	x3 (4XP)
Weapon Skills	x2 (4XP)
Combat Styles	x1 (4XP)
KNOWLEDGE SKILLS	12XP
Adept Skills	x1 (4XP)
Arcane Skills	x1 (2XP)
Social Skills	x1 (4XP)
Secondary Skills	x3 (6XP)
FIXED XP	2XP
Sailing or Swimming	2XP
TRAITS	-3XP
Phobia/Xenophobia	-3XP
EQUIPMENT	5 Silvers

VAGABOND	TOTAL COST: 32XP +3 YEARS
“The character wanders aimlessly doing odd jobs.”	
ATTRIBUTES	10XP
Attribute Maximum	10XP
COMBAT SKILLS	14XP
General Skills	x3 (4XP)
Weapon Skills	x2 (6XP)
Combat Styles	x1 (6XP)
KNOWLEDGE SKILLS	8XP
Adept Skills	x1 (8XP)
Arcane Skills	x1 (1XP)
Social Skills	x1 (2XP)
Secondary Skills	x2 (4XP)
TRAITS	3XP
CHOOSE ONE:	
Easy Sleeper	3XP
Fitness	3XP
Optimist	3XP
EQUIPMENT	2 Silvers

CHōHō BUTAI COVERT OPS	TOTAL COST: 27XP +3 YEARS
“The character works in Chōhō Butai specializing in intelligence.”	
ATTRIBUTES	5XP
Attribute Maximum	5XP
COMBAT SKILLS	12XP
General Skills	x3 (6XP)
Weapon Skills	x2 (6XP)
Combat Styles	x1 (6XP)
KNOWLEDGE SKILLS	14XP
Adept Skills	x1 (6XP)
Arcane Skills	x1 (4XP)
Social Skills	x1 (6XP)
Secondary Skills	x3 (6XP)
FIXED XP	4XP
Persuasion	4XP
TRAITS	-5XP
Code/Chōhō Butai	-5XP
EQUIPMENT	10 Silvers

CHōHō BUTAI SHINOBI	TOTAL COST: 25XP +2 YEARS
“The character works in Chōhō Butai specializing in assassinations.”	
ATTRIBUTES	6XP
Attribute Maximum	6XP
COMBAT SKILLS	14XP
General Skills	x3 (7XP)
Weapon Skills	x2 (7XP)
Combat Styles	x1 (7XP)
KNOWLEDGE SKILLS	12XP
Adept Skills	x1 (6XP)
Arcane Skills	x1 (6XP)
Social Skills	x1 (4XP)
Secondary Skills	x3 (6XP)
FIXED XP	4XP
Stealth	4XP
TRAITS	-8XP
Code/Chōhō Butai	-8XP
EQUIPMENT	15 Silvers

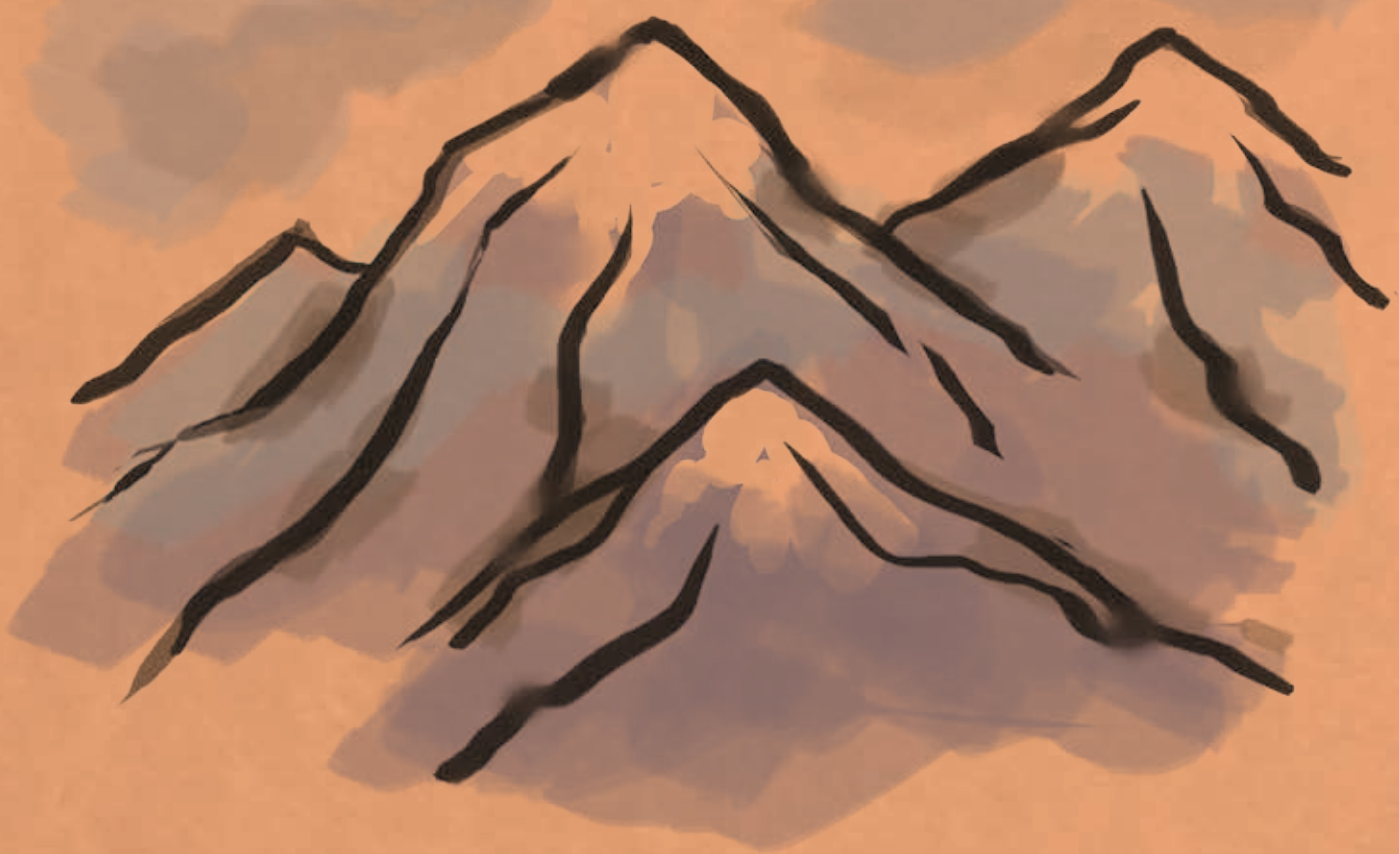
OUTLAW SHINOBI		TOTAL COST: 33XP
		+3 YEARS
ATTRIBUTES		5XP
Attribute Maximum		5XP
COMBAT SKILLS		12XP
General Skills		x3 (6XP)
Weapon Skills		x2 (6XP)
Combat Styles		x1 (6XP)
KNOWLEDGE SKILLS		10XP
Adept Skills		x1 (8XP)
Arcane Skills		x1 (4XP)
Social Skills		x1 (4XP)
Secondary Skills		x2 (4XP)
FIXED XP		5XP
Stealth		5XP
TRAITS		5XP
CHOOSE ONE:		
Wealth		5XP
Enhanced Senses		5XP
Fortitude		5XP
EQUIPMENT		10 Silvers

WARRIOR PRIESTESS		TOTAL COST: 31XP
		+2 YEARS
ATTRIBUTES		5XP
Attribute Maximum		5XP
COMBAT SKILLS		14XP
General Skills		x2 (6XP)
Weapon Skills		x2 (6XP)
Combat Styles		x1 (7XP)
KNOWLEDGE SKILLS		12XP
Adept Skills		x2 (4XP)
Arcane Skills		x2 (6XP)
Social Skills		x1 (6XP)
Secondary Skills		x3 (6XP)
TRAITS		3XP
CHOOSE ONE:		
Demon Sensitivity		3XP
Fortitude		3XP
Familiar		3XP
EQUIPMENT		10 Silvers

DEMON HUNTER		TOTAL COST: 28XP
		+3 YEARS
ATTRIBUTES		6XP
Attribute Maximum		6XP
COMBAT SKILLS		18XP
General Skills		x2 (7XP)
Weapon Skills		x2 (7XP)
Combat Styles		x1 (7XP)
KNOWLEDGE SKILLS		10XP
Adept Skills		x2 (5XP)
Arcane Skills		x1 (3XP)
Social Skills		x1 (3XP)
Secondary Skills		x2 (5XP)
TRAITS		-3XP
CHOOSE ONE:		
Demon Sensitivity		5XP
Fortitude		5XP
Vitality		5XP
CHOOSE ONE:		
Traumatic Past		-8XP
Compulsion or Addiction/Any		-8XP
Lost Limb		-8XP
EQUIPMENT		15 Silvers

BANDITRY		TOTAL COST: 23XP
		+2 YEARS
ATTRIBUTES		5XP
Attribute Maximum		5XP
COMBAT SKILLS		12XP
General Skills		x3 (6XP)
Weapon Skills		x1 (3XP)
Combat Styles		x1 (3XP)
KNOWLEDGE SKILLS		8XP
Adept Skills		x1 (2XP)
Arcane Skills		-
Social Skills		x1 (4XP)
Secondary Skills		x2 (6XP)
EQUIPMENT		2 Silvers

THIEVERY		TOTAL COST: 21XP
		+2 YEARS
ATTRIBUTES		5XP
Attribute Maximum		5XP
COMBAT SKILLS		6XP
General Skills		x3 (6XP)
Weapon Skills		x1 (2XP)
Combat Styles		x1 (2XP)
KNOWLEDGE SKILLS		12XP
Adept Skills		x2 (6XP)
Arcane Skills		-
Social Skills		x1 (6XP)
Secondary Skills		x2 (6XP)
EQUIPMENT		5 Silvers



Life Events Modules

BATHE IN BLOOD	TOTAL COST: 6XP
“Bloody event in one’s life changed everything...”	
ATTRIBUTES	3XP
Attribute Maximum	3XP
COMBAT SKILLS	10XP
General Skills	x2 (3XP)
Weapon Skills	x2 (5XP)
Combat Styles	-
KNOWLEDGE SKILLS	4XP
Adept Skills	x1 (2XP)
Arcane Skills	-
Social Skills	x1 (2XP)
Secondary Skills	x4 (4XP)
TRAITS	-10XP
CHOOSE TWO:	
Traumatic Past	-5XP
Compulsion/Any	-5XP
Phobia/Any	-5XP
Enemy/Any	-5XP
Lost Limb	-5XP
Damned Birth	-5XP
Wealth	-5XP

ARCANE TRAINING	TOTAL COST: 10XP
“Trained in the elite schools of Genkaisha or by a mysterious sensei...”	
ATTRIBUTES	0XP
Attribute Maximum	0XP
COMBAT SKILLS	0XP
General Skills	-
Weapon Skills	-
Combat Styles	-
KNOWLEDGE SKILLS	8XP
Adept Skills	-
Arcane Skills	x2 (8XP)
Social Skills	x1 (2XP)
Secondary Skills	x1 (6XP)
FIXED XP	3XP
Concentration or Charisma	3XP

Final Step

The final step in character creation is to spend the remaining XP and purchase equipment with equipment points gained from the Life Modules.

When the character has gone through all the required Life Modules it is time to spend the remaining XP to Skills, Attributes, Traits and other abilities. The player cannot spend XP to skills in which the character has no XP after the Life Modules. This makes each decision during the Life Module step more important. However, if the player has a good explanation why the character should be able to learn a new skill with the XP the Game Master can allow this.

When purchasing Traits the character can purchase as many positive and negative Traits as she wishes and has XP for. Instead of costing XP the negative Traits grant the character additional XP. The character can spend the XP from negative Traits to Attributes, Skills, Abilities and Traits, however the maximum amount of negative XP she can spend to something else than Traits is limited to 10 % of her starting XP pool. For example, a character built with 170 XP can spend up to 17 XP gained from negative Traits to something else than Traits.

During gameplay the character requires to have a book, trainer or a lot of time to learn Combat Abilities. During character creation the character is assumed to have access to trainers, books and especially time to learn any Combat Moves, Rituals and other Abilities her skills allow her to learn.

Purchasing equipment can be done by using the character's equipment points and starting wealth (characters without the Wealth Trait have 5 silvers of starting money). Each equipment point is worth of 1 silver. The character can purchase items found in the Items & Equipment Chapter page 339 and use crafting rules to buy or craft better equipment. Characters should only have access to exceptional quality weapons and armor but the Game Master can make an exception if required.

Characters with the Smithing skill should have an opportunity to make their weapons and armor before the campaign. The Game Master can decide how much time the character has before the campaign to craft her equipment. Usually the character should have enough time to craft at least one piece of equipment with the maximum number of improvements possible. Smithing skill rolls for these items can be rerolled with Fate points, however these fate points should be marked as used at the beginning of the campaign.

Characters with the ritualism skill should be able to enchant two to three weapons or armor pieces they have before starting of the campaign. These enchants should be rolled and if the enchanting fails, the character can spend Fate points to retry. These spent Fate points should be marked as used at the beginning of the campaign.

It is assumed that each character has a home, clothes, food, camping equipment and other wares based on her social status and background. These items shouldn't cost anything for the character.

HOW TO CALCULATE COMBAT VALUES

Base Melee Score	Page 107
Ranged Attack	Page 111
Ranged Defense	Page 112
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Self-Channeling	Page 135
Outward Channeling	Page 136
Ritualism	Page 112
Health and Stamina	Page 117
Movement Speeds	Page 104

Using Experience Points

After the character creation, the character gains XP during her adventures. This XP can be used any time the player wishes to do so. This XP can be used to any attribute without restrictions. Only the skills in which the character already has XP can be raised further. For the character to learn a new skill she must find a teacher who trains the basics of the skill to her. The character can also use XP to learn new Combat Abilities, however the GM can force the character to spend time to develop these abilities or have access to books, scrolls or other material to study.

Character Creation Tips

Specialize

Even though character creation is not restricted by artificial character classes, it is best to focus on few key skills instead of attempting to cover as many skills as possible. Character's created with 170 XP to 200 XP can easily specialize into three to four skills and have rest of the essential skills at sufficient levels.

Remember the Essentials

Campaigns in Mundus RPG often involve fighting and many rules and skills revolve around combat. The three essential combat values are the character's melee attack and defense, ranged defense and initiative score. Spending XP to the character's Weapon Skill, Combat Style, Acrobatics or Shield skill and Combat Sense is essential (unless the point is to create a character not suited for combat). It is always a good idea to have at least level or two in Martial Arts skill, since sometimes the character might find herself in a situation where her weapon is not available.

Be Consistent

Only one Combat Style skill provides the bonus to the character's melee attack and defense at any given time. It is unwise to spend XP to multiple Combat Styles when the character can use only one of them at a time. However, Dual Wield specialization path provides additional bonuses to those character's who specialize into two weapon fighting.

Remember Your Concept

Don't let the "better" character builds get in the way of the original character concept. For example, the Nodachi or other large caliber swords might feel tempting even if the original idea was to create a fighter type character who wields a tanto and uses the Raw Power Combat Style.

Character Flaws and Weaknesses

Sometimes intentional character flaws add flavor to the character. The game system allows high level characters to excel in multiple if not in all fields, however this is not required and it might keep the character more interesting if she is not a master of all fields. Negative traits can add flaws and weaknesses. This is completely matter of taste and not required to achieve fun and rewarding gameplay experience.

Skills

Skills represent abilities which characters can be trained to use. Characters have two different types of skills, Primary skills and Secondary skills. Primary skills can be increased up to level 20 and they offer special skill perks at set skill levels. Each Primary skill, with the exception of weapon skills, are governed by one of the eight attributes and they receive a modifier to their levels based on that attribute. Each trained skill has a target number (TN) of 7. Untrained skills have a TN of 14. The target number is a numerical value which indicates the value that the roll must reach in order to succeed.

Secondary skills represent character's mundane skills and hobbies such as riding, swimming, languages and mastery of different forms of art. Secondary skills have 4 skill levels and they do not receive bonuses from attributes.

Primary Skills

Primary skills are divided into two groups: Combat Skills and Knowledge Skills. Combat Skills focus on general combat skills and proficiency with different weapon types and combat styles. Knowledge Skills entail Adept skills, such as Tracking and Prestidigitation but also Arcane and Social skills. Primary skills have the maximum skill level of 20 and each skill has eight perk levels, each of which grants special bonuses for the character.

Combat Skills

General Skills

Acrobatics (AGI)

Acrobatics covers a character's ability to perform various athletic tasks which require skill and dexterity, such as climbing, jumping long distances and everything that requires

PRIMARY SKILL LEVELS

EXP	LVL	Required xp	Definition
0	Untrained	0	Untrained
2	0	2	Beginner
3	1	1	Beginner
5	2	2	Trained
8	3	3	Trained
12	4	4	Professional
17	5	5	Professional
23	6	6	Expert
30	7	7	Expert
38	8	8	Master
47	9	9	Master
57	10	10	Grand Master
68	11	11	Grand Master
80	12	12	Legend
93	13	13	Legend
107	14	14	Legend
122	15	15	Heroic
138	16	16	Heroic
155	17	17	Heroic
173	18	18	Epic
192	19	19	Epic
212	20	20	Godly

good balance and body coordination. Things which usually affect Acrobatics skill checks are character's footing, bad weather, haste etc. Acrobatics is also used in combat as a defensive skill against ranged attacks.

Archery (PER)

Archery skill covers the use of bows and crossbows.

Combat Sense (PER)

Combat Sense indicates a character's ability to act fast during combat and her universal awareness in chaotic battle situations. Combat Sense may help a character to react to surprises, ambushes and situations which would require fast thinking and good nerves. This skill is essential to any character trained in combat as it acts as a base score for the character's Initiative roll during combat.

Throwing (AGI)

Throwing measures a character's ability with throwing weapons.

Weapon Skills

Axes

Covers a character's ability to use axes and blunt weapons.

Martial Arts

Martial Arts covers a character's ability to engage in unarmed combat and her skill to use Martial Arts weapons such as Kusarigama and War Fan. Martial Arts can also be used while using other weapon types. For example, if a character wields a bow she can still kick, punch and avoid attacks with Martial Arts. In this case the Non-Martial Arts weapon does not affect the Martial Arts score or damage dealt by an Martial Arts attack in any way.

Shields

Shields measures a character's ability to use shields effectively for blocking and attacking. Shields can also be used to block ranged attacks which are delivered as projectiles. Area of effect rituals and attacks which are directed from the character's feet (for example Seal rituals) cannot be blocked with Shields.

Staffs

Measures a character's ability to wield pole weapons such as staffs and spears.

Swords

Swords measures a character's skill with bladed weapons such as Katanas, Tantos and Giant Swords.

Combat Styles

Agile (AGI)

Agile combat style relies on dodging attacks and maneuvering around opponents. Characters who specialize in the Agile style almost never use any armor and usually favor light weapons to maximize their mobility.

Raw Power (STR)

Raw Power combat style is based on strength, momentum and powerful and fast attacks.

Technique (CON)

Technique combat style focuses on muscle memory and strict maneuvers. Each step and action follows a minimalistic and precise pattern.

Mixed (PER)

Mixed combat style relies on unexpected attacks and the use of unarmed attacks to create openings and confuse the opponent.

Dual Wield

The Dual Wield measures a character's ability to wield two weapons at once. The Dual Wield skill is a specialization skill under any Combat Style, for example Agile/Dual Wield. This means that a character can purchase Dual Wield Perks as long as her Combat Style skill level is equal to the perk's level. Each Dual Wield perk costs XP equal to its level. For example, a level 4 perk cost 4XP. A character gains benefits from Dual Wield perks as long as she wields two weapons, unless the perk states otherwise.

Knowledge Skills

Adept Skills

Prestidigitation (CON)

Prestidigitation measures a character's ability to pick locks, escape from shackles, cheat in card games and perform other feats which require sleight of hand.

Smithing (INT)

Smithing marks a character's ability to produce and improve weapons and armors. Detailed Smithing rules can be found from page 351.

Stealth (INT)

Stealth measures a character's ability to move silently, remain hidden and use camouflage. In the most common scenarios the Stealth skill is used as an opposing skill check against another character's Perception attribute. For a more detailed explanation about stealth refer to the gameplay chapter page 102.

Tracking (PER)

Tracking measures a character's ability to track down people and animals in various environments. A group using Tracking is slowed down from their original pace. Tracked characters roll Stealth skill against the tracker's Tracking skill if they attempt to hide their tracks.

Arcane Skills

Ritualism (CHA)

Ritualism measures a character's ability to draw power from the gods and channel it into powerful spells. Ritualism can be used during combat. The Ritualism skill can also be used to enchant items by pleading the gods to bestow special powers on them.

Ritualism is divided into three major deities: the Neutral Deity, the Ascendes Deity and the Acernos Deity. The character can only worship either the Ascendes or the Acernos deity. When submitting under a deity, the character must select up to two gods which they worship or study. The character can cast only rituals which fall under these gods. The Neutral Deity consists of rituals which can be cast under multiple deities.

Self-Channeling (CON)

Self-Channeling measures a character's ability to channel life force through her body to enhance her physical capabilities. Channeling uses stamina to increase a character's abilities for a short duration.

Outward Channeling (CON)

Outward Channeling measures a character's ability to channel life force from her body to inflict damage or heal wounds.

Social Skills

Persuasion (CHA)

Persuasion gauges a character's ability to persuade, intimidate, deceit and negotiate with other characters. As a rule of thumb Persuasion should be rarely used against Player Characters to force them to certain decisions unless the players agree that the Persuasion skill can be used against their characters.

Persuasion is rolled against a Target Number (TN) which is increased or decreased based on the target's standing towards the topic. Consult the Persuasion modifier table.

Persuasion Tables

Base TN7. Add an extra CON bonus modifier if the character is in any way against the proposition.

STANDING TOWARDS PC	TN MODIFIER
Hate	+6
Distrust, Enmity	+4
Suspicion	+2
Trust	-1
Care	-2 to -3
Love	-4 to -6

STANDING TOWARDS TOPIC	TN MODIFIER
Strongly Disagree	+4
Disagree	+2
Wary	+1
Unconcerned	0
Approves	-1
Agrees	-2
Strongly Agrees	-4

PROPOSITION BY PC	TN MODIFIER
Life Threatening	+8 to +10
Strongly Disadvantageous	+6
Risky	+4
Disadvantageous	+2
Convenient	-1
Helpful	-2
Very Helpful	-3

EXAMPLES FOR EXTRA MODIFIERS	TN MODIFIER
Character is xenophobic or racist towards PC	Trait level*
Character is stubborn	+1 to +3
Proposition goes against characters ethics	+1 to +6
Character owes to player character	-1 to -3
Character is loyal to player character	-1 to -6
Character is drunk	-X**
Character is extremely stupid***	INT.B

*Add the trait level as a positive modifier to the TN

**Add the character's drunkenness level to the TN

***Add stupid character's negative INT Bonus to the TN

Training (INT)

Training measures a character's ability to pass her skills to other characters. Training one person takes two weeks and training a group of people takes three weeks. Each additional trainee after two people increases the training TN by 1. Adding an extra week to the training duration adds +2 to the training skill roll. Training adds extra XP to the trained skill based on the trainer's Training

skill score and the trainee's *INT* level. If the training skill check scores a Miracle each trainee gains an additional +1XP for the Miracle roll and for each additional six rolled after it. If the trainer has the Self Taught perk the character also gains this extra XP. The trainer cannot train skills beyond her own trained skill level.

TRAINING SKILL TABLE

		Attribute																				
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Training Skill score	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	2	0	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	3	3
	3	0	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4
	4	0	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	5	5	5	5
	5	0	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7
	6	0	1	1	1	2	2	2	3	3	4	4	4	5	5	6	6	6	7	7	8	8
	7	0	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	7	8	8	9	9
	8	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	9	9	10	10	11
	9	0	1	1	2	2	3	4	4	5	5	6	7	7	8	8	9	10	10	11	11	12
	10	0	1	1	2	3	3	4	5	5	6	7	7	8	9	9	10	11	11	12	13	13
	11	0	1	1	2	3	4	4	5	6	7	7	8	9	10	10	11	12	12	13	14	15
	12	0	1	2	2	3	4	5	6	6	7	8	9	10	10	11	12	13	14	14	15	16
	13	0	1	2	3	3	4	5	6	7	8	9	10	10	11	12	13	14	15	16	16	17
	14	0	1	2	3	4	5	6	7	7	8	9	10	11	12	13	14	15	16	17	18	19
	15	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	16	0	1	2	3	4	5	6	7	9	10	11	12	13	14	15	16	17	18	19	20	21
	17	0	1	2	3	5	6	7	8	9	10	11	12	14	15	16	17	18	19	20	22	23
	18	0	1	2	4	5	6	7	8	10	11	12	13	14	16	17	18	19	20	22	23	24
	19	0	1	3	4	5	6	8	9	10	11	13	14	15	16	18	19	20	22	23	24	25
	20	0	1	3	4	5	7	8	9	11	12	13	15	16	17	19	20	21	23	24	25	27
	21	0	1	3	4	6	7	8	10	11	13	14	15	17	18	20	21	22	24	25	27	28
	22	0	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	23	25	26	28	29
	23	0	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	25	26	28	29	31
	24	0	2	3	5	6	8	10	11	13	14	16	18	19	21	22	24	26	27	29	30	32
	25	0	2	3	5	7	8	10	12	13	15	17	18	20	22	23	25	27	28	30	32	33
	26	0	2	3	5	7	9	10	12	14	16	17	19	21	23	24	26	28	29	31	33	35
	27	0	2	4	5	7	9	11	13	14	16	18	20	22	23	25	27	29	31	32	34	36
	28	0	2	4	6	7	9	11	13	15	17	19	21	22	24	26	28	30	32	34	35	37
	29	0	2	4	6	8	10	12	14	15	17	19	21	23	25	27	29	31	33	35	37	39
	30	0	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40

Experience gained

Experience gained

Leadership (CHA)

Leadership measures a character's ability to command and inspire groups of people. A leadership check is also required when a character wants to remove morale effects from other characters. A character with the Leadership skill can use the skill in place of Combat Sense when rolling Initiative. Leadership Initiative can be used only if the leader has one or more willing characters under her command. The leader rolls a single Initiative roll for the entire group and each character in that group receives the same result from the roll.

Secondary Skills

Secondary skills represent a character's mundane skills and hobbies such as riding, swimming, languages and mastery of different forms of art. Secondary skills have 4 skill levels and do not receive bonuses from attributes. Players can add their own secondary skills into the game. For example, if the character is a samurai from the magistrate she can have a secondary skill "Law". Skills which don't often require skill checks can be left out as characters are assumed to know them if they are a part of the character's profession or interests. For example, ritualists often know a lot about gods, arcane arts and general know-hows of astral planes.

SECONDARY SKILL LEVELS

EXP	LVL	Required xp	Definition
0	Untrained	0	Untrained
6	1	6	Beginner
10	2	4	Trained
16	3	6	Professional
24	4	8	Expert

Animal Handling

The Animal handling skill covers knowledge required for training, taming and using animals as tools or pets.

Art

Art covers any form of artistic endeavor the character is capable of undertaking, such as dancing, singing, performing with instruments, painting and poetry. A character specializes in a single art form at a time, for example "Art/Dancing". A character may take multiple Art skills with different specializations. For example, a character can have both the "Art/Dancing" and the "Art/Painting" skill.

Time used to performing art varies based on the task at hand. Painting a beautiful picture may take several months and requires several skill checks to judge the final result, whereas writing a simple haiku may only take few hours and only one skill check.



Crafting

Crafting covers the art of handicraft which includes the production of decorative objects, clothes and useful everyday items. Crafting is a wide skill and a character specializes in a single craft, such as “Crafting/Pottery” or “Crafting/Textiles”. Some forms of Crafting have similarities with the Art skill. For example, pottery consists of the decorative aspect of the craft. Much like in an art skill, production of objects is highly dependable of the type of items produced.

Language

- **Sub Skills:** Domini , Tentaikan, Alerian, Seig and Cero

Level 1 language skill allows simple everyday phrases and sentences with no specialized vocabulary.

On level 2 the character is able to use language in everyday life and she knows specialized vocabulary for subjects of her interest.

Language level 3 represents a native skill level of a given language.

On level 4 the character can understand and speak multiple dialects and complex specialized vocabulary. The character is also able to understand very old version of the language.

Each character gains 16 Experience Points to their native language for free.

Medicine

Medicine covers first aid, surgery and knowledge of healing herbs. Medicine is used for healing injuries and curing diseases.

Riding

Riding measures a character’s skill with rideable animals, such as horses. On level 3, a character can fight mounted without penalties.

Sailing

Sailing covers the use of ships with masts and the skill of seafaring. Characters without the Sailing skill can still use simple rowing boats on lakes and rivers.

Survival

The Survival skill measures a character’s ability to survive in hostile environments for long periods of time. Finding edible food and water, making shelters and hunting animals

all fall under the Survival skill. A simple road trip from town to town with proper camping equipment and necessary food rations does not require the survival skill.

Swimming

Swimming gauges the character’s ability to move and act on any liquid substance. On level 1, a character can float on liquids without risk of drowning.

On level 2 and above the character is able to swim and dive.

On level 3, the character can swim short distances with heavy armor.

On level 4 the character has no difficulty swimming in heavy armor. The GM can decide what is considered heavy armor in the case of swimming. This means that wearing torso and arm pieces of Ō-yoroi of the Heavy Armor class or a full set of Lamellar of the Medium Armor class may be considered heavy armor whereas only wearing Ō-yoroi boots not.

Perks

Perks are abilities and passive bonuses which are earned when advancing through primary skill levels. Skill levels 4, 6, 8, 10, 12, 15, 18 and 20 are Perk levels. When a character reaches a Perk level she earns a single Perk or chooses between two or more Perks, gains multiple Perks, or a combination of both. Some Perks have levels, for example if the character wants to take Deception II perk she is required to have the Deception I Perk.

Sometimes Perks grant the character with special abilities, such as the Acrobatics skill Perk “Flash Step”. These abilities often have distinct rules for how they are used in combat situations. They also reflect the character’s ability with the skill itself. For example, the Flash Step Perk level marks the point where the character’s acrobatic movement becomes so fast that common people only see flashes of movement when the character performs her lightning fast dashes. Some Perks also portray a character’s skill level with the given skill. For example, when a character reaches level 12 in the Swords skill she receives the Sword Saint I Perk. This also reflects the fact that in Tentaika people with this level of swordsmanship are usually given the title of a Sword Saint.



Combat Skills Perks

Acrobatics Perks

Level 4

The character chooses the Wall Jump **OR** the Power Jump Perk.

Wall Jump

The character may jump towards a vertical barrier and use it as a platform for an additional jump. This follow-up jump has halved jump distance. This follow-up jump does not take extra time but it has the normal jump stamina cost.

Power Jump

Add the character’s Strength Bonus to jumping distance.

Level 6

Evasion

The character gains +1 to melee defense and acrobatics ranged defense.

Level 8

Light Step I

Normal jumping actions no longer cost stamina and the character’s jumping movement modifier is reduced to -2.

Level 10

Master Acrobat

The character’s jumping distance is now calculated with the following formula: Acrobatics score + 1 meters.

Level 12

Flash Step

The character may perform a single free jump action per combat round. This action does not consume action time but costs one stamina point unlike normal jumping at this level. The character gains +1 to melee defense and acrobatics ranged defense.

Level 15

Flash Evasion

Once per fight the character can ignore a single ranged attack or an area of effect attack. The character is not required to move, even against area of effect attacks. Flash Evasion must be used before the character rolls her defense roll.

Level 18

Light Step II

The character no longer suffers any movement modifiers. This perk also halves falling damage.

Level 20

Wind Deity

The character may perform one free jumping action per combat round. This perk stacks with the Flash Step perk. This free jumping action costs one stamina point and takes no time to perform. The character gains +1 to melee defense and acrobatics ranged defense.

Archery Perks

Level 4

Soft Spots

Character's arrows and bolts ignore one extra point of armor.

Level 6

Eagle Eye

The character may spend one extra second when performing a shooting action to gain +2 to the Archery attack roll.

Level 8

Sniper I

This Perk halves all range modifiers for Archery attacks.

Level 10

Zen Archery I

The character can add her Concentration Bonus to either Archery attack roll or Archery damage. The Concentration Bonus can be split between attack and damage. For example, a character with a Concentration Bonus of 3 can add +2 to the Archery attack and +1 to damage.

Level 12

Zen Archery II

The character gains +2 to Archery attack rolls and Archery damage.

Level 15

Zen Archery III

The character can use Self-Channeling to increase her Archery attack roll. The character may channel to Archery rolls up to half of her Self-Channeling skill level rounded down. The character can also use Outward Channeling to increase her weapon damage. This is also capped to half of the character's Outward Channeling skill level rounded down. Both channeling types use up the character's channeling limit.

Level 18

Sniper II

This Perk removes all range modifiers from Archery attacks. The character also gains +1 to all ranged attacks, this includes Ritualism and Throwing.

Level 20

Slayer

This Perk doubles the range of Archery weapons. The character gains +2 to Archery attack rolls. Archery deals the character's Perception Bonus worth of extra damage.

Combat Sense Perks

Level 20

Level 4

Awareness

The character gains +3 XP to the Perception Attribute.

Level 6

Fast Thinking

Once per fight the character can reroll her initiative roll.

Level 8

Combat Reflexes I

The character gains +1 to melee attack, melee defense and ranged defense.

Level 10

Sixth Sense

The character rolls her initiative check with three six-sided dice and then picks two dice.

Level 12

Combat Reflexes II

The character gains an additional +1 to melee attack, melee defense and ranged defense.

Level 15

Repel

Once per fight the character can ignore a single successful melee attack against her. This perk can be used after the character has rolled her defense roll.

Level 18

Gambit

The character can reuse a single Perk ability which is ruled to have a single use per fight. For example, the character can reuse the Combat Sense Perk “Repel” or the Acrobatics Perk “Flash Evasion” with this perk.

Clairvoyance

Choose any attribute. The character gains the bonus of this attribute to all combat rolls. The maximum value of this bonus is 5.

Throwing Perks

Level 4

Chain Weapons

The character gains the ability to use weapons with a chain or rope as Throwing weapons. These weapons can be thrown up to the distance of their chain. The character can control a chain with a length up to her Agility attribute level. Recovering a thrown chain weapon is a one second action. If the chain weapon is a melee weapon type it has the properties of a Large Throwing weapon. Martial Arts chain weapons have the properties of Small Throwing weapons.

Level 6

Deadly Throw I

The character gains +2 to attack with Large Throwing weapons and +1 to attack with Small Throwing weapons.

Level 8

Tempest Sling I

The character can throw two Small Throwing weapons at once and the Throw time of Large Throwing weapons is reduced to one second. The Double Throw Combat Move sends out four Small Throwing weapons at once with this Perk.

Level 10

Deadly Throw II

The character gains an additional +2 to attack and +2 damage with Large Throwing weapons and an additional +1 to attack and +1 damage with Small Throwing weapons.

Level 12

Tempest Sling II

The character can throw three Small Throwing weapons at once and can use the Double Throw Combat Move to throw two Large Throwing weapons at once. Double Throw sends six Small Throwing weapons at once with this Perk.

Level 15

The character chooses one of the following Perks: the Chain Mastery, the Ignorance or the Unavoidable.

Chain Mastery

The character can attack up to three targets with a single throw of a chain weapon. These targets may be anywhere inside the chain's radius. The character gains +2 to chain weapon melee and ranged attack rolls.

Ignorance

Small Throwing weapons ignore the character's Perception level worth of armor.

Unavoidable

The character may spend one extra second when throwing a Large Throwing weapon. If she does so the target must roll two separate ranged defense checks against the attack. If either defense check fails to defend against the attack the attack hits successfully. Two failed defense rolls won't generate two hits. The character gains +1 to attack rolls with Throwing weapons.

Level 18

Unleash

Once per fight the character may throw up to her Agility bonus worth of Small Throwing weapons or two Large Throwing weapons without spending time to do so. These weapons must be in holsters for this action. Each of these throwing weapons can be targeted to separate targets. The character gains +1 to attack rolls with Throwing weapons.

Level 20

Unerring Throw

This Perk removes range modifiers from Throwing weapons. The character gains +3 to Throwing weapon damage and +3 to Throwing weapon attack rolls.

Weapon Skills Perks

Axes Perks

Level 4

Might I

Axe weapons deal an additional +1 damage.

Level 6

Weapon Specialist (Axes)

Choose one of the Axe base weapon types such as War Axe, Battle Axe, Masakari, Ono etc. The character gains +1 to attack and defense rolls with this weapon type.

Level 8

Might II

Axe type weapons deal an additional +1 point of damage and gain +1 to melee attack.

Level 10

Smite

Each successful Axe attack against an opponent generates a Knockdown check and a Shatter check.

Level 12

Malevolence

If an Axe weapon attack inflicts an Injury modifier to an opponent add an additional Injury modifier to the target.

Level 15

Custom Style (Axes)

Pick two perks from any of the combat style skills which are Raw Power, Technique, Agile and Mixed. The character may not pick perks which she already possesses. One of these perks must be from levels 4 to 6 and the other from levels 4 to 10. Perks are modified to go with the character's own combat style, for example the Distraction perk uses your active combat style instead of the Mixed style. The character does not gain free combat moves from

those perk levels. If the character chooses the Style Hybrid Perk she can take Mixed as a Hybrid skill. If she does, she gains +1 to initiative rolls. The character cannot gain these Perks again.

Level 18

Zeal

The character may select an attribute which gives bonuses to her Axes skill. This attribute increases the Axes skill score based on its bonus value. This attribute cannot be the same as the active Combat Style's attribute. Charisma and Endurance attributes cannot be selected. The character also gains +1 to melee damage with Axes.

Level 20

Sceptre of War

The character rolls stamina and health Critical Hit effects with an additional 1d6. The character gains +3 to Axes damage and +3 to Axes melee attack. Successful Slashing and Piercing Axe attacks cause an automatic Bleeding effect and a successful Blunt attack causes an automatic Shatter effect.

Martial Arts Perks

Martial Arts has four Martial style specialization paths. These Martial Arts Styles Perks are listed after the Martial Arts Perks.

Level 4

Martial Style I

The character may choose one of the Martial Arts style paths and gaining the first Perk from it.

Level 6

Martial Style II

The character may increase her current Martial Arts style level and gain the next Perk from the path or select a new style and gain the first Perk level.

Level 8

The character chooses the Weapon Specialist I **OR** the Unarmed Specialist I Perk.

Weapon Specialist I

The character gains +1 to Martial Arts weapon damage.

Unarmed Specialist I

The character gains +1 to melee attack and melee defense while fighting unarmed.

Level 10

The character gains both the Iron Fist and the Martial Style III Perks.

Iron Fist

The character can now convert her unarmed Martial Arts damage to Blunt damage. The character gains +4 XP to her Strength attribute.

Martial Style III

The character may increase her current Martial Arts style level and gain the next Perk from the path or select a new style and gain the first Perk level.

Level 12

The character chooses the Weapon Specialist II **OR** the Unarmed Specialist II Perk.

Weapon Specialist II

The character gains an additional +2 to Martial Arts weapon damage.

Unarmed Specialist II

The character gains +2 to melee attack and melee defense while fighting unarmed.

Level 15

Custom Style (Martial Arts)

Pick two perks from any of the combat style skills which are Raw Power, Technique, Agile and Mixed. The character may not pick perks which she already possesses. One of these perks must be from levels 4 to 6 and the other from levels 4 to 10. Perks are modified to go with the character's own combat style, for example the Distraction perk uses your active combat

style instead of the Mixed style. The character does not gain free combat moves from those perk levels. If the character chooses the Style Hybrid Perk she can take Mixed as a Hybrid skill. If she does, she gains +1 to initiative rolls. The character cannot gain these Perks again.

Level 18

The character gains the Mind and Body and the Martial Style IV Perks.

Mind and Body

The character picks an attribute which gives bonus to her unarmed Martial Arts damage. This attribute cannot be Strength, Endurance or Charisma. This attribute gives half of its level to Martial Arts damage. Character gains +1 to Martial Arts melee defense and +1 to ranged Acrobatics defense.

Martial Style IV

The character may increase her current Martial Arts style level and gain the next Perk from the path or select a new style and gain the first Perk level.

Level 20

Martial Deity

The character gains +3 to all combat rolls. When the character scores a Miracle on Martial Arts defense she may deliver a free Martial Arts attack against the attacker.

Martial Arts Styles Perks

The four Martial style specialization paths are: Tiger, Crane, Snake and Dragon.

TIGER STYLE TABLE

LEVEL	DESCRIPTION
1st	Unarmed Martial Arts attacks deal +1 damage.
2nd	Unarmed Martial Arts attacks deal an additional +1 damage and gain +1 to the roll.
3rd	The character deals extra +2 Martial Arts melee damage.
4th	The character gains +2 to Martial Arts melee attack and defense. Successful unarmed attacks cause a Bleeding check with Bleeding 3 effect.

SNAKE STYLE TABLE

LEVEL	DESCRIPTION
1st	The character gains +1 to Martial Arts melee defense.
2nd	The character gains +1 to Martial Arts melee defense and +1 to Initiative rolls in all forms of combat.
3rd	The character gains +1 to all Critical Hit rolls and gains +1 to Initiative rolls in all forms of combat.
4th	The character gains +1 to all Critical Hit rolls and she rolls her Martial Arts attack with three dice and picks the two best dice.

CRANE STYLE TABLE

LEVEL	DESCRIPTION
1st	The character gains 2 points to her Stamina pool.
2nd	The character gains +1 bonus to both Self-Channeling and Outwards Channeling scores, thus increasing the channeling limit.
3rd	The character may spend one second to restore 2 points of Stamina. This can be used once per combat round. The character gains 4 points to her Stamina pool.
4th	The character may select an attribute which gives her extra stamina based on the attribute's bonus.

DRAGON STYLE TABLE

LEVEL	DESCRIPTION
1st	The character gains +1 to Martial Arts melee attack.
2nd	The character gains +1 to Martial Arts melee attack and defense.
3rd	The character gains 2 points to her Stamina pool. The character gains +1 to Martial Arts melee attack and defense and +1 to ranged Acrobatics defense.
4th	The character gains +2 to all combat rolls

Shields Perks

Level 4

Shield Proficiency

The character gains +1 to ranged shield block defense.

Level 6

Shield Specialist

The character chooses one of the three shield types which are: Small, Medium and Large shields. The character gains +1 to all shield rolls with the selected shield type.

Level 8

Heavy Guard

This perk reduces the shield weight while equipped by 50 %. This reduces equipment encumbrance. The character gains +2 to all shield armor ratings.

Level 10

Impenetrable I

Once per fight the character gains +10 to shield melee defense and shield ranged defense rolls for one combat round. The character also gains +1 to all shield rolls. If a character with this perk uses guard action no one can move past her via ground.

Level 12

Iron Gate I

Equipped shields gain +50 % to their armor ratings and the character gains +1 to melee defense with a shield.

Level 15

Impenetrable II

The character can take a single Fatigue point and reuse this special ability once per Fatigue point taken. The character also gains +1 to all shield rolls.

Level 18

Iron Gate II

Equipped shields gain an additional +50 % to their armor ratings (total of +100 %) and the character gains +2 to melee defense with a shield.

Level 20

Sublime Protection

Equipped shields gain elemental resistances. The energy resistance is equal to the shield's piercing armor rating, the lightning resistance is equal to the shield's slashing armor rating and the fire resistance is equal to the shield's blunt armor rating. The character gains +2 to all shield skill checks.

Staffs Perks

Level 4

Long Weapon

The character gains +1 to melee defense rolls with staff weapons.

Level 6

Weapon Specialist (Staffs)

Choose one of the Staff base weapon types, such as Yari, Naginata, Sansetsukon etc. The character gains +1 to attack and defense with this weapon type.

Level 8

Extra Reach I

The character gains +1 to melee attack and defense with staff weapons. The character gains +1 to weapon damage with staffs if the weapon is held in two hands.

Level 10

Lance

Character's staff weapons deal extra +2 weapon damage.

Level 12

The character chooses the Impalement or the Extra Reach II Perk.

Impalement

The character gains +2 to Critical Hit rolls with staff weapons and deals +1 damage with them.

Extra Reach II

The character gains an additional +1 to staff melee attack and defense. The character also gains +1 extra damage with a staff weapon if it is held in two hands.

Level 15

Custom Style (Staffs)

Pick two perks from any of the combat style skills which are Raw Power, Technique, Agile and Mixed. The character may not pick perks which she already possesses. One of these perks must be from levels 4 to 6 and the other from levels 4 to 10.

Perks are modified to go with the character's own combat style, for example the Distraction perk uses your active combat style instead of the Mixed style. The character does not gain free combat moves from those perk levels. If the character chooses the Style Hybrid Perk she can take Mixed as a Hybrid skill. If she does, she gains +1 to initiative rolls. The character cannot gain these Perks again.

Level 18

Spear Saint

The character may select an attribute which gives bonuses to her Staffs skill. This attribute increases the Staffs skill score based on its bonus value. This attribute cannot be the same as the active Combat Style's attribute. Charisma and Endurance cannot be selected.

Level 20

Spear Deity

The character gains +3 to all combat rolls. If the character scores a Miracle on a successful defend she may perform a free attack against the attacker after the successful defend.

Swords Perks

Level 4

Critical Hit I

The character gains +1 to Critical Hit rolls while using Swords.

Level 6

Weapon Specialist (Swords)

Choose one of the Sword base weapon types, such as Katana, Tanto, Estoc etc. The character gains +1 to attack and defense with this weapon type.

Level 8

The character chooses the Critical Hit II **OR** the Swordmaster Perk.

Critical Hit II

Whenever the character generates a Critical Hit effect with a sword attack it also generates one Injury to the target.

Swordmaster

The character gains following bonuses based on the way she wields her sword. If the character wields her sword in two-hands she gains +1 to damage and +1 to melee attack and defense. If the character uses her weapon in one-hand she gains +2 to melee attack and defense.

Level 10

Arteries

All bleeding effects caused by the character's sword attacks do double bleeding damage. The character gains +1 to Critical Hit rolls with swords.

Level 12

Sword Saint I

The character's sword attacks deal her Combat Style attribute bonus worth of extra damage. The maximum of this attribute bonus is 5.

Level 15

Custom Style (Swords)

Pick two perks from any of the combat style skills which are Raw Power, Technique, Agile and Mixed. The character may not pick perks which she already possesses. One of these perks must be from levels 4 to 6 and the other from levels 4 to 10. Perks are modified to go with the character's own combat style, for example the Distraction perk uses your active combat style instead of the Mixed style. The character does not gain free combat moves from those perk levels. If the character chooses the Style Hybrid Perk she can take Mixed as a Hybrid skill. If she does, she gains +1 to initiative rolls. The character cannot gain these Perks again.

Level 18

The character chooses the Critical Hit III **OR** the Sword Saint II Perk.

Critical Hit III

Whenever the character's sword attack generates a Critical Hit effect to target it generates an additional Injury and a Critical Hit roll score 6 deals an additional 1d6 damage. This stacks with other similar effects. The character must have the Critical Hit II Perk to gain this Perk. If not, the character may gain the Critical Hit II perk instead.

Sword Saint II

The character may select an attribute which gives bonuses to her Swords skill. This attribute increases the Swords skill score based on its bonus value. This attribute cannot be the same as the active Combat Style's attribute. Charisma and Endurance cannot be selected.

Level 20

Sword Deity

Character's all sword attacks gain an additional Bleed 3 effect which stacks with an existing Bleed effect. Character's sword attacks ignore 3 pts of armor. The character gains +2 to all combat rolls.

Combat Styles Perks

Agile Perks

Level 4

Evade

The character gains +1 to melee and ranged defense.

Level 6

The character gains a free Agile Combat Move from levels 1 to 4.

Kata

The character may perform a Kata which either improves her melee attack or defense by +1. The character can perform a new Kata and change the bonus. Performing the Kata takes one hour.

Level 8

Absorb Blows I

The character gains a natural armor rating against Slashing, Piercing and Blunt damage while wearing no armor in Torso, Leg and Head locations. This armor rating is equal to the character's Agility bonus, maximum of 3. The character may only wear Light Armor in other locations.

Level 10

Evasive Maneuvers I

Once per fight the character may ignore one successful hit from an attack. The character also gains +1 to her melee and ranged defense.

Level 12

Evasive Maneuvers II

The character may use the Evasive Maneuvers perk twice per fight. Whenever the character uses the Evasive Maneuvers perk she restores her stamina equal to her Agility bonus and she may use a free walk action. The character also gains +1 to her melee and ranged defense.

Level 15

Lightning Movement

The character gains +3 to her melee attack and +1 to her melee and ranged defense.

Level 18

Absorb Blows II

This Perk turns the natural armor into damage Absorb effect and increases the maximum value of the Agility attribute bonus to 5. The Absorb effect negates physical and elemental damage.

Level 20

Grace

The character gains +1 to melee attack and defense. Whenever the character successfully defends herself against a complete melee attack she may use a free run movement action. The character may wear any type of armor and in any location and still receive the bonus from the Absorb Blows Perk as long as she is not suffering from Equipment Encumbrance.

Raw Power Perks

Level 4

Brute I

The character gains +1 to melee damage and +1 to melee attack and defense.

Level 6

The character gains a free Raw Power Combat Move from levels 1 to 4.

Fast Attack

The character may remove her Strength bonus from the attack damage for an attack bonus. This attack bonus is equal to the character's Strength bonus and its maximum value is 3.

Level 8

The character gains a free Raw Power Combat Move from levels 1 to 7.

Brute II

The character gains an additional +1 to melee damage and +1 to melee attack and defense.

Level 10

Beset I

The character gains an additional +2 melee damage and +2 to melee attack.

Level 12

The character chooses the Strength is Speed **OR** the Brute III Perk.

Strength is Speed

When attacking the character may use her weapon's highest damage value divided by two as her weapon's speed. This value is capped to the character's base Strength level. If the character's base Strength level is 20 there is no cap for the value.

Brute III

The character gains an additional +1 to melee damage and +1 to melee attack and defense.

Level 15

Vim

Raw Power Combat Moves cost one stamina point less to use. The character gains one free level of Vitality Trait and one free level of Fortitude or Fitness Trait. If the character has maximum levels on each of these Traits she may spend 5 XP per Trait to any other Traits or attributes.

Level 18

Beset II

The character gains an additional +2 to melee damage and +2 to melee attack.

Level 20

Titan

The character gains Health based on her Strength level. The character also gains resistance against Energy, Lightning and Fire based on her Strength bonus. These values are not affected by enchantments, channeling or ritualism effects which would increase the Strength level.

Technique Perks

Level 4

The character chooses the Offensive **OR** the Defensive Perk.

Offensive

The character gains +1 to melee attack.

Defensive

The character gains +1 to melee defense.

Level 6

The character gains a free Technique Combat Move from levels 1 to 4.

Combat Meditation

The character may meditate a single Combat Move which then gains +1 to attack or deals +1 damage. This Combat Move also costs one stamina point less to use. The meditation process takes four hours.

Level 8

Weapon Master

Choose one of the weapon types, such as Katana, Naginata, Kusarigama, Unarmed etc. The character gains +2 to attack and defense with this weapon type.

Level 10

The character gains a free Technique Combat Move from levels 1 to 8.

Precise Strike

This Perk halves aimed attack modifiers.

Level 12

Second Wind

The character may recover twice as much stamina as her Concentration level is. This action takes 2 seconds to perform and causes a single Fatigue point to the character. Second Wind can be used once per combat round.

Level 15

Divert Initiative

Once per fight the character may turn the opponent's attack into her own offense. The character ignores the opponent's attack and executes a single free attack against the enemy. This opponent cannot attack against the character in melee until the next round. This Perk must be activated before the opponent rolls her attack roll.

Level 18

The character chooses the Pressure **OR** the Vigilance Perk.

Pressure

The character gains +1 to Critical Hits and +3 to melee attack. If character's attacks cause Injury to an opponent they also cause a single Fatigue point to the opponent.

Vigilance

The character gains +3 to melee defense and +1 to ranged defense rolls. The character ignores a single level of Fatigue modifiers.

Level 20

Clarity

The character gains extra stamina based on her Concentration level. If the character has the Pressure Perk she gains +2 to her melee defense. If the character has the Vigilance Perk she gains +2 to her melee attack.

Mixed Perks

Level 4

Inconstancy

The character gains +1 to initiative rolls.

Level 6

The character gains a free Mixed Combat Move from levels 1 to 4.

Distraction

Once per combat round the character may spend one stamina point to throw a Small Throwing weapon from a holster without spending time to do so. This throwing attack uses Mixed skill score.

Level 8

The character gains a free Combat Move from levels 1 to 7 (This Combat Move can be from a new Style Hybrid combat style).

Style Hybrid I

The character chooses one of the other three Combat Styles and learns to use their Combat Moves with the Mixed skill. If the character chooses Raw Power she gains +1 to her melee weapon damage. If the character chooses Technique she gains +1 to either melee attack or defense. If the character chooses Agile she gains +1 to melee and ranged defense.

Level 10

Combined Arts

The character may perform a Martial Arts attack after a successful standard two second attack (which can be a Combat Move). Performing this Martial Arts attack takes one second and uses the same weapon skill which was used in the previous attack. The character can also roll defense with her weapon skill even if her weapon is sheathed.

Level 12

The character gains a free Combat Move from levels 1 to 10.

Style Hybrid II

The character may choose a second Combat Style from the remaining two Combat Styles. The character gains +2 to all combat rolls.

Level 15

Custom Style (Mixed)

Pick two perks from any of the combat style skills which are Raw Power, Technique and Agile. The character may not pick perks which she already possesses. One of these perks must be from levels 4 to 6 and the other from levels 4 to 10. Perks are modified to go with the character's own combat style. The character does not gain free combat moves from those perk levels.

Level 18

Flux

If the character has attacked during her combat round she gains one second of free movement. This movement action can be a jump. The character also gains +2 to melee attack and defense.

Level 20

Guile

Once per fight the character may ignore one successful hit from an attack. Once per fight the character may perform one free melee attack. The character gains +3 damage to all physical attacks. The character gains 10 points of stamina.

Dual Wield Perks

Dual Wield Perks can be unlocked after the character's Combat Style reaches the Perk level. Each Perk costs XP equal to their level (for example the Two Weapon Offense I costs 4 XP). The character cannot unlock two Perks from the same level. When the character unlocks a Dual Wield Perk level she is able to learn Dual Wield Combat Moves from that level.

Level 4

The character chooses the Two Weapon Offense I **OR** the Two Weapon Defense I Perk.

Two Weapon Offense I

The character gains +1 to melee attack as long as she dual wields.

Two Weapon Defense I

The character gains +1 to melee defense as long as she dual wields.

Level 6

Weapon Pair I

The character gains +1 to melee attack and defense as long as she dual wields.

Level 8

Weapon Pair II

The character gains an additional +2 to melee attack and defense as long as she dual wields.

Level 10

Finesse

The character gains Intelligence as a second governing attribute to her Combat Style skill. Intelligence bonus cannot be higher than her original Attribute bonus. This bonus applies even if the character is not dual wielding.

Level 12

The character chooses the Two Weapon Offense II **OR** the Two Weapon Defense II Perk.

Two Weapon Offense II

While wielding two weapons the character rolls her attack with 3d6 and picks two dice.

Two Weapon Defense II

While wielding two weapons the character rolls her defense with 3d6 and picks two dice.

Level 15

Resonance

Once per fight the character may perform a Dual Wield Combat Move as a special one second attack. The character gains +1 to all combat rolls.

Level 18

Unison

The character rolls all Dual Wield attack and defense rolls with 3d6 and picks two dice.

Level 20

Two Heavens as One

Whenever the character scores a Miracle on attack she may deliver a free attack after the previous attack. Whenever the character scores a Miracle on melee defense she may deliver a standard melee attack against the opponent who attacked her. This attack is delivered only if the defense was successful. The enchanted weapon wielding restriction no longer applies to the character. For example, the character can wield a weapon with the War enchantment simultaneously with another weapon with the Sun enchantment.

Knowledge Skills Perks

Prestidigitation Perks

Level 4

The character chooses one of the following Perks: the Locksmith I, the Escape Artist I **OR** the Pickpocket I.

Locksmith I

The character gains +1 to Prestidigitation checks when dealing with locks.

Escape Artist I

The character gains +1 to Prestidigitation checks when trying to free herself from restraints.

Pickpocket I

The character gains +1 to Prestidigitation checks when picking pockets.

Level 6

Quick Hands I

Each turn the character can perform a single ready weapon action without taking any time.

Level 8

The character chooses one of the following Perks: the Locksmith II, the Escape Artist II **OR** the Pickpocket II. The character must have the previous level perk in order to gain the second level.

Locksmith II

The character can retry a failed attempt to open a lock. Normally a lock cannot be picked after a failure.

Escape Artist II

The character can inflict one Injury modifier to herself and gain +3 to the next escape check. This Injury modifier is received after the Prestidigitation check. The type of injury depends on the way the character is restrained. For example, if the character is wearing hand shackles she may dislocate her thumbs to gain an advantage.

Pickpocket II

If the character fails a pickpocket check she may roll a second Prestidigitation check against the target character's previous Perception roll. If the character succeeds she doesn't get caught.

Level 10

Quick Hands II

Each turn the character can perform up to two ready weapon actions without using any time.

Level 12

Shift

The character may modify her Prestidigitation roll by changing the result of one die to one number higher or lower. For example, the character can change a dice results 5 and 6 to 6 and 6, thus scoring a Miracle.

Level 15

Lightning Draw

Performing a ready weapon action does not take any time. The character can perform this action as often as she wishes. The character gains +5 XP to her Agility attribute.

Level 18

Nimble Maneuvers

Once per fight the character may reroll a single melee combat roll. The character gains +10 XP to the Agility attribute.

Level 20

Skeleton Key

The character can open any locked door. This also works for magically locked doors. Only doors which are nailed/barred/collapsed/etc. cannot be opened.

Smithing Perks

Level 4

Smith Specialization I

The character specializes to either weapon or armor smithing. The character gains +1 to Smithing skill rolls for her specialization field.

Level 6

Special Field

The character specializes further to her field. A weaponsmith chooses one of the weapon types which are Axes, Staffs, Swords, Archery weapons or combined Throwing and Martial weapons. An armorsmith chooses from Light, Medium or Heavy armor. The character gains +2 to smithing rolls for her special field.

Level 8

Dedication I

This Perk reduces the total smithing time by 20%.

Level 10

Strive for Perfection

The character rolls her smithing checks with three dice and picks the two best dice.

Level 12

Smith Specialization II

The character gains an additional +1 to smithing rolls for her specialization field. A weaponsmith may add +1 to a single damage type to weapons of her specialization and an armorsmith may add +1 to a single armor type to armors of her specialization.

Level 15

The character chooses the Blessing of Inmicus **OR** the Legendary Armorer Perk.

Blessing of Inmicus

The character gains knowledge of adding an enchantment to a weapon during smithing. This does not increase the crafting time. A weapon crafted with this perk

can still be further enchanted with the Ritualism skill. Use Smithing skill to roll the Crafting Enchantment to the weapon during smithing. The character may only apply a single main enchantment to the weapon without any secondary enchantments. Enchantment restrictions do not take enchantments made during smithing into account. For example, if the War enchantment is added to the weapon during smithing it is still possible to enchant the weapon with the Sun enchantment. In this case the weapon would be considered to be an Ascendes enchanted weapon.

Legendary Armorer

Apply +2 to all armor ratings when smithing any type of armor.

Level 18

Dedication II

Reduces the total smithing time by an additional 30%. With the Dedication I Perk smithing time is reduced by the total of 50%.

Level 20

Substance Manipulation

The character always achieves perfect equipment in the minimum smithing time. In other words the crafted item gains all quality bonuses each time regardless of the Smithing roll result.

Stealth Perks

Level 4

Assassin

The character gains +1 to Stealth rolls.

Level 6

Silent Movement

The character can make any movement action without making extra noise. The character does not suffer negative modifiers from running or jumping.

Level 8

The character gains the Weak Point I and the Deceit I Perks.

Weak Point I

When the character delivers a successful sneak attack it ignores any armor the opponent has.

Deceit I

The character may reroll one Stealth check per day.

Level 10

Shadow Warrior I

The character gains +1 to all combat rolls.

Level 12

The character gains the Shadow Warrior II and the Deceit II Perks.

Shadow Warrior II

The character gains +1 to all combat rolls and +1 to all Stealth rolls.

Deceit II

The character may reroll two Stealth checks per day.

Level 15

Weak Point II

The Weak Point II doubles the Critical Hit damage Perception bonus.

Level 18

Vanish

If the character has Acrobatics skill 12 or higher she may use any jumping movement to retreat into stealth. This is only possible if the character is able to move out of her opponents line of sight until the end of the turn. This action costs one stamina point.

Level 20

The character chooses the Siere's Grace **OR** the Wither Away Perk.

Siere's Grace

The character gains +1 to all Shadow element rituals and gains +2 to all Stealth rolls during night.

Wither Away

Whenever the character delivers a successful sneak attack it generates five bleeding effects to the hit location.

Tracking Perks

Level 4

Specialization I

The character may specialize to one of the terrain types such as: Mountains, Forests, Plains, Tundra etc. The character gains +1 to Tracking rolls in her specialized terrain.

Level 6

Fast Tracking

The character and her party are not slowed down while tracking.

Level 8

Spot Ambush

The character gains +1 to Perception checks when attempting to spot ambushes while tracking the ambushers.

Level 10

Instinct

The character can reroll her Tracking roll once per day.

Level 12

Predator

The character rolls her Tracking checks with 3d6 and picks the two best dice.

Level 15

Sentinel

When trying to spot living creatures the character gains +2 to the Perception roll.

Level 18

Tireless

The character can keep on move for many days with minimal rest, sleep and food without getting fatigued.

Level 20

Dauntless Pursuit

The character never loses the trail she is tracking. Failed Tracking checks only slow her down considerably.



Arcane Skills Perks

Ritualism Perks

Level 4

The character gains a free ritual from levels 1 to 3.

Domini Basics

The character gains +2 XP to Language/Domini.

Level 6

The character gains a free ritual from levels 1 to 5 and the Ritual Attunement I and the Specialization I Perks.

Ritual Attunement I

The character can attune a single ritual. Attunement reduces the cast time of the ritual by one second. Ritual cast time cannot be reduced under one second. It takes the character six hours to attune a ritual. The character can only attune a ritual which level requirement is one level lower compared to her current Ritualism skill.

Specialization I

The character may select a new deity to worship or study or she can specialize further into one of her existing deities. If she selects a new deity the deity must be under the same plane (Acernos or Ascendes) as her original deities. If she specializes further into one of her existing deities she gains +1 to ritual rolls under the selected deity.

Level 8

The character gains a free ritual from levels 1 to 7 and the Advanced Domini Studies and the Specialization II Perks.

Advanced Domini Studies

The character gains +4 XP to Language/Domini.

Specialization II

The character may select a new deity to worship or study or she can specialize further into one of her existing deities. If she selects a new deity the deity must be under the same plane (Acernos or Ascendes) as her original deities. If she specializes further into one of her existing deities she gains +1 to ritual rolls under the selected deity.

Level 10

The character gains a free ritual from levels 1 to 9 and the Ritual Attunement II and the Specialization III Perks.

Ritual Attunement II

The character can attune two rituals at the same time. Attunement reduces the cast time of the ritual by one second. Ritual cast time cannot be reduced under one second. It takes the character six hours to attune a ritual. The character can only attune a ritual which level requirement is one level lower compared to her current Ritualism skill.

Specialization III

The character may select a new deity to worship or study or she can specialize further into one of her existing deities. If she selects a new deity the deity must be under the same plane (Acernos or Ascendes) as her original deities. If she specializes further into one of her existing deities she gains +1 to ritual rolls under the selected deity.

Level 12

The character gains the Legendary Enchantment and the Element I Perks.

Legendary Enchantment

The character can now add a second main enchantment when enchanting weapons, apparel or armor. The second main enchantment can be under any god as long as both main enchantments are from gods of the same plane.

Element I

The character may choose one of the ritual element types. These types are Energy,

Lightning, Fire, Light, Wind, Water, Earth, Shadow, Soul, Chaos, Restoration, Manipulation, Illusion, Void and Metamorphosis. The character gains +2 to rolls with rituals of this element type. Rituals can have multiple elements and each element can give a separate +2 bonus to the ritual.

Level 15

The character gains the Signature Ritual and the Element II Perks.

Signature Ritual

The character gains a free ritual from levels 1 to 15 or crafts her own ritual with the ritual crafting rules. This ritual gains an additional +2 to roll. The character's signature ritual can be changed, this costs 3 XP. This Experience cost does not include the creation cost of a new ritual.

Element II

The character may choose a second ritual element type. These types are Energy, Lightning, Fire, Light, Wind, Water, Earth, Shadow, Soul, Chaos, Restoration, Manipulation, Illusion, Void and Metamorphosis. The character gains +2 to rolls with rituals of this element type. Rituals can have multiple elements and each element can give a separate +2 bonus to the ritual.

Level 18

The character gains the Ritual Attunement III and the Element III Perks.

Ritual Attunement III

The character can attune three rituals at the same time. Attunement reduces the cast time of the ritual by one second. Ritual cast time cannot be reduced under one second. It takes the character six hours to attune a ritual. The character can only attune a ritual which level requirement is one level lower compared to her current Ritualism skill.

Element III

The character may choose a third ritual element type. These types are Energy, Lightning, Fire, Light, Wind, Water, Earth, Shadow, Soul, Chaos, Restoration, Manipulation, Illusion, Void and Metamorphosis.

The character gains +2 to rolls with rituals of this element type. Rituals can have multiple elements and each element can give a separate +2 bonus to the ritual.

Level 20

Demigod

This perk reduces the cast time of all rituals by one second. Cast time cannot be reduced under one second. Ritual Attunement perks no longer reduce cast time, instead they grant +2 to the attuned ritual. The character can now attune rituals with a level requirement equal to her skill level.

Self-Channeling Perks

Level 4

Channeling Balance

The character can be healed with channeling by extra 100 % Health per day.

Level 6

Improved Endurance I

The character gains +5 XP to her Strength or Endurance attribute.

Level 8

The character chooses the Channeling Tolerance or the Sense Genki Perk. If the character cannot increase either of the traits she gains +7 XP to any trait.

Channeling Tolerance

The character gains one level to the Channeling Tolerance Trait.

Sense Genki

The character gains one level to the Sense Genki Trait.

Level 10

Channeling Attunement

The character's Self-Channeling stamina cost is reduced equal to the character's Concentration bonus to the minimum of one stamina point. This stamina cost is reduced from the total channeling of a single round.

Level 12

The character chooses the Regeneration **OR** the Amplified Channeling Perk.

Regeneration

The character gains the ability to restore her health with Self-Channeling. One stamina point restores one point of health. This healing follows Outward Channeling healing rules. Restoring health with this perk counts towards the maximum Self-Channeling limit. Regeneration takes no time but the effect is applied at the end of combat round after all other effects.

Amplified Channeling

The character's Self-Channeling output is increased equally to her Concentration bonus. This bonus output is added to the total channeling effect of a single round without increased stamina cost.

Level 15

Enhanced Body I

The character gains natural 1/1/1 armor rating which stacks with other similar effects. The character gains +6 pts of stamina.

Level 18

The character chooses the Amplified Channeling **OR** the Improved Endurance II Perk. The character cannot pick the Amplified Channeling perk again.

Amplified Channeling

The character's Self-Channeling output is increased equally to her Concentration bonus. This bonus output is added to the total channeling effect of a single round without increased stamina cost.

Improved Endurance II

The character gains +4 pts of health and gains a total of +10 XP to Endurance and Strength attributes. The character can divide the XP between the two attributes as she likes. The character ignores a single Fatigue level.

Level 20

Enhanced Body II

The character gains natural 2 pts of damage Absorb and gains +4 pts of health and +10 pts of stamina.

Outward Channeling Perks

Level 4

Improved Output

This Perk Increases the character's Outward Channeling effect by one point. This bonus point does not consume stamina and it is applied once per round.

Level 6

Limb Saver

The character can attach cut-off limbs with Outwards Channeling. This takes 5 minutes to perform and the limb must be cut-off cleanly. The limb must be attached within a hour of being cut-off. The attempt requires an Outwards Channeling check TN12.

Level 8

The character chooses the Channeling Tolerance or the Sense Genki Perk. If the character cannot increase either of the traits she gains +7 XP to any trait.

Channeling Tolerance

The character gains one level to the Channeling Tolerance Trait.

Sense Genki

The character gains one level to the Sense Genki Trait.

Level 10

Absorb Genki

The character is able to absorb genki from the surrounding environment. Her stamina recovery is doubled as long as the character has living organisms around her. This does not count humans and other creatures with a soul.

Level 12

Improved Efficiency

The character's Outward Channeling stamina cost is reduced by her Concentration bonus to the minimum of one stamina point. This stamina cost is reduced from the total channeling of a single round.

Level 15

Extended Control

The character's Outward Channeling effect lasts the entire combat round instead of a single action.

Level 18

Improved Output II

The character's Outward Channeling output is increased equally to her Concentration bonus. This bonus output is added to the total channeling effect of a single round without increased stamina cost.

Level 20

Genki Manipulation

The character is able to channel with Outward Channeling up to Concentration meters. The character gains constant one point stamina regeneration per combat round (5 seconds).

Social Skills Perks

Persuasion Perks

Level 4

The character chooses one of the following Perks: the Deception I, the Trade I, the Diplomacy I **OR** the Intimidation I. The character can also purchase the remaining Perks with 4 XP each.

Deception I

The character gains +1 to Persuasion rolls when lying.

Trade I

The character gains +1 to Persuasion rolls when trading.

Diplomacy I

The character gains +1 to Persuasion rolls when attempting diplomacy.

Intimidation I

The character gains +1 to Persuasion rolls when attempting to scare or taunt people.

Level 6

The character chooses the Charismatic Personality **OR** the Cunning Mind Perk.

Charismatic Personality

The character gains +4 XP to the Charisma attribute.

Cunning Mind

The character gains +4 XP to the Intelligence attribute.

Level 8

The character chooses one of the following Perks: the Deception II, the Trade II, the Diplomacy II **OR** the Intimidation II. The character can also purchase the remaining Perks with 8 XP each.

Deception II

The character gains an additional +1 to Persuasion rolls when lying.

Trade II

The character gains an additional +1 to Persuasion rolls when trading.

Diplomacy II

The character gains an additional +1 to Persuasion rolls when attempting diplomacy.

Intimidation II

The character gains an additional +1 to Persuasion rolls when attempting to scare or taunt people.

Level 10

Silver Tongue

Once per day the character may reroll a skill roll which is governed by the Charisma attribute.

Level 12

The character chooses one of the following Perks: the Deception III, the Trade III, the Diplomacy III or the Intimidation III. The character can also purchase the remaining Perks with 12 XP each.

Deception III

The character gains an additional +1 to Persuasion rolls when lying.

Trade III

The character gains an additional +1 to Persuasion rolls when trading.

Diplomacy III

The character gains an additional +1 to Persuasion rolls when attempting diplomacy.

Intimidation III

The character gains an additional +1 to Persuasion rolls when attempting to scare or taunt people.

Level 15

Manipulation

The character can create false emotions to other characters by manipulating them by talking. The character must pass a Persuasion check against TN set up by the GM. This TN receives its base from the Persua-

sion tables. False emotions can be hate, love, trust, distrust etc. This effect lasts a short time or until the manipulated character experiences a real emotion which conflict with the lies.

Level 18

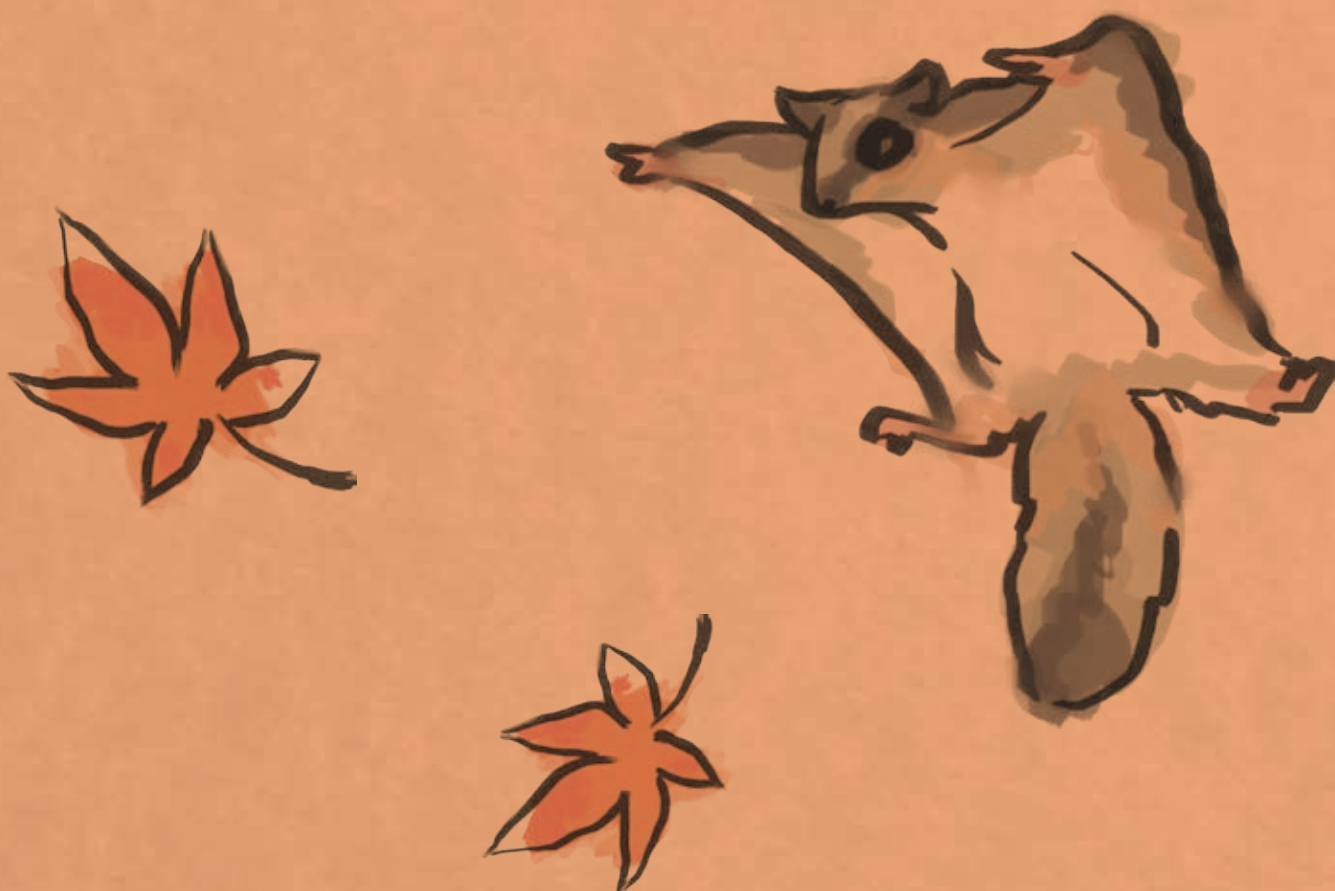
Appeal

Other persons don't get as easily offended by the character's social behaviour as they normally would. The character can still intentionally offend people. Other people will also have a better impression of the character than they normally would.

Level 20

Radiant Personality

Other characters suffer a -2 modifier to all attacks against the character unless they have a personal vendetta against the character. The character can also use the Silver Tongue Perk ability twice a day.



Training Perks

Level 4

Mentor

A successful training session rewards all trainees with an extra 1 XP to the trained skill.

Level 6

Self Taught

The character gains experience when she trains other characters. The character gains XP based on the XP awarded to her trainees divided by two (rounded down). The character cannot gain XP to the trained skill if the trainees' skill is four or more levels lower than hers. The trainer cannot gain more than 2 XP from the training.

Level 8

Learning From Mistakes

If the character fumbles her training roll she gains 1 + Intelligence Bonus worth of XP to her Training skill. Trainees won't gain any XP from the training.

Level 10

The character chooses the Sensei **OR** the Professor Perk.

Sensei

A successful training session rewards all trainees with an extra 1 XP to the trained skill. If the training was given to a sole trainee she gains an additional 1 XP to the trained skill.

Professor

This Perk halves the TN modifier for extra trainees.

Level 12

Creative Trainer

The character can train skills to her skill score instead of her skill level. (Skill level is the raw, unmodified skill level without the governing attribute bonus. Skill score is the skill level with the bonus from the governing attribute.)

Level 15

Crash Course

This Perk decreases the training time by 50%.

Level 18

Extreme Training

The trainer can choose to inflict Fatigue points to trainees. This reduces the training time by one day per Fatigue point received. The training must always take at least one day. A trainee is forced to quit the training if she receives more than half of her Endurance level worth of Fatigue points.

Level 20

Hero Trainer

This Perk decreases the training time by an additional 25 %. With the Crash Course the total training time reduction is 75 %.

Leadership Perks

Level 4

Commander

The character can perform a special commander action which takes 2 seconds. The commander action gives the character's party +2 to melee and ranged attacks. The commander effect lasts the entire combat round.

Level 6

Tactician I

At the beginning of each combat round the character can spend her entire turn to give orders to her subordinates. If the character does so she gains +2 to her leadership roll and the characters under her command gain +1 to all combat rolls.

Level 8

Tactician II

When using the Tactician perk the character gains an additional +2 to her leadership roll and the characters under her command gain an additional +1 to all combat rolls. This stacks with the previous Tactician Perk level.

Level 10

Forecast

Once per fight the character can force her party to win the initiative roll. The Forecast ability must be used before anyone rolls their initiative roll. If the opposing team also uses the Forecast ability at the same turn the commanders roll opposing Leadership check and the winner starts the round and both Forecast perks are considered to be used.

Level 12

Ruse I

Once per fight the character may reduce the total action time of all members of the opposing force by one second.

Level 15

Safeguard

Once per fight the character may ignore one successful hit to one of her team members. The character cannot use this perk to herself.

Level 18

Ruse II

Once per fight the character may increase the total action time of her team members by one second. The character may use both Ruse Perks separately or at the same time.

Level 20

Kindle Heroism

Character's subordinates gain +3 to all combat rolls during combat.



Traits

Traits are special abilities, personal quirks and other character-defining attributes which make a character more alive and fun to play.

XP Requirements for traits are shown as total costs for a given level. For example, a trait with 3 levels could have the following XP Requirements: 3 / 7 / 12. This means that the level 2 of the trait costs a total of 7XP, thus upgrading this trait from level 1 to level 2 only costs 4XP (7 - 3 = 4). If the XP Requirements are negative and the trait is taken during character creation the XP is actually given to the player. See the Character Creation chapter for a more detailed description about negative XP.

Positive Traits

Alcohol Tolerance

- **Trait level:** 1 to 3
- **XP Requirements:** 3 / 7 / 12
- **Requirement:** Endurance: 4

The character has a natural resistance for alcohol or she has developed it due to her drinking habits.

- **Level 1:** Negative effects from alcohol are reduced by 2 points.
- **Level 2:** Negative effects from alcohol are reduced by 3 points.
- **Level 3:** Negative effects from alcohol are reduced by 5 points.

NOTE: The character cannot have Alcohol Tolerance and Poor Drinker traits at the same time.

Ambidextrous

- **Trait level:** 1
- **XP Requirement:** 7
- **Requirement:** Agility: 4

An Ambidextrous person is equally good at using both of her hands. Because the character has no non-dominant arm, there is no penalty for using off-hand weapons. (A character suffers -3 to off-hand attack and defense without the Ambidextrous trait).

Animal Companion

- **Trait level:** 1 to 3
- **XP Requirements:** 3 / 9 / 16
- **Requirement:** None

The character has acquired a loyal animal friend. The character does not require the Animal Handling skill. Some animals such as wolves, panthers, bears and dire wolfs can cause problems in towns and cities unless the locals are convinced that the animal won't cause harm. Each trait level has a short list of example animals. Statistics of these animals can be found in the creature chapter. Statistics for animals which are not found in this book can be generated by using existing animals as a reference.

- **Level 1:** A cat, dog, fox, red panda and other similar creatures. This trait level's animals are not much help in combat.
- **Level 2:** A horse, donkey, lion, panther, wolf and other similar creatures.
- **Level 3:** A bear, eagle, dire wolf and other similar creatures.

Attractive

- **Trait level:** 1 to 3
- **XP Requirements:** 4 / 9 / 15
- **Requirement:** None

The character is particularly beautiful or handsome. An attractive character gains a bonus to Persuasion rolls equal to the character's Attractive trait level. This bonus applies only if the opposing character finds her gender/race attractive, otherwise halve the bonus rounded down.

NOTE: The character cannot have both Attractive and Unattractive traits at the same time.

Blessed by a Deity

- **Trait level:** 1
- **XP Requirement:** 12
- **Requirement:** None

The character is blessed by one of the ten prime gods. The character gains +1 to ritualism rolls for that deity. This is a born trait and cannot be purchased after character creation. The only way to gain this Trait after character creation is to be blessed by a god. Receiving a blessing requires a major favor for the said deity and in this case the GM should make this trait a free reward instead of requiring the character to spend XP to buy the trait.

Bound Life Force

- **Trait level:** 1
- **XP Requirement:** 6
- **Requirement:** None

The character's genki is bound strongly to her body making it difficult to channel it outward. The character gains a +2 bonus to Self-Channeling skill and a -2 modifier to Outward Channeling skill. Due to this unnatural trait the character's genki radiates with lesser strength when channeling large quantities of genki. Instead of pulsing like a flame the character's genki warps around her body as it escapes from her.

Note: The Bound Life Force and the Radiant Life Force Traits negate each other. The character cannot have both traits at the same time.

Channeling Tolerance

- **Trait level:** 1
- **XP Requirement:** 6
- **Requirement:** None

The character is able to efficiently channel her genki. This trait reduces all channeling stamina costs by one point per combat round. Stamina cost from channeling cannot be reduced below one point.

Demon Sensitivity

- **Trait levels:** 1 to 2
- **XP Requirements:** 5 / 10
- **Requirement:** Concentration: 6

The character has an uncanny ability to sense demonic creatures from short distances. At the first level the character can't fully trust her ability. At level 2 she rarely fails to sense such creatures or has false feelings. The character can sense creatures up to 100 meters with the first trait level and up to 150 meters with the second trait level. Some demons can cloak their presence. In such case the character must roll her Concentration attribute check against TN of the demon's special Stealth trait.

Drunken Fist

- **Trait level:** 1
- **XP Requirement:** 12
- **Requirement:** None

The character gains +3 to unarmed Martial Arts melee attack and defense when drunk. The character does not receive negative modifiers from alcohol effects to melee combat skills, ranged defense and initiative rolls when fighting unarmed.

“After two cut-off fingers and one dead pupil the self-proclaimed founder of the Drunken Fist technique Godo Dayu denounced the art of the Drunken Sword.”

Easy Sleeper

- **Trait level:** 1
- **XP Requirement:** 5
- **Requirement:** None

The character sleeps with one eye open. The character gains +3 to Perception check rolls when noise or physical contact could cause waking up. The Target Number for waking up varies based on many conditions, for example how tired the character is or where the character sleeps. The base Target Number for such a Perception check is 14.

Enhanced Senses

- **Trait level:** 1
- **XP Requirement:** 7
- **Requirement:** Perception 4

The character's senses are above normal human's. Halve the character's blind fighting modifier and the character gains +1 to perception checks and +1 to initiative rolls.

NOTE: The character cannot have the Dulled Senses and the Enhanced Senses traits simultaneously.

Explosive Aura

- **Trait level:** 1
- **XP Requirement:** 7
- **Requirement:** None

The character is born with a rare affection to genki. If the character uses Self-Channeling or Outward Channeling she cannot fully control the flow of her genki. Whenever the character uses channeling, add her Endurance level worth of extra effect and Stamina cost to the channeling. Like the trait's name suggests, the channeling character unleashes a grand energy aura in the color of her genki.

Fast Metabolism

- **Trait level:** 1
- **XP Requirement:** 6
- **Requirement:** None

The character's natural healing rate is 50 % faster. The character requires food and water more often.

NOTE: The character cannot have both the Fast Metabolism and the Slow Metabolism traits at the same time.

Fitness

- **Trait level:** 1 to 5
- **XP Requirements:** 5 / 10 / 15 / 20 / 25
- **Requirement:** Endurance 6

The character gains +6 Stamina per trait level.

Fortitude

- **Trait level:** 1 to 5
- **XP Requirements:** 5 / 10 / 15 / 20 / 25
- **Requirement:** Concentration 6

The character gains +6 Stamina per trait level.



Lightning Reflexes

- **Trait level:** 1
- **XP Requirement:** 14
- **Requirement:** Perception 8 or Combat Sense 6

The character gains +3 to Initiative rolls and +2 to ranged defense rolls.

Pain Resistance

- **Trait level:** 1 to 3
- **XP Requirements:** 5 / 10 / 15
- **Requirement:** Endurance 6

This trait adds a bonus to Consciousness checks. The character gains the trait's level as a positive modifier to Consciousness rolls. Pain Resistance also reduces the Stun effect by one point per trait level.

Radiant Life Force

- **Trait level:** 1
- **XP Requirement:** 6
- **Requirement:** None

The character's life force radiates unnaturally strong from her body. The character gains a +2 bonus to Outward Channeling skill and a -2 modifier to Self-Channeling skill.

NOTE: The Bound Life Force and the Radiant Life Force Traits negate each other. The character cannot have both traits at the same time.

Resistance

- **Trait level:** 1 to 5
- **XP Requirements:** 4 / 8 / 12 / 16 / 20
- **Requirement:** None

The character gains +2 pts of resistance towards a specific element per trait level. These elements are Energy, Fire and Lightning. Each of these separate element types has their own trait. For example, the character can have Resistance/Fire level 2 and Resistance/Energy level 3.

Sense Genki

- **Trait level:** 1 to 3
- **XP Requirements:** 5 / 10 / 18
- **Requirement:** None

The character is able to sense life force which is released from living beings. This may be a natural or a trained ability. The character can sense genki up to *CON* meters passively and if she uses at least 2 seconds to concentrate she is able to increase the range up to *CON* x10 meters for duration of *CON* seconds or as long as she concentrates.

- **Level 1:** The character can sense genki only when it is released from a person's body. The character can only sense the genki when it is released with Outward Channeling or Over Channeling.
- **Level 2:** The character can also sense genki from people when they are channeling but not releasing genki from their body. A person can hide her genki when approaching (many assassins are trained to do this) by passing a channeling check TN7 + the sener's Concentration level. If the person who is trying to conceal her genki channels the hiding check suffers negative modifiers equal to the genki channeled.
- **Level 3:** The character can also sense genki from people when they are not channeling. A person can hide her genki when approaching (many assassins are trained to do this) by passing a channeling check TN7 + the sener's Concentration level. If the person who is trying to conceal her genki channels the hiding check suffers negative modifiers equal to the genki channeled.

The character is able to recognize familiar genkis. She must have felt the genki of those character's several times. The character often has no issue to recognize genkis which belong to close friends and other people she knows well.

Shapeshifter

- **Trait level:** 1 to 3
- **XP Requirements:** 8 / 20 / 35
- **Requirement:** None

The character is blessed by the goddess of animals, Fera. The character can transform into an animal form. When the shapeshifter transforms into her animal form only her Strength, Endurance, Agility and Perception attributes change. The character's skills, perks and traits are unaffected.

When the Shapeshifter trait is chosen the character must decide which animal she is able to transform into. The level of the trait determines the available animal types. The character can spend XP to increase the animal form's physical attributes which are Strength, Endurance, Agility and Perception. The Shapeshifter trait follows the same rules as shapeshifting races. The character gains the base attribute levels of the chosen animal. The list of animals can be found in the creature chapter.

If the character wishes to choose a creature which has no statistics use existing creatures as a reference. The character is limited to mammal animals.

- **Level 1:** A cat, dog, fox and other similar creatures
- **Level 2:** A tiger, jaguar, wolf, horse and other similar creatures.
- **Level 3:** A bear, dire wolf and other similar creatures.

The shapeshift process takes 5 seconds and costs 4 stamina points.

Soul Awareness

- **Trait level:** 1
- **XP Requirement:** 10
- **Requirement:** None

The character is able to see souls and interact with them. This is usually a born trait. The character can gain this trait through training by spending double amount of XP. All servants of Morte, God of Death have this trait.

Stone Skin

- **Trait level:** 1 to 5
- **XP Requirements:** 6 / 13 / 21 / 30 / 40
- **Requirement:** Endurance 8

The character gains a natural 1/1/1 armor rating. Each trait level increases the armor rating by +1/+1/+1. Halve the natural armor rating (round down) when the character uses armor, this reduction only affects locations where normal armor is used. The Stone Skin trait stacks with perks and ritual effects.

Thick Skinned

- **Trait level:** 1
- **XP Requirement:** 4
- **Requirement:** Endurance 5

The character resists cold weather better than an average human. The character gains +1 to Survival and Endurance rolls when cold weather has an effect to the roll. The character gains +1 to rolls against Freezing checks.

Wealth

- **Trait level:** -1 to +5
- **XP Requirements:** Negative level -5. Positive levels 5 / 10 / 15 / 20 / 25
- **Requirement:** None

The Wealth trait measures the character's financial standing. Wealth only affects the character's starting money which she can use during character creation and after the campaign has started. The character cannot purchase the Wealth trait after character creation.

WEALTH TABLE

LEVEL	WEALTH
-1	-
0	5 Silvers
1	25 Silvers
2	50 Silvers
3	80 Silvers
4	2 Golds
5	3 Golds

Weapon Talent

- **Trait level:** 1
- **XP Requirement:** 6 or 8
- **Requirement:** Weapon Specialist and/or Weapon Master Perks

The character can acquire this trait if she has the Weapon Specialist perk from any weapon skill or the Weapon Master perk from the Technique skill. The Weapon Talent adds a new Weapon Specialist and/or Weapon Master perk to the character. The character chooses a new weapon type for both traits. This trait costs 6 XP if the character has only the Weapon Specialist perk. If the character has both perks this trait costs 8 XP. Upgrading this trait to cover both perks costs 2 XP.

Vitality

Trait level: 1 to 5

XP Requirements: 5 / 10 / 15 / 20 / 25

Requirement: Endurance 6

The character gains +4 Health per trait level.



Negative Traits

Allergy

- **Trait levels:** -1 to -5
- **XP Requirements:** -3 / -7 / -13 / -20 / -28
- **Requirement:** None

The character is allergic to something, for example "Allergy/Fish". In addition to the allergic reaction the character suffers a negative modifier based on the level of the effect. For example, a level 1 trait causes a -1 modifier. The Negative Trait modifier is applied only after possible Endurance rolls and other effect rolls are resolved.

- **Level 1:** Symptoms from allergy are minor, such as diarrhea, stomach ache and rash. Short exposure won't trigger symptoms at all. If the character eats food which she is allergic to, she will suffer the symptoms.
- **Level 2:** Small amounts of food or a short exposure cause level 1 effects. Longer exposure or meal sized portions of food cause severe symptoms.
- **Level 3:** Small amounts trigger severe symptoms and large doses cause 1d6 Fatigue points which can be cured after the symptoms have passed.
- **Level 4:** Small amounts trigger 1d6 Fatigue points and large amounts trigger extreme symptoms and pain. Extended exposure can lead to crippling illness and cause 2d6 Fatigue points.
- **Level 5:** Even small doses cause severe symptoms and can lead to crippling symptoms and death. After each small dose the character is required to roll TN15 Endurance check, failed check leads to 1d6 Fatigue points. Each dose after the first increases the TN by +5. If the character's combined count of Fatigue points is more than her Endurance level she dies.

Bad Eyesight

- **Trait level:** -1 to -3
- **XP Requirements:** -4 / -12 / -36
- **Requirement:** None

The character's eyesight is reduced because of an inborn trait or otherwise damaged eyes.

- **Level 1:** Portrays a lesser disability and the character suffers -1 to Perception checks if eyesight is required.
- **Level 2:** One of the character's eyes is blinded or her eyesight is overall poor. The character gains -3 to Perception checks which require eyesight.
- **Level 3:** Portrays total blindness. The character automatically fails all rolls which rely solely on eyesight. The character suffers the blind fighting modifier -6 when engaged in combat.

Bad Hearing

- **Trait level:** -1 to -3
- **XP Requirements:** -3 / -10 / -30
- **Requirement:** None

The character suffers hearing loss.

- **Level 1:** Portrays a slight hearing loss. The character suffers -1 to Perception checks if hearing is required.
- **Level 2:** The character has one deaf ear or her auditory senses are overall dulled. The character suffers -3 to Perception checks which require hearing.
- **Level 3:** The character suffers complete deafness. The character automatically fails all rolls which rely solely on hearing.

Blood Casting

- **Trait level:** -1
- **XP Requirement:** -5
- **Requirement:** At least one learned Combat Ritual.

The character must spill her own blood to cast rituals. The character is not required to cause any real damage to herself and a small wound with a drop of blood is enough to cast any ritual.

Compulsion, Addiction, Phobia and Hatred

- **Trait levels:** -1 to -5
- **XP Requirements:** -3 / -8 / -15 / -24 / -34
- **Requirement:** None

Compulsion, Addiction, Phobia and Hatred are a collection of psychological traits which use similar rules. Compulsions are usually behavioral kinks, such as checking (“Did I close my door?”) and scratching.

Addiction is a dependency for either a substance or certain behavioral acts. Common examples of substance and behavioral addictions are alcohol and gambling.

Phobia reflects a character’s fear towards some defined object, situation or other concept.

Hatred represents a straightforward enmity towards a certain concept, ethnic group or organization. Hatred trait cannot be targeted against a single character, as personal vendetta is often too easy to resolve. Instead the trait reflects the character’s hate in a larger scale. For example, a character who hated her parents as a child could develop enmity towards the concept of parenthood.

The first two levels of this trait resemble minor issues and bad habits in the character’s lifestyle. Level three is the middleground between a simple psychological issue and a severe mental disorder. Levels -4 and -5 equal insanity and may cause the character to suffer extreme side effects like berserks, paranoia and confusion, if the character cannot find a way to relief her compulsion. Each trait level gauges the strength of the character’s compulsion, addiction, phobia or hatred.

If the character has a compulsive need to do something, she must roll a Concentration roll if she wishes to succeed in stopping her compulsive need. The concentration check receives the Compulsion level as a modifier. At levels -4 and -5, if the character tries to subdue her compulsive behaviour for a long period of time the GM can decide to trigger the aforementioned side effects.

Addiction levels

- **Level 1:** The character can survive two weeks without the addictive agent before the negative modifier starts affecting all rolls. The character attempts to fight addiction with two checks. The first check is rolled when the character sees a way to ease the addiction and the second roll is rolled right before the character is about to ease the addiction.
- **Level 2:** The character can survive only one week without the addictive agent. As with first addiction level, the character attempts to resist the addiction in two steps.
- **Level 3:** The character can last three days without the addictive agent. The character only rolls one check when resisting the addiction.
- **Level 4:** The character can only last one day without the addictive agent. The character only rolls one check when resisting the addiction.
- **Level 5:** The character cannot cope a single day without the addictive agent. The character requires outside help to have any chance of successfully fighting the addiction.

A resisting addiction roll is rolled as a Concentration check with the added modifier from the Addiction trait level where base TN is 12 (For example, a level -3 trait would require the character to roll a TN15 Concentration check).

The phobia trait represents the character’s fear towards a defined concept. The character receives the trait level as a modifier to all rolls when she is knowingly in the vicinity of the source of her phobia. Levels -4 and -5 reflect morbid fear and the character must do her best to escape the situation. If this is not possible in reasonable amount of time, the character falls into a shocked state and cannot control her fear. The character is required to roll a successful Concentration check to repel her phobia. Outside help can ease this roll by +1. Other characters with the Leadership skill can roll a Leadership check against the same TN to pull the character back from the shock.

The hatred trait levels gauge the character’s hostility towards a concept. The word “hatred” is a strong term to reflect trait levels -1 and -2, which portray distrust and grudge.

Trait level -3 reflects enmity and hate. Levels -4 and -5 portray pure hate that can cause the character to actively fight against the concept or attempt to vindicate the concept from the world.

Compulsion, Addiction and Hatred can all be “cured”. The most simple way to do this is by resisting the trait long enough and using XP to remove the trait after the Game Master’s approval. The Game Master can also reward the player if she roleplayed her character well and remove trait levels or the entire trait for good roleplaying. The Game Master should keep in mind that if the character falls again to her compulsion, addiction or hate, the trait might recur.

These traits can be powerful character motivators at higher levels or offer excellent quirks to the character’s personality. The Game Master and players should be aware of the high level versions of these traits. They can rip apart the party or cause long halts in the campaign.

Code, Honor and Pride

- **Trait levels:** -1 to -5
- **XP Requirements:** -3 / -8 / -15 / -24 / -34
- **Requirement:** None

Code, Honor and Pride are three similar traits. Code reflects a character’s moral code or a principle in her lifestyle. Honor reflects a character’s personal dignity, strong respect towards specific mannerisms or her views of social precedence. Pride often reflects character’s inflated affection towards her own ego, social circle, status or other concepts of pride.

The character feels a strong affection towards a specific subject based on the Trait’s type. Each negative level increases the character’s affection towards the subject. This trait’s effect is highly dependable on the character’s personality and the way she feels towards the subject.

- **Levels -1 to -3:** Reflect reasonable affection and the character can contrast her affection to common sense and ethics.
- **Levels -4 and -5:** Turn the trait into the character’s dogma or parable and it becomes a strong character defining feature. These levels can also trigger strong negative side

effects similar to a high level Compulsion trait.

For example, a samurai with “Pride/Clan -4” can become easily offended by insults towards her clan and act harshly and violently towards the insulter. In the same situation a character with “Code/Dueling -3” may seek ways to resolve the conflict in the form of a duel and she dislikes attempts to gang on sole characters during fights.

Damned Birth

- **Trait levels:** -1 to -3
- **XP Requirements:** -7 / -14 / -21
- **Requirement:** None

Due to some higher celestial deal or a twisted turn in the character’s fate she was born with an aura which attracts demons. During combat the character is often the first priority target for hostile demons. At the first trait level a character rolls an encounter with demons once per month. The second trait level increases the encounter rate to once per 3 weeks. The third level increases encounters to once per 2 weeks. The character suffers a demon encounter if the encounter roll TN is not achieved.

DAMNED BIRTH ENCOUNTER RATE TABLE

LEVEL	TARGET NUMBER (2D6)
-1	TN6
-2	TN8
-3	TN10

Deep Sleeper

- **Trait level:** -1
- **XP Requirement:** -5
- **Requirement:** None

The character is gifted with deep dreams and she is hard to wake up. The character suffers -3 to Perception check rolls when noise or physical contact could cause waking up. The Target Number for waking up varies on many conditions. For example, how tired the character is or where the character sleeps. The base Target Number for such Perception check is 14.

Distinctive

- **Trait level:** -1 or -2
- **XP Requirements:** -5 / -10
- **Requirement:** None

On trait level -1 a character is easy to recognize because of some feature, such as a distinctive hair color, abnormal eyes or other visual feature such as distinguishable scar or skin tone. On trait level -2 a character's human figure has a distinctive trait such as a tail, large horns, wings and such. In addition the character might also have other special features like eye color, hair and so forth. Trait level -2 should only be allowed when the character's race grants the trait or the GM approves the trait. Wings and other physical traits gained from this trait do not have any benefits. For example, having wings as a distinctive trait does not allow the character to fly.

Dulled Senses

- **Trait level:** -1
- **XP Requirement:** -5
- **Requirement:** None

The character's senses are below the average level. The character suffers an additional -2 to blind fighting and -1 to all Perception checks.

NOTE: The character cannot have the Dulled Senses and the Enhanced Senses traits simultaneously.

Enemy

- **Trait levels:** -1 to -3
- **XP Requirements:** -6 / -14 / -22
- **Requirement:** None

The character has made a powerful enemy in her past. This enemy actively seeks to kill or capture the character. This enemy rarely works alone and usually has subordinates and social influence. Power of this enemy often scales with the trait level. The Game Master is responsible for the encounter rate against the enemy. Resources, influence and manpower of the enemy limits the encounters if the character attempts to flee her enemy. The enemy should not scale forever when the character becomes more powerful, instead the enemy should be more powerful than the character and her party at the beginning of the campaign. The character should be able to

take the fight to her enemy and defeat it. This removes the Enemy trait.

- **Level 1:** The enemy is often a small samurai clan, a secret shinobi clan or a cult.
- **Level 2:** Influential samurai clan or a feared shinobi clan
- **Level 3:** Powerful daimyo, the shogun clan, Shin'ei-tai, Chōhō Butai or a demigod organization

Fragile Body

- **Trait level:** -1 to -3
- **XP Requirements:** -5 / -10 / -15
- **Requirement:** None

The character's physical constitution is frail and she suffers a -1 modifier to Consciousness checks for each trait level.

Gesture Casting

- **Trait level:** -1 to -2
- **XP Requirements:** -3 / -6
- **Requirement:** At least one learned Combat Ritual

The character must use gestures to cast Combat Rituals.

- **Level 1:** The character must use hand gestures to cast Combat Rituals. If the character's hands are bind she is unable to cast rituals.
- **Level 2:** The character must gesture with her entire body to cast Combat Rituals.

Introvert

- **Trait level:** -1 to -3
- **XP Requirements:** -4 / -10 / -17
- **Requirement:** None

The character is introverted and prefers solitary and feels unease when with large groups of people or when dealing with strangers or with people of higher social standing. The character suffers a negative modifier to Persuasion rolls. Add an additional -1 modifier to the Persuasion roll when the character is in an especially uncomfortable situation.

- **Level 1:** The character is slightly introverted and suffers a -1 modifier to Persuasion rolls. The trait does not apply when the character deals with people she is familiar with, such as friends and co-workers.

- **Level 2:** The character is introverted and suffers a -2 modifier to Persuasion rolls. This trait does not apply when the character deals with people she has known for a long time, such as family members and close friends.
- **Level 3:** The character is very introverted and suffers a -3 modifier to Persuasion rolls. Halve the trait modifier (round down) when the character deals with close friends or family.

Lost Limb

- **Trait levels:** -1 to -4
- **XP Requirements:** -7 / -14 / -22 / -30
- **Requirement:** None

The Lost Limb trait portrays missing body parts which are cut-off from the character. Each missing body part requires its own Lost Limb trait, for example a character with missing toes and a cut-off hand would have two Lost Limb traits. Trait levels 3 and 4 remove entire body parts and the character cannot use weapons or items with missing hands. If the character is missing both legs or feet she is crippled immobile.

- **Level 1:** Represents a cut-off finger or a toe. The character suffers a -1 modifier to any rolls which would require use of the lost limb. For example, a character with Lost Limb/right hand finger -1 would suffer -1 to all melee attack and defense rolls as long as she uses the weapon with her crippled hand.
- **Level 2:** Represents multiple lost fingers or toes. The character suffers a -2 modifier to any rolls which would require the use of the limb.
- **Level 3:** Represents lost hand or feet. The character loses this hit location and any damage dealt to this location is dealt to the closest hit location instead. For example, Lost Limb/Left Hand would cause damage dealt to the left hand to be dealt to the left arm instead (thus damage is not reduced by 50 % from hand hit). A missing feet halves all movement speeds.
- **Level 4:** Portrays missing arm or leg. The character loses this hit location and any damage dealt to this location is dealt to the torso hit location instead. A missing leg reduces all movement speeds by 75 %.

Misfit

- **Trait level:** -1
- **XP Requirement:** -3
- **Requirement:** None

A misfit character is easily recognizable from other people around her. The trait represents a collection of special features, such as rare physique, tattoos, scars, distinctive clothing or unusual beauty or ugliness. In the case of distinctive clothing the character must have a continuing habit of wearing such clothes. As a rule of thumb the character should have at least two or three of these features to justify the Misfit trait.

Other traits such as Lost Limb, Attractive or Unattractive can cause the Misfit trait. If this happens during the character creation the character gains the Misfit trait and can use the 3 XP which are rewarded for taking the negative trait. This XP is counted towards the negative trait XP limit.

If for some reason the character is no longer considered as "Misfit" the Game Master can tax the 3 XP from the character if the Misfit trait rewarded the character with XP in the first place.

Poor Drinker

- **Trait level:** -1 to -3
- **XP Requirements:** -5 / -10 / -15
- **Requirement:** None

The character cannot handle alcohol. This trait increases the effect of alcohol strength.

- **Level 1:** Alcohol strength is doubled.
- **Level 2:** Alcohol strength is tripled.
- **Level 3:** Alcohol strength is quadrupled.

NOTE: The character cannot have the Alcohol Tolerance and the Poor Drinker traits at the same time.

Rival

- **Trait level:** -1
- **XP Requirement:** -6
- **Requirement:** None

The character gains a rival. This rival attempts to test skill and strength against the character. Rival and Enemy traits should not be confused between each other. Where

the Enemy trait's enemy feels enmity or hate towards the character, the rival seeks to show his superiority and the rival might even be friendly towards the character. The rival might side with the enemies of the character to have a chance to test her skill against the character.

A character who takes this trait understands and allows this rivalry in some extent or even encourages it. This trait often portrays an old rivalry and if the character plans to outright murder his rival at the beginning of the game this trait XP cost should be taxed from the character. Later development of this trait is possible if roleplay is involved.

Slow Metabolism

- **Trait level:** -1
- **XP Requirement:** -6
- **Requirement:** None

The character's natural healing rate is 50 % slower. The character does not require food or water as often as characters with normal metabolism.

NOTE: The character cannot have both the Fast Metabolism and the Slow Metabolism trait at the same time.

Speech Disorder

- **Trait level:** -1 to -3
- **XP Requirements:** -7 / -14 / -21
- **Requirement:** None

The character suffers from a speech disorder. This trait does not affect the character's ability to read or write text. A character with the Speech Disorder trait has increased requirements for rituals. Each trait level increases the ritual skill requirement by one.

- **Level 1:** The character stutters with complex words and long sentences. The character suffers a -1 modifier to Persuasion rolls.
- **Level 2:** The character stutters with simple sentences and cannot form complex words. The character receives -2 to ritualism rolls.
- **Level 3:** The character communicates with grunts and snarls. The character cannot form even simple words. The character cannot cast any rituals.

Traumatic Past

- **Trait levels:** -1 to -5
- **XP Requirements:** -3 / -8 / -15 / -24 / -34
- **Requirement:** None

The character suffers from a traumatic experience which happened in her past. These experiences are often caused by war, natural disasters, violent abuse, rape or macabre experiences such as violent death of a loved one. If the character is faced with situations which remind her of her traumatic past she suffers a negative modifier equal to her trait level to all rolls. Trait levels -4 and -5 will trigger severe side effects, such as panic, mental shutdowns or sudden bursts of rage.

Unattractive

- **Trait level:** -1 to -3
- **XP Requirements:** -4 / -9 / -15
- **Requirement:** None

The character is particularly ugly. An unattractive character suffers a modifier to Persuasion rolls equal to the character's Unattractive trait level. This modifier applies only if the opposing character finds her gender/race attractive, otherwise halve the modifier rounded down.

NOTE: The character cannot have both the Attractive and the Unattractive trait at the same time.

Character Creation Examples

Leader

These example characters represent four different paths taken during character creation. Apart from these example characters there are dozens of variations and archetypes. These characters can be used as templates or examples for players, or they can be quickly taken into play and used as they are. The GM can also use these characters as NPCs in her campaigns. Each character has a short description of how to use their skills during battle and how to continue to develop the character's skills and abilities during a campaign.

The leader is a samurai who hails from a traditional samurai family from the Daisen Prefecture. He is trained as samurai from early childhood and his devotion towards his clan and bushido are acute. The leader trusts his allies and acts as an example for others on a battlefield.

His heavy armor causes him the heavy equipment encumbrance effect. This drawback can be negated by using a mount or taking off some parts of the heavy Ō-yoroi armor. Character's both combat moves are useful. Cleave deals more damage when slashing and Impale deals more damage when attacking with piercing attacks.

As a leader he should always retain a high Leadership Initiative so that his allies can rely on him during battles. As a leader of the group he will be priority target for enemy attacks. To protect himself he should develop his Self-channeling skill and Endurance and Strength attributes.

Modules Used

Samurai Family, Okano Samurai Training, Okano Samurai



Attributes (Level / Bonus)

Strength:	5
Endurance:	6/+1
Agility:	4
Perception:	4
Concentration:	4
Intelligence:	4
Charisma:	6/+1
Fate:	3

Combat Values (Attack/Defense)

HP: 12	Stamina: 20
Melee Score: 16/16 (Staffs)	
Martial Arts: 16/15	
Ranged Defense: 4	
Combat Sense: 3	
Self-Channeling: 2	
Leadership: 6	
Damage Bonus: +1	

Movement

Walk: 2,25 m
Run: 4,5 m
Swim: 3,5 m
Jump: 3 m

Weapon

Naginata
Dmg: (2/3/1) 3/4/1 (1h & 2h dmg)
Speed: 2 / 3
Value: 30 Silvers

Combat Moves

Cleave
Impale

Money

9 Silvers

Armor

	Armor Rating	Weigh	Value
Ō-yoroi Cuirass	3/4/2	7	25 Silvers
Ō-yoroi Pauldrons	3/4/2	3,5	16 Silvers
Ō-yoroi Gauntlets	3/4/2	2	14 Silvers
Ō-yoroi Cuisses	3/4/2	4	17 Silvers
Ō-yoroi Greaves	3/4/2	2	14 Silvers

Skills (Level/Bonus)

Acrobatics	4
Combat Sense	3
Martial Arts	4
Staffs	6
Raw Power	6
Self-Channeling	2
Persuasion	3/+1
Leadership	5/+1

Secondary Skills

Language/Tentaika	3
Medicine	1
Riding	3
Survival	1
Swimming	1

Traits

Wealth	lvl 1
Code/ Bushido	lvl -3
Deep Sleeper	lvl -1
Pride/ Okano Clan	lvl -3

Perks

Only perk levels which force the player to choose between two or more options are shown to save space. Please refer the Perks chapter for the rest of the character's perks.

Power Jump
Martial Style/ Dragon I
Weapon Specialist/ Naginata

Shin'ei-tai Samurai

She hails from one of the samurai families which serve under the Kawachi clan. She is a student of the famous Hokushin Nito-ryū dojo in Koshi, in which she was taught the style of two sword fighting. Thanks to the elite training provided by the Shin'ei-tai she has a good understanding of both channeling and ritualism.

Dual wielding is a great way to specialize into melee combat. The character uses Agile combat style which gives her good melee and ranged defense bonuses. She has enchanted both of her swords with the Blight enchantment which can quickly turn a duel to her favor after few hits to her opponent. She is best suited to take single opponents down in combat.

As a melee oriented character she should increase her swordsmanship to unlock the full potential of her swords. She can also fairly easily increase her combat style and ritualism skills which can prove useful. The combat move Coup de Grâce is an essential ability among agile style dual wield characters and it should be a priority for this character as well.

Modules Used

Samurai Family, Samurai Clan Training, Shin'ei-tai Training



Attributes (Level / Bonus)

Strength:	4
Endurance:	5
Agility:	8/+2
Perception:	5
Concentration:	6/+1
Intelligence:	4
Charisma:	4
Fate:	2

Combat Values (Attack/Defense)

HP: 10	Stamina: 22
Melee Score: 16/18 (Dual Wield, Without DW 16/17)	
Martial Arts: 10/11	
Ranged Defense: 7	
Combat Sense: 4	
Self-Channeling: 5	
Ritualism: Lumia, Agura	
Critical Hit Bonus: +1 (Swords)	
Ritualism: 3 (Lumia, Agura)	

Movement

Walk: 3 m
Run: 6 m
Swim: 5 m
Jump: 4 m

Weapons

Two Exceptional Kodachis (two identical swords)
Dmg: 3/3/0 (3/4/0) (1h & 2h dmg)
Speed: 6 / 6
Value: 34 Silvers* (each)
*Without enchantment cost
Effects: Bleeding 2, Blight, Precision, Jagged

Combat Moves

Two Weapon Feint

Money

-

Armor

	Armor Rating	Weigh	Value
Leather Gauntlets	0/1/1	1	4 Silvers
Leather Greaves	0/1/1	0,5	3 Silvers

Skills (Level/Bonus)

Acrobatics	4/+2
Combat Sense	4
Martial Arts	2
Swords	5
Agile/Dual Wield	4/+2
Ritualism	3
Self-Channeling	4/+1
Persuasion	2

Secondary Skills

Language/Tentaika	3
Language/Domini	No level (4 XP)
Survival	1
Swimming	2

Traits

Ambidextrous	lvl 1
Attractive	lvl 1
Fragile Body	lvl -1
Introvert	lvl -1
Poor Drinker	lvl -3
Pride/ Kawachi Clan	lvl -2

Perks

Only perk levels which force the player to choose between two or more options are shown to save space. Please refer the Perks chapter for the rest of the character's perks.

Wall Jump
Tracking Specialization/Forests
Dual Weapon Defense I (Level 4 Dual Wield)

Warrior Priestess



She is a well educated warrior priestess from the Genkaisha Prefecture. As a warrior priestess she was trained to normal priestess duties before she specialized in the arts of war. Like many priestesses trained in Genkaisha she was able to delve into a vast pool of literature, history, arcane arts and religious texts. While lacking in combat abilities she makes an excellent translator and her knowledge of arcane arts, demons and history make her an invaluable asset among less educated samurai during demon hunts.

Her fighting skills are equal to a common samurai but with the help of channeling she can boost her abilities beyond normal samurai and deliver precise and deadly attacks. Due to her limited Stamina pool and low health she is very vulnerable in extended battles. She should rely on her comrades to deal with enemies in melee while she cast her rituals from distance.

The warrior priestess starts off with low melee skill levels, acrobatics and average attributes. Her strongpoint is her natural aptitude for Self-channeling as she boasts a high Self-channeling output for her skill level. Her low skill levels are a weakness at the start but she can specialize into any path fairly quickly. With her high Self-channeling output the Celestial Ultimatum channeling technique is a very good choice to increase her abilities.

Modules Used

Priest Family, Genkaisha Priestess Training, Warrior Priestess Training

Attributes (Level / Bonus)

Strength: 6/+1
 Endurance: 4
 Agility: 4
 Perception: 4
 Concentration: 6/+1
 Intelligence: 4
 Charisma: 4
 Fate: 1

Combat Values (Attack/Defense)

HP: 8
Melee Score: 13/12
Martial Arts: 12/11
Ranged Defense: 3
Combat Sense: 4
Self-Channeling: 6
Ritualism: 4 (Luca, Matinia)
Critical Hit Bonus: +1 (Swords)
Stamina: 20

Movement

Walk: 2,5 m
Run: 5 m
Swim: 4,5 m
Jump: 2,5 m

Weapons

Daikatana
Dmg: (2/3/0) 3/4/0 (1h & 2h dmg)
Speed: 1 / 3
Value: 40 Silvers

Wooden Catalyst, Sunlight I (Luca rituals +1)

Armor	Armor Rating	Weigh	Value	Effects
Ō-yoroi Cuirass	4/5/3	7	25 Silvers*	Aegis

*Without enchantment cost

Combat Moves

Defend

Rituals

Astral Light
 Flame Dart
 Dull Pain

Money

24 Silvers
 80 Bronzes

Skills (Level/Bonus)

Acrobatics 3
 Combat Sense 3
 Martial Arts 3
 Swords 4
 Technique 4/+1
 Ritualism 4
 Self-Channeling 3/+1
 Persuasion 3

Secondary Skills

Language/Tentaika 3
 Language/Domini 2
 Language/Aleria 2
 Riding 1
 Swimming 2

Traits

Bound Life Force lvl 1
 Demon Sensitivity lvl 1
 Wealth lvl 2
 Distinctive lvl -1
 Poor Drinker lvl -1

Perks

Only perk levels which force the player to choose between two or more options are shown to save space. Please refer the Perks chapter for the rest of the character's perks.

Offensive

Shinobi



He was raised in a small shinobi village in the Tenshu Prefecture and from an early age he was trained to become a shinobi. Most shinobis are not directly from the samurai caste unless their fighting style and cover as a ninja require them to have the samurai title. Most shinobis disguise themselves as rōnin, priests, monks or servants of a samurai clan.

He wields a kusarigama which is one of the iconic shinobi weapons. The kusarigama can be used to attack with both melee and ranged attacks as it is a chained weapon. Melee attacks can reach up to the character's agility attribute level in meters, making it a very versatile weapon. As a martial artist he rarely finds himself in a situation in which he cannot fight properly, thus making infiltrations and assassinations without weapons a much easier task. He can also use the Double Throw Combat Move to throw multiple throwing weapons at once.

The shinobi has an excellent melee and ranged fighting capabilities. Learning channeling techniques, such as Seraphic Flux, is an easy way to boost his melee fighting capabilities even further. He has many opportunities and ways to develop his skills further. Increasing attributes proves useful at the start, especially Endurance and Concentration attributes.

Modules Used

Shinobi Village, Shinobi Training, Chōhō Butai Training

Attributes (Level / Bonus)

Strength:	4
Endurance:	4
Agility:	6/+1
Perception:	6/+1
Concentration:	4
Intelligence:	5
Charisma:	4
Fate:	2

Combat Values (Attack/Defense)

HP:	8	Stamina: 16
Melee Score:	17/17 (kusarigama)	
Martial Arts:	16/16	
Ranged Defense:	5	
Combat Sense:	6	
Self-Channeling:	4	
Throwing:	6 (kusarigama) 5 (kunai)	

Weapons

Fine+ Kusarigama

Dmg: (2/1/2) 3/4/0 (1h & 2h dmg)

Speed: 5

Throwing: +1

Value: 35 Silvers

Effects: Knockdown 1 or Bleeding 2 (Blunt damage causes Knockdown and Piercing or Slashing causes Bleeding)

Kunai (18 pcs)

Dmg: 2/0/0 (melee and throwing dmg)

Value: 10 Bronzes

Black Eggs (4 pcs)

Dmg: Blinds the target for 1d6 turns, -2 to attack, Max throwing distance is 3 meters.

Value: 10 Bronzes

Knife Holsters x3

Knife Belt x1

Movement

Walk: 2,5 m

Run: 5 m

Swim: 3,5 m

Jump: 3,5 m

Combat Moves

Double Throw

Money

5 Silvers

Skills (Level/Bonus)

Acrobatics	4/+1
Combat Sense	4/+1
Throwing	4/+1
Martial Arts	5
Mixed	5/+1
Stealth	6
Tracking	2/+1
Self-Channeling	4

Secondary Skills

Language/Tentaika	3
Medicine	1
Survival	1
Swimming	1

Traits

Alcohol Tolerance	lvl 1
Allergy/Milk	lvl -2
Pride/Clan	lvl -2
Slow Metabolism	lvl -1
Wealth	lvl -1

Perks

Only perk levels which force the player to choose between two or more options are shown to save space. Please refer the Perks chapter for the rest of the character's perks.

Wall Jump
Martial Style/Dragon I
Locksmith I



Actions

Actions represent situations in which the character's abilities are tested and there is a possibility of failure. Mundane tasks don't require an action check and sometimes it is enough to check the character's attribute or skill value to resolve a simple action. Actions are split into two main categories: attribute checks and skill checks. Both of these actions usually require rolling 2d6.

Terms

Roll

The numerical result of a dice roll. If the player rolls 2d6 and gets 3 and 4 the roll is 7 (3+4).

Skill Score

Trained skill level + governing attribute bonus.

Result

Attribute level / skill score + roll + possible modifiers.

Attribute Check

An Attribute check is rolled whenever the character's attributes are directly tested or no skill applies to the situation the character is in.

The base Target Number (TN) for an attribute check is 12. The character adds her attribute level and all relevant modifiers to the roll. The attribute bonus is not added to the attribute level. Both positive and negative modifiers are added to the base TN. In addition to this, the character's condition can add additional modifiers, which are always applied to the roll result instead of the base TN.

Example: A character with the strength level of 6 is required to roll a strength attribute check and she has two fatigue points. The fatigue points are added as a negative modifier to her roll result instead of the base TN.

An attribute check is not required for doing everyday actions. Instead, they are used for tasks considered challenging for the character. For example, a character with an Agility level of 4 needs to roll an attribute check to balance on top of a bamboo stick but a character with an Agility level of 12 would not.

Example: *Tatsui Hiro has an Agility level of 8 which is exceptionally good for an average human. He attempts to quickly advance across a roaring river on a thin wooden beam. The Game Master says that Tatsui must roll an Agility check to succeed in this action. The GM adds a modifier of two to the base TN as he sees this action as difficult. Tatsui must pass the Agility check against Target Number of 14 (base TN12 +2 from difficulty). Tatsui gains +8 to the result from his Agility level so the player must roll 6 or higher to pass the TN.*

If the character's result is higher or equal to the TN the attribute check is considered successful.



Resolving Action

- Determine the base Target Number (TN)
 - Trained Skills: 7
 - Untrained Skills: 14
 - Attribute Check: 12
- Apply modifiers
- Roll 2d6
- Resolve action

ATTRIBUTE CHECK TN TABLE

CHECK DIFFICULTY	TN	EXAMPLE
Very Easy*	8	Catching a ball (<i>AGI</i>) or resolving a simple mathematical calculation (<i>INT</i>).
Easy*	10	Listing the names and occupations of relatives from the last two generations (<i>INT</i>) or lifting your own weight (<i>STR</i>).
Normal	12	Staying conscious after overpowering physical trauma (<i>CON</i>).
Difficult	14	Making an exceptionally good first impression or looking good and badass with scars and injuries (<i>CHA</i>).
Hard	15	Recognizing clan mons of the approaching army at a long distance (<i>PER</i>) or traveling with the best movement speed for one hour without suffering a fatigue point (<i>END</i>).
Very Hard	17	Balancing in one-hand handstand on a slippery rock at a stormy coast (<i>AGI</i>).
Limit of Normal Human Ability	18	Devising a masterful battle plan in the middle chaotic battlefield in few seconds (<i>INT</i>).
Legendary	20	Inspiring an army into a roar with a simple gesture (<i>CHA</i>) or smelling or hearing approaching pursuers in the middle of a lush forest from the distance of one kilometer (<i>PER</i>).
Heroic	24	Destroying a stone wall with a single punch or kick (<i>STR</i>) or surviving socially intact after a decade of solitary and uneasiness (<i>CON</i>).
Epic	26	Standing unwavering in the middle of an inferno (while taking the damage from the said inferno) (<i>END</i>) or memorizing a three hundred page book of arcane knowledge word to word in one day (<i>INT</i>).
Godly	30	Dodging rain while fighting with an equal opponent in melee (<i>AGI</i>).

*Check is not required under normal conditions

Skill Check

A skill check is rolled whenever the character performs an action which falls under one of the skills. Like an attribute check, a skill check is only required when the character performs challenging tasks.

The base Target Number (TN) for trained skill checks is 7 and for untrained skill checks 14. Untrained skill checks use their governing attribute levels in place of the skill score. The skill score is the trained skill level + governing attribute bonus. Like with attribute checks positive and negative modifiers are added to the base TN. In addition, the character's condition can add additional modifiers which are always applied to the result instead of the base TN. Untrained skill checks cannot score miracles.

A skill check can determine the outcome of a single action or the outcome of an entire scene in which the skill is being used. The Game Master should determine beforehand how the skill check will affect the narrative.

Example: *Tatsui Hiro attempts to leap from branch to branch during a fast-paced chase scene. His Acrobatics score is 6 and the Game Master decides to add a modifier of 4 to the base TN due to the forest's thickness and because Tatsui is leaping during combat. The Target Number is 11. Hiro gains 6 from his Acrobatics score to the result and the TN is 11 so he has to roll 5.*

If the character's result is higher or equal to the TN the skill check is considered successful.

Success and Failure

Attribute and skill checks should resolve the conflict based on the outcome of the roll. If the character rolled a successful check she should be rewarded with a positive outcome. Failure on the other hand should penalize the character. For example, if Tatsui Hiro fails his agility check from the previous Attribute check example the Game Master could give the character a penalty based on the magnitude of the failure.

SKILL CHECK MODIFIER TABLE

ACTION DIFFICULTY	TN MODIFIER
Very Easy	-3
Easy	-2
Average	0
Hard	+3
Very Hard	+5
SPECIAL CONDITIONS	ROLL MODIFIER
Character is injured	Injury Modifier
Character is fatigued	Fatigue modifier
Character is suffering morale effects	-1
Character is suffering severe morale effects	-3

Example: *Tatsui Hiro rolls 3 for his Agility check giving him total result of 11, which is far from the required TN14. The Game Master asks if the player controlling Tatsui wants to use a Fate point to reroll the dice as his result would lead to a severe failure. The player decides to keep the roll. The Game Master then describes how Tatsui Hiro recklessly jumps from branch to branch and loses his footing causing him to lose his balance and fall into the ground uncontrollably.*

Opposed Checks

Whenever two characters are testing their skills or attributes against each other an opposed check is required.

In an opposed skill check both characters roll their skill or attribute check with appropriate modifiers and then compare the results. The character with the higher result wins. In the case of a draw the defender wins. For example, in an opposed stealth roll the hiding character would be the defender. If there is no clear defender the characters must reroll the check. A character who fails to pass the TN cannot win the check. Opposing checks rarely have any modifiers applied to the TN.

Fumble

Fumble occurs whenever a character rolls two ones. Fumble represents a critical failure which results in a disastrous or highly embarrassing effect for the character. Treat fumble as a failed action check and the Game Master may apply extra consequences to such a roll if she deems it necessary.

Miracle

Miracle happens when a character rolls two sixes. In this case the character may roll an additional 1d6 which is added to the result. If the character rolls an additional six she may continue rolling 1d6 as long as she scores sixes, adding the roll to the result each time.

Stealth

A character who attempts to use Stealth for hiding or sneaking uses her agility attribute to roll an opposing attribute check against the other character's perception attribute. The character's bonus to the Stealth roll is her Agility level or Stealth skill score, whichever is lower. For example, if the character has an Agility level of 6 and Stealth score of 4 she would only gain +4 to the roll. Both the hiding character and the observer gain modifiers to the opposing attribute check based on their perks and the environment. In a tracking situation stealth is used as an opposed skill check against the tracker's tracking skill.

Stealth Modifier Tables

CHARACTER IN STEALTH	MODIFIER	AUDITORY / VISION
Wearing Medium Armor*	-2	Yes / No
Wearing Heavy Armor'	-4	Yes / No
Wearing Shiny Clothing** / Accessories	-2	No / Yes
Loose Items, coins, etc.	-1	Yes / No
Running	-2	Yes / Yes
Jumping	-3	Yes / Yes
Poor Terrain	Varies***	Yes / Yes

* Hand and Head armor pieces do not cause modifiers.

** Wearing shiny medium or heavy armor gains both negatives.

*** Game Master decides. 1-3 negative effect depending on terrain, such as gravel, dry shrubbery or open areas.

OBSERVER	MODIFIER	AUDITORY / VISION
Light Rain	-1	Yes / Yes
Moderate Rain	-2	Yes / Yes
Hail (Water)	-3	Yes / Yes
Thunderstorm	-3	Yes / No
Fog	-2	No / Yes
Light Snowfall	-1	No / Yes
Moderate Snowfall	-2	No / Yes
Hail (Snow)	-3	No / Yes
Dusk / Dawn	-1	No / Yes
Night	-2	No / Yes
Dark Night	-3	No / Yes
Pitch Black	-4	No / Yes

WEATHER EFFECTS	EFFECT
Weak Rain (Water)	-1 to perception checks
Moderate Rain (Water)	-2 to perception checks
Hail (Water)	-3 to perception checks
Fog	-2 to visual perception checks
Thunderstorm	-3 to auditory perception checks
Weak Rain (Snow)	-1 to visual perception checks
Moderate Rain (Snow)	-2 to visual perception checks
Hail (Snow)	-3 to visual perception checks
Dusk	-1 to visual perception checks
Night	-2 to visual perception checks
Dark Night	-3 to visual perception checks
Very Dark	-4 to visual perception checks

Combat

Round Structure

Combat consists of three phases: Initiative Phase, Action Phase and End Phase.

1. Initiative Phase

The Initiative Phase starts each combat round. Combat Sense rolls are rolled to decide the order in which the characters act during the Action Phase.

2. Action Phase

The Action Phase consists of each character's actions during one round. One round takes 5 seconds in the game world.

3. End Phase

During the End Phase characters pay the upkeep costs of all techniques, all continuous damage effects are resolved and characters resolve any other checks which trigger during the End Phase.

ive. The Group initiative is rolled similarly to normal initiative but instead of Combat Sense score the leader of the group rolls the initiative with her Leadership score. The result of the group initiative is the initiative of the whole group and members of this group cannot roll their own initiative.

COMBAT MODIFIERS	MODIFIER
Encumbered	-1 to all rolls
Very Encumbered	-2 to all rolls
Overloaded	-3 to all rolls
Attacking / Defending With Off-hand	-3 to rolls
Attacking Prone Opponent	+1 to attack roll
Attempting Grapple (prone opponent)	+1 to attack roll
Attempting Grapple (standing opponent)	-1 to attack roll
Blind Fighting	-6 to all rolls
Group Attack Bonus (cumulates)	+1 to attack
Immobile (Agile)	-8 to attack and defense
Immobile (Mixed)	-6 to attack and defense
Immobile (Raw Power)	-4 to attack and defense
Immobile (Technique)	-6 to attack and defense
Stunned	-3 to all combat rolls

Initiative Phase

Initiative phase always starts a new combat round. Each character rolls initiative with 2d6. The character adds her Combat Sense score to the roll. After each character has rolled their initiative roll the Game Master declares the characters order during the Action Phase.

The character with the highest initiative result acts first. If two characters have matching initiative results they reroll their initiative rolls separately to decide which one of them acts first. A character can hold her actions during her own turn.

Leadership and Group Initiative

A character with the Leadership skill can perform an initiative roll for a group of characters. This group must be in range of vocal communication or they must have a plan if they are separated during the combat in order to roll group initiative. If the group is separated and a character acts against the original plan she cannot be part of the group initia-

Action Phase

Combat uses time based action mechanic. The action phase itself lasts 5 seconds and all actions which characters can perform are measured in seconds. A single action takes at least one second and some actions can take multiple turns to perform.

Holding Actions

A character who wishes to hold her actions can do so at any time during her own turn. When the character declares that she wishes to hold her remaining actions the turn is passed to the next player. When a character is holding her actions she is able to interrupt and spend her remaining actions at any given time during the remaining combat round.

Interrupt

A character who is holding her actions can interrupt any other character after her. When the character holding her actions declares to interrupt the current character's turn she immediately resumes her own turn. After

interrupting the character must finish her remaining actions and then the combat round continues normally. Once the character has interrupted someone's turn she can no longer hold her actions during the same combat round.

A character holding her actions cannot interrupt another character who has also interrupted and has a higher initiative. If there are still characters holding actions after all other characters have finished their turns, action holding characters have their turns starting with the character with the lowest initiative.

Example: *Tatsui Hiro is engaged in combat with an Okano samurai. His initiative is 11 and his opponent's initiative is 7. Tatsui decides to hold his actions. The Okano samurai knows that his enemy can engage in ranged combat so he decides to charge and spends one second to rush next to Tatsui. Tatsui waited for this moment and interrupts the samurai. Tatsui now spends his actions normally and the Okano samurai continues his turn after that.*

ACTION	TIME
Movement Action	1 second
Get Up	1 second
Ready Weapon (Sheathe / Unsheathe Weapon)	1 second
Attack	2 seconds
Throwing Attack	1 or 2 seconds
Recover Stamina	5 seconds
Activate Channeling or Combat Technique	1 second
Activate Hybrid Technique	2 seconds
Attribute Check	2 seconds
Recover From Stun	2 seconds
Access Inventory	3 seconds
Drop Prone	0 seconds

MOVEMENT TABLE

MOVEMENT SPEED	FORMULA	MOVEMENT MODIFIER
Walk	$(STR + AGI) / 4$	-1
Run	Walk * 2	-2
Swim	Walk + Swimming Skill	-3
Jump	$(Acrobatics / 2) + 1$	-3

Movement

Movement is split into four different movement types: Walk, Run, Swim and Jump. Each movement type is measured in meters per second. Movement must be done in full seconds and characters may split their movement into multiple actions and mix different movement types freely. Only the highest movement modifier is added to the calculation. Walking has the movement modifier of -1 and running -2. Jumping and swimming have movement modifiers of -3. For example, if a character uses run action and then jumps her movement modifier is -3 for using a jump action.

Jumping

Each jump action takes 1 second to perform regardless of the distance jumped. Jumping distance is your acrobatics skill divided by 2 plus 1 meter. Each jump action cost one Stamina point.

Characters can use Self-Channeling to improve their jumping distance by one meter per channeled Stamina point.

Falling

A character without a trained Acrobatics skill can fall up to 2 meters without suffering falling damage. Characters with an Acrobatics skill 1 or greater can fall up to their jumping distance with the minimum of 2 meters. If the character is encumbered divide the safe falling distance by 2.

For each meter beyond the safe falling distance the character takes 1 point of blunt damage. This damage can be reduced with armor if the damage is dealt to an armored location. Halve this damage if the character falls into water or other similar soft surfaces.

If the character falls to her feet she can divide the total damage equally to her both foot locations.

Uncontrolled Falling

Whenever a character falls without her own control (accidental or forced fall) the character must roll an Acrobatics skill check to avoid the uncontrolled fall. If the character fails this check she is considered to fall without her control. Uncontrolled falling damage is rolled with a 1d6 according to the fall damage location table. Leg and arm locations require an additional roll to determinate if the damage is dealt to the left or the right location. Results 1 to 3 result left arm or leg hit and results 4 to 6 result right arm or leg hit.

Controlled falling damage can be directed to any hit location. Of course in most cases characters want to land on their feet. If they do, the character can divide the total damage equally to both feet.

Example: *Cornered at the roof of a tall pagoda Tatsui Hiro faces the wrath of Clan Okano's finest samurai. His only option to survive is to leap down to the street. His Acrobatics skill is 6 so his safe falling distance is 4 meters. Unfortunately the pagoda he is on is 12 meters tall. Tatsui decides to attempt a leap of fate and plunges down. GM adds a +2 modifier to the base TN as the skill check is somewhat hard due to the circumstances. Tatsui is also fatigued and suffers an extra -2 to his result. His Acrobatics skill is 6 and he rolls against TN9 (Base TN7 +2). He manages to roll 7, resulting total score of 11 (Acrobatics score 6, modifier -2 + roll 7 = result 11 against TN9) and passes the Acrobatics check. Tatsui still takes 8 blunt damage from the fall (12 meter fall - 4 safe falling distance = 8) but since Tatsui passed his Acrobatics check he can take the damage to any location he wants to. He decides to land on his feet, taking 2 damage to his right foot and 2 damage to his left foot (Foot damage is always halved. Total 8 damage is first divided to both feet, and then halved rounded up).*

Crouching and standing up

Crouching and going prone takes no time. Standing up from crouched position takes no time but standing up when prone or fallen down takes one second.

UNCONTROLLED FALLING HIT LOCATIONS

ROLL	LOCATION
1	Legs
2	Legs
3	Torso
4	Torso
5	Arms
6	Head

Encumbrance

A character becomes encumbered when she reaches her carrying limit. Characters become rarely encumbered from carrying their weapons and other equipment. Consult the encumbrance rules when a character lifts heavy loads.

An encumbered character suffers a -1 modifier to all actions and it takes twice as much time to stand up. Encumbrance effect also halves the movement speed and the jumping distance.

A very encumbered character suffers a -2 modifier to all actions and triples the time of the standup action. A very encumbered character also suffers the movement effects from the encumbered rules.

An overloaded character cannot move at all and she is considered immobile until she removes the extra weight.

Equipment Encumbrance

Equipment Encumbrance defines how much armor a character can equip before she is slowed down by it. Weapons are also included in the equipment encumbrance. Equipment Encumbrance is calculated from the character's Strength and Endurance attributes.

The first encumbrance level is $STR + END$ and if the character's total equipment weight is under this value it has no effect on the character. The second level is the first level's value times two. If the character is wearing equipment that weighs more than the first and less than the second level she must spend 1 point of

Stamina per turn to perform a running action and a jumping action costs twice as much Stamina with the minimum of one Stamina. The third level is anything above the second level and the character cannot run or jump at all, also all falling is uncontrolled beyond 1,5 meter falls.

ENCUMBRANCE TABLE

STR	ENCUMBERED	VERY ENCUMBERED	OVERLOADED
1	5 kg	10 kg	15 kg
2	10 kg	20 kg	25 kg
3	15 kg	30 kg	50 kg
4	20 kg	40 kg	75 kg
5	30 kg	60 kg	100 kg
6	40 kg	80 kg	125 kg
7	55 kg	110 kg	150 kg
8	70 kg	140 kg	200 kg
9	85 kg	170 kg	250 kg
10	100 kg	200 kg	300 kg
11	125 kg	250 kg	400 kg
12	150 kg	300 kg	500 kg
13	200 kg	400 kg	700 kg
14	250 kg	500 kg	900 kg
15	350 kg	700 kg	1200 kg
16	450 kg	900 kg	1500 kg
17	600 kg	1200 kg	2000 kg
18	900 kg	1500 kg	3000 kg
19	1200 kg	2000 kg	4000 kg
20	1500 kg	2500 kg	5000 kg
20+	+250 kg per level	+500 kg per level	+1000 kg per level

EQUIPMENT ENCUMBRANCE TABLE

EQUIPMENT ENCUMBRANCE LIMIT	$STR + END / (STR + END) * 2$
Level 1 - Total armor weight $\leq STR + END$ = No Effect	
Level 2 - Total armor weight $\leq (STR + END) * 2$ = Encumbered	
The character must spend 1 point of Stamina to perform running action. Jumping costs twice as much Stamina.	
Level 3 - Total armor weight $> (STR + END) * 2$ = Overloaded	
The character cannot run or jump at all. Uncontrolled falling beyond 1,5 meter fall distance.	

Melee Combat

Melee combat check is an opposed skill check which is rolled when a character declares an melee attack against another character or creature. A melee attack is a 2 second combat action if not otherwise stated in a used combat move.

Attacker declares which attack she is going to perform. This attack can be made with any melee combat skill, which are: Martial Arts, Swords, Axes, Staffs and Shields. The attacker also needs to declare which kind of attack she is going to perform, these are Piercing, Slashing and Blunt attack. The attacker must also tell if she is using her weapon in one hand or in two hands. Martial Arts attacks inflict Stamina damage and they are not targeted to any body part, unless some skills or abilities convert that damage to Health damage. If Martial Arts damage is converted to Health damage the hit location is rolled normally.

Calculating Melee Base Values

In melee combat the character has her base attack and defense scores for melee fighting. These scores are calculated from the character's skills, traits and perks. The attack base value is used when the character is attacking and the defense value is used when the character is defending against a melee attack.

The first part of the value is calculated from the character's melee combat skills. Namely her Combat Style score and Weapon skill level. The character can use only one Combat Style at a time. This Combat Style is the character's "active" Combat Style.

The character's weapon speed value is added to the base melee score. The weapon speed measures the weapon's agility, maneuverability and overall quality. The weapon's speed value is written down in the form of "1-handed speed / 2-handed speed". This means that a weapon with the speed of "2 / 3" has the speed of 2 when used in one-hand and the speed of 3 when

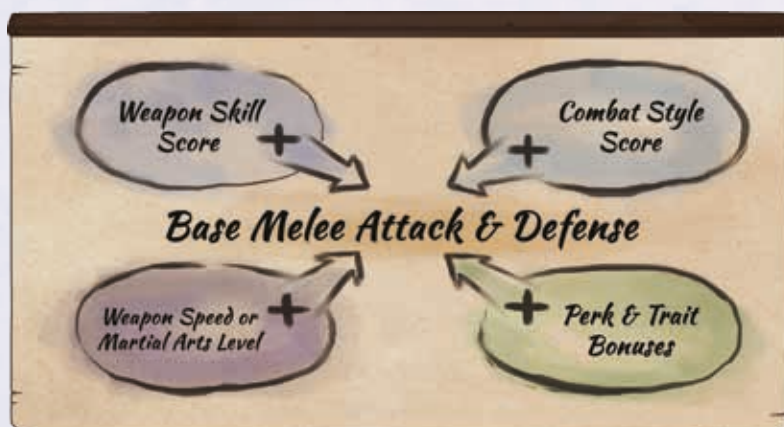
used in two-hands. The character's attack and defense scores can benefit the maximum of the character's weapon skill level from the weapon's speed. The unarmed Martial Arts speed is equal to the character's Martial Arts skill score.

Some Martial Arts weapons have no speed value, these weapons cannot gain speed or +1 to rolls bonus from smithing or enchantments. These Martial Arts weapons gain the character's Martial Arts skill level to their speed instead.

Some perks give passive bonuses to melee attack and/or defense. The character can gain benefits of a single Combat Style's Perks at a time unless the perk states otherwise.

Example: Sakagami Shiro is using a Tanto and his swords skill is 3 and he is using Technique Combat style of level 4 with +1 Attribute Bonus from the Concentration attribute (3+4+1=8). Shiro's Tanto has a speed of 4 when used in one hand but as Shiro has level 3 sword skill he only gains an additional +3 to his attack and defense from the weapon's speed (8+3=11). Shiro has the Perk "Offensive" from Technique Combat Style and thus gains +1 to Attack rolls. In total Shiro's Melee Attack and Defense scores are 12/11 (Attack/Defense).

A character also needs to declare if she is going to use a combat move, channeling skills or other abilities before rolling the attack. The attacker must declare these actions before the defender does.



Chain Weapons

Some weapons have a chain, rope or other string attached to it. These weapons can be used as a melee weapon up to their chain length. The character can control a chain length equal to her Agility attribute level in meters. Chain weapons can deliver melee attacks up to the distance the character can control the chain. These extended range melee attacks require room around the character wielding the chained weapon. The room required is 10 % of the total chain length. Chained weapons can also deliver throwing attacks if the character has a Throwing skill of 4 and the Chain Weapons Perk.

Resolving Melee Combat

1. Apply modifiers to the base melee value.
2. Roll opposed skill checks.
3. If attacker wins, roll a hit location according to the proper hit location table.
4. Roll possible condition checks for the target.

Modifiers which the attacker and the defender must add to their base melee scores are:

- Any channeling, combat techniques and/or combat move effects.
- Any modifiers from the character's status. Example: Movement, injury, fatigue and Stamina modifiers.

Modifiers which the attacker must add to her base attack score:

- The attack can be targeted to higher body, lower body or any specific hit location. These receive additional modifiers. If the attack is not targeted to any specific location use the medium attack table.

Special case modifiers are:

- Special effects from weapons.
- Some creatures can be larger or smaller than an average human. In melee combat attacker suffers **only** negative size modifiers and does not receive positive modifiers.

Combat checks are rolled with two six-sided dice unless the character uses Combat Abilities or has Perks which require rolling three six-sided dice. In such rolls, the ability or the perk defines if the character picks the best two or the worst two dice out of the three. Both characters roll their own combat checks. If both characters score exactly the same result the defender wins. If the defender wins the roll she has successfully defended and no further action is required unless the defender used a Combat Move or an Ability which states otherwise. If the attacker gets the higher result she has landed a successful hit and then rolls a hit location by rolling 2d6. If the attack was not an aimed attack use the middle hit location table.

HIT LOCATION TABLES

ROLL (2D6)	LOCATION		
	MEDIUM MODIFIER: 0	LOW MODIFIER: -1	HIGH MODIFIER: -2
2	Head	Torso	Head
3	Left Hand	Left Leg	Left Hand
4	Left Arm	Left Foot	Left Hand
5	Left Arm	Left Arm	Left Arm
6	Torso	Legs*	Torso
7	Legs*	Torso	Torso
8	Torso	Legs*	Torso
9	Right Arm	Right Arm	Right Arm
10	Right Arm	Right Foot	Right Hand
11	Right Hand	Right Leg	Right Hand
12	Torso	Torso	Head

*Roll 1d6 = 1-3 Left Leg / 4-6 Right Leg

CRITICAL HIT TABLE

LOCATION	
	Roll: 1d6
	1-4 = 1d6 + <i>PER.B</i> Stamina damage
Head	5 = Blinded for 1d6 rounds
	6 = 1d6 + <i>PER.B</i> Health damage + 1 Injury point
	Roll: 1d6
	1-3 = No effect
Torso	4 = 1d6 + <i>PER.B</i> Stamina damage
	5 = Knockdown check TN12
	6 = 1d6 + <i>PER.B</i> Health damage

Critical Hit

The character scores a critical hit if she hits her target to the head or torso. The character rolls the critical hit effect with 1d6 and adds possible critical hit bonuses to the roll. Head and torso locations have different critical hit tables.

Grappling

Grappling is an attempt to bind a character and render her immobile to gain an advantage over her in combat. Grappling is performed with a standard Martial Arts attack against the defender's melee defense. A grapple attempt suffers -1 to the result as long as the target is standing. If the target is lying or knocked down during combat the character attempting to grapple her gains +1 to the roll instead of a negative modifier. As any standard melee attack a grapple takes 2 seconds to perform.

After resolving a grapple attempt apply the following effects based on the outcome. If the attacker won the roll she is now grappling the defender, thus rendering her immobile until she frees herself from the grapple. If the defender won the roll she is not grappled and the attacker is knocked down in the process.

A grappled opponent can free herself from the grapple during her turn. This takes 2 seconds and is resolved purely with an opposite skill check against the grappler. Both characters roll Martial Arts + Combat Style (without bonus) + *STR* Bonus, the grappled character may use her weapon skill instead of Martial Arts. Unlike in normal combat channeling to combat speed does not have any effect.

When in grapple, both the grappler and the grappled are considered as immobile targets. The grappler may release the grapple at any time she wants to. During the grapple the grappled character can only perform the freeing action. The grappling character can perform a subduing action which inflicts $1\text{pt} + \text{STR} \cdot B$ Stamina damage to the grappled opponent which is capped to her Martial Arts skill level. This damage does not cause fatigue or injury points because the damage is dealt

overtime. This action does not require a skill check and it takes 2 seconds to perform.

Guard Stance

The character may declare to set into a guard stance at the beginning of the combat round or during her own turn. If the character declares the guard action during her own turn she must have at least two seconds left of her actions. The guard stance lets the guarding character to attack anyone who moves within a two meter radius around her without engaging in melee combat with the guarding character. This radius is increased by one meter for each Agility bonus level, however the guarding character must spend movement actions to reach characters who are outside of her weapon's reach. These movement actions require time normally. Other characters can move to the guarding character to attack her without giving the guarding character a chance to attack them during their movement.

After the character has declared the guard stance she may not perform any other actions outside attacking characters who attempt to pass her and moving to engage characters inside of her radius. Attacking against characters who attempt to travel within the guarding character's guard radius does not take time but the guarding character may only deliver a single attack against a character passing her. The guarding character gains +3 to the attack roll against these characters. The guarding character can also use ranged attacks against these characters but the ranged attack must take 2 seconds or less time to use. For example, a Combat Ritual which has a cast time of 4 seconds cannot be used while in guard stance. The guarding character also gains +3 to the ranged attack rolls and she also gains +1 to melee defense while in the guard stance.

Mounted Combat

A mounted character has a set of advantages and disadvantages in battle. The most important advantage for the mounted character is that by spending one second to control her mount she may order her mount to spend actions to move, thus moving herself on the battlefield. The second advantage is the high ground the character gains. To reflect this, a mounted character gains +1 to attack and defense rolls against non-mounted characters (Only if the character's Riding skill is level 3 or more). Furthermore, all successful attacks against a mounted character from characters standing on the ground are directed to her lower hit locations unless the attacker is able to attack from equal height (jumping attacks are an example).

The basic disadvantage to mounted combat is the requirement of the character to be trained in the skill of Riding. A character without the Riding skill suffers the immobile effect while fighting on horse or another mount. A character with the Riding skill, but lower than level 3 suffers -1 to all combat rolls and a character with level 3 Riding skill suffers no penalties. The most crucial disadvantage of mounted combat is the fact that the mounted character is unable to dodge ranged attacks. The shields skill can be used to block projectiles without modifiers. With level 4 Riding skill, the mounted character may use acrobatics to dodge projectiles, but she suffers -3 to the rolls. Furthermore, if the character and the mount are targeted by an area of effect ritual or attack they both must dodge it. Often the mount is unable to dodge the effect and thus leaves the rider vulnerable.

Flight and Aerial Combat

Some creatures and races have the ability to fly. A flying action can be made with any of the three basic movement types which are walking, running and jumping action. In flying terms these mean slow flight, fast flight and dashing. If a winged character is on the ground and she wishes to take off she must either perform a running action to build up speed or a jumping action to take off directly.

Movement actions cause movement modifiers while flying, however the flying character may use a glide action to move forwards with walk or run speed without generating movement modifiers. During a glide action the character cannot make sudden turns, however small adjustments to the flight direction are possible. The character can also declare to use a full 5 second glide action. During this full combat turn flight action the character can perform other actions which don't require the use of her wings, for example the character can attack with a bow, ritualism and other ranged attacks. Flight capable characters can also hover in mid air without spending movement actions to do so.

Physical wings have 50 % of the character's torso health. Humanoid characters with wings have their hit location number 12 turned into the wings hit location. A successful attack to this hit location causes a successful hit to either of the wings. To determine the exact wing roll 1d6 and results from 1 to 3 cause the attack to hit the left wing and results from 4 to 6 cause the attack to hit the right wing. Extra damage dealt to the wings is transferred to the torso. The character cannot fly with a single wing. If the character has multiple wings on each side the left and right hit locations include the "combined" health of those wings.

The ability to fly is very powerful. The GM should limit this ability among the player characters and NPCs alike. Defeating a flying character often requires a character who is skilled in long range fighting or baiting the flying character into an indoor battle. Rituals such as the Raven Accession and the Radiant

Patronage provide temporary wings, however these rituals do not grant the ability to fly. The GM can allow a special rule which modifies these rituals to give the ritualist the ability to fly as long as ritual remains active, however if done so the ritual skill level requirement should be increased to level 20.

Ranged Combat

A ranged combat check requires both the attacker and the defender to roll their ranged attack/defence rolls. Ranged combat is similar to melee combat, except that characters can engage in ranged combat based on their weapon's range.

Ranged Attack

The attacker uses her ranged combat skill. These skills are Archery, Ritualism and Throwing. The defender is required to roll either an Acrobatics check in order to avoid the ranged projectile or use the Shields skill to block the incoming attack. The ranged attack base value is the ranged skill score + perk bonuses + trait bonuses + weapon bonuses. Ranged attacks do not suffer movement modifiers.

Archery

Archery weapons include traditional bows and crossbows. The character suffers negative modifiers to the attack roll based on the distance to the target. The ranges are Short/Medium/Long/Extreme and they have the following range modifiers 0/-2/-4/-6. Each bow type has their own range which is displayed in meters. For example, Hankyū short bow has the range of 15/30/60/100. This means that Hankyū can reach up to 100 meters.

Bows have reload and shoot times. Reload represents the action of taking a new arrow from a quiver and inserting it to the bow. Shoot time is the time required to aim and draw the bow. Reload and Shoot are two separate actions but shooting requires that the character has completed a reload action. Some special Combat Moves require special reload

actions and the character must remember this when using such attacks.

Throwing

Throwing weapons are categorized into two groups, Large Throwing Weapons and Small Throwing Weapons. If the weapons are in holsters or in throwing packs throwing a large weapon takes 2 seconds to perform while throwing a small weapon takes only 1 second to perform. If the weapons are not in appropriate holsters or in hands it takes an additional 1 second to throw such a weapon.

RANGED ATTACK	MODIFIER
Medium Range	-2
Long Range	-4
Extreme Range	-6

TARGET SIZE (ONLY RANGED ATTACKS)	MODIFIER
Monstrous (Whale, Large Dragon)	+5
Gigantic (Dragon, Giant)	+4
Very Large (Oni)	+2
Large (Horse)	+1
Medium (Adult Human)	no modifier
Small (Young Child)	-1
Very Small (Dog, Cat)	-2
Extremely Small (Book)	-3
Tiny (Mouse, Apple)	-4

IMPROVISED THROWING WEAPON TABLE

OBJECT	DAMAGE
Bottle or Stone*	1 pt
Head Sized Stone	2 pts
Furniture	3 pts
Humans or Barrels	5 pts
Large Rock or Horse Size Animal	10 pts

*Does not suffer halved throwing distance or -1 to roll

Like bows, Throwing has four range categories, Short, Medium, Long and Extreme and their range modifiers are 0/-2/-4/-6. These ranges are identical with every throwing weapon and it is defined by the character's Strength level. Short range is equal to the character's Strength level. For each subsequent range add the Strength level to the previous range. For example, a character with Strength of 5 would have the following ranges with a throwing weapon: 5/10/15/20.

If a character uses objects which are not clearly made to be thrown, such as large rocks, people or animals, the throwing distance is halved and the throwing attack suffers an additional -1 to the roll. Furthermore, if non-weapon objects are used to deal damage their weight should be used as a reference for the total damage dealt to the target.

Ritualism

Ritualism is an arcane skill of spell casting. Rituals used in Combat are simply called Combat Rituals. Each Combat Ritual falls under two specialization fields which are Acernos and Ascendes. More about Ritualism in the Arcane Chapter.

Each Combat Ritual has a casting time which is declared in seconds. Under any circumstances the casting time of a ritual cannot be reduced below one second. Rituals have a maximum range but they have no range modifiers like in Archery and Throwing skills. Casting a ritual costs a single point of Stamina.

A character can use Catalysts to boost her Ritualism attack roll. A catalyst is an object which is enchanted with a Catalyst enchantment. A catalyst can also give special actions when casting rituals.

Ranged Defense

Ranged Defense is divided into two sub types. These are Acrobatics dodge and Shield block.

If the character uses the Acrobatics skill to dodge the ranged attack she gains her Acrobatics score, perk bonuses and trait bonuses to the dodge attempt. Acrobatics dodge requires that the defender has the freedom of movement to either dodge the attack or enough space to jump away from the area of effect

of the attack. The character may choose to use a jump action even if the attack is not an area of an effect attack. If the character uses a jump action it costs the jumping Stamina cost and the character gains jump movement modifiers due the jump action. A dodging jump action takes no time. The character may use channeling to boost the Acrobatics score before making the roll. Movement modifiers do not affect acrobatics dodge rolls.

If the character uses the Shields skill to block the ranged attack she gains her Shields skill, combat style attribute bonus, perk bonuses, trait bonuses, possible Combat Move bonuses and the shield's defense bonus to the blocking attempt. Shield's speed value is not added to the ranged defense. Shields cannot block area of effect rituals or attacks which target the character from her feet. For example, all seal type rituals are unblockable. Unlike in Acrobatics dodge movement modifiers affect the Shields block roll. The character may use Self-channeling skill to boost ranged shield defense.

Successful Attack Effects

Each time an attacker scores a successful melee or ranged attack the opponent suffers 1pt of Stamina damage from the shock effect caused by physical trauma. This effect is absolute and it cannot be resisted, absorbed or ignored by any other rule.

Each time a character takes at least one point of Health or Stamina damage from any source she suffers a stun status effect. The stun effect is active until the character uses 2 seconds to recover from it. Stun causes a -3 modifier to all rolls with the exception of the initiative roll and all damage effect checks. This effect can be reduced or ignored with the Pain Resistance trait and other effects which cause pain resistance.

Aimed Attacks

A character can aim her melee and ranged attacks to specific hit locations. A normal aimed attack converts the hit location results 6, 7 and 8 to a location which was called before the attack. The character can also deliver an aimed attack which will hit the hit location without rolling the location. This attack has doubled aimed attack modifier (for example, a sure-hit to the head location suffers a -8 modifier).

Attacks can also be performed as high or low attacks. A high attack gains a -2 modifier and low attacks gain a -1 modifier. If an attack is performed as a high or low attack the hit location is rolled according to the corresponding hit location table.

AIMED ATTACK TABLE

LOCATION	MODIFIER
Arm, Leg, Torso, Wings	-2
Head, Foot, Hand, Tail	-4

Damage Types

Damage is divided into seven different damage types. Each of these damage types damages a character's Health or Stamina.

Piercing

Piercing damage is usually inflicted by spears and sword thrusts, arrows and rituals which cause direct physical damage in piercing form. Piercing is one of the three physical damage forms and it can be resisted with standard armor and absorb effects.

Slashing

Sword swings, axe hits and several other cutting attacks cause slashing damage. Slashing damage can be resisted with standard armors and absorb effects.

Blunt

Mace swings, some martial arts attacks and other bludgeoning attacks cause blunt

damage. Blunt damage is a special physical damage type which can be converted to Stamina damage if the attacker so wishes. The attacker must declare the conversion of blunt damage to Stamina damage before rolling the attack roll. The blunt damage can be resisted with standard armor and absorb effects. If blunt damage is converted to Stamina damage the hit location is still rolled and armor rating reduces this Stamina damage.

Energy

Energy damage is the most common form of non-physical damage. This includes powerful shockwaves, deadly blasts of energy from rituals, Outwards Channeling damage and special weapons which can cause energy damage. Like all non-physical damage energy damage is much harder to resist. Some traits, rituals and enchantments provide resistance against this damage type. Also the absorb effect reduces energy damage.

Fire

Fire damage is a special non-physical damage type which causes burning status effect when fire damage is dealt to one of the hit locations. Burning status is applied each time a character takes a chunk of fire damage. A character can have multiple burning effects in several hit locations or multiple effects in one location.

The burning status deals 1 point of fire damage during the end phase to the character's hit location which has the status effect. This fire damage does not cause another burning status effect. Each time the character takes the damage from the burn she also suffers 1pt of Stamina damage from the shock. If the character has fire resistance the burning effect is not applied but the character still takes the Stamina damage.

The burning status can be removed by spending 5 seconds to extinguish the flame. This removes all burning status effects from the character. Like energy damage, fire damage can be reduced with resistances and absorb effects.

Lightning

Lightning damage is another special damage type which can be converted to Stamina damage if the attacker so wishes. The attacker must declare the conversion of lightning damage to Stamina damage before rolling the attack roll. Like fire and energy damage, lightning damage can be resisted with proper resistance effects and absorb effect. If lightning damage is converted to Stamina damage the hit location is still rolled and lightning resistance can reduce this Stamina damage.

Stamina

Stamina damage deals non-lethal damage which can knock people unconscious. This damage is mainly done by martial arts attacks and by converting blunt or lightning damage. Non-converted Stamina damage can only be resisted with the absorb effect. If a character runs out of Stamina all extra Stamina damage is dealt as Health damage directly to the torso location.

Damage Reducing Effects

Armor Rating

Armor rating provides resistance against the three physical damage types. Armor rating has three values, Piercing, Slashing and Blunt. These values are always shown in P/S/B format and weapon damages are shown in the same format. For example, 3/4/1 would mean 3pts Piercing resistance, 4pts Slashing resistance and 1pt Blunt resistance. Each armor value reduces incoming damage from a successful physical attack equal to their resistance score. Physical damage can be reduced to zero.

Armors provide location based protection. This means that damage dealt to an unprotected location in a character's body is not reduced by armor which is worn in other body locations. For example, a character with a Studded Leather Cuirass and Helmet would still suffer full damage from dagger slashes to legs. Armor is not stackable. This means that a character does not gain double protection if she wears two torso armor pieces, instead only one of the two armors would provide protection at a time. The armor providing the

protection is the one with higher armor value against the damage type. For example, if a character is wearing Kikko Cuisses (1/2/1) and Fur Cuisses (1/1/2) as additional protection the total armor rating would be 1/2/2 (Piercing value is 1 in both armors and Kikko has an armor rating of 2 against Slashing damage and Fur has Blunt armor rating of 2).

Shields offer passive protection to the side of the body they are held in. Protected locations can include hand, arm and leg. Each shield has their armored locations defined in their stats. For example, the round shield offers protection for the hand and arm, so if the shield is held in the left hand the character's left hand and arm are protected by the shield. The shield's armor rating reduces damage when the character takes a successful attack to a location which is protected by the shield. Shield armor rating is not affected by the stacked armor rule and the damage dealt to the hit location protected by both a shield and armor must pass through both the shield and the armor before dealing damage to the character. For example, if the character has a round shield (2/2/2) and a platemail gauntlet (4/4/1) on her left hand, her total armor rating for the left hand is 6/6/3.

Leather armor and silk clothing is not counted as armor per rules, for example this means that a character wearing a full set of leather armor still gains the effect from the Absorb Blows perk. Some high quality silk can provide low armor value. With these, armor stacking rules are still in effect. Leather armor can still be crafted and improved and both leather and silk can be enchanted with armor enchantments.

Elemental Resistances

Elemental resistances are divided into three subtypes, Energy, Lightning and Fire resistance. Like armor ratings, elemental resistance reduces incoming elemental damage equal to its score. Elemental damage can be reduced to zero, with the exception of fire damage which can be reduced to zero but it still causes the burning status effect. Unlike armor rating, Elemental resistance provides protection to the entire character regardless

of the hit location with the exception of few armor enchantments.

Absorb

Absorb is a rare form of damage resistance. This effect negates all forms of damage, which are physical, elemental and Stamina damage. The absorb effect is applied after physical and elemental resistances.

Fire damage does not cause burning status effect if the fire damage is reduced to zero and the character has the Absorb effect.

Resolving Damage and Effects

When an attacker wins the roll she consults the appropriate hit location table. These are High, Medium and Low. If the attacker did not specify where the attack was aimed to it is rolled according to the Medium hit location table. For hit location tables see page 108.

After the location is rolled the target takes damage to that location. The total damage done by a weapon comes from the weapon's base damage, the character's Strength bonus and possible additional damage sources such as perks, combat moves, channeling effects and weapon enchantments.

Ranged attacks won't gain Strength Bonus to their damage with the exception of Throwing Weapons. Large Throwing weapons gain full damage bonus where Small Throwing Weapons gain only halved damage bonus (rounded up).

Weapons can trigger multiple different damage effects and each of these should be rolled separately after the damage is resolved. Multiple similar effects may be applied by a single attack. Add any universal modifiers such as injury and fatigue levels to the roll.

All damage effects are resolved with their governing attribute check against TN12.

Bleeding

Governing Attribute: Endurance

Bleeding check is required each time a character takes more damage than her Endurance level from a single piercing or slashing attack. If this damage was dealt by a weapon with a Bleeding effect the effect modifier is added to the base TN.

Each bleeding effect drains 1 point of damage from the location it is applied to. The bleeding effect is applied every 5 seconds (at the end phase of a combat round) until the bleeding effect is healed. The bleeding effect may stack and after all Health from the body location is depleted bleeding transfers to the torso location. If at least one point of damage is healed from a bleeding location all bleeding effects from that location are removed.

***Example:** Takahashi Ryo has suffered a severe sword blow to his right arm. The attack delivered 5 points of damage and Ryo has END value of 4 and thus he suffers an injury and is forced to roll a bleeding check. The weapon which made the combat damage has a Bleeding 2 value, which adds a +2 modifier to the bleeding base TN. Ryo rolls 2d6 to determine if he starts bleeding. His target number is 14 and he has 4 from his endurance. Ryo rolls 8 so his score is 12 (END 4 + roll 8) against the TN14 (Base TN12 + Bleeding 2). Ryo has failed the Bleeding Check and he starts to bleed from his right arm location.*

Shatter

Governing Attribute: Endurance

Shatter effect is rolled when a character is hit by a blunt attack which damage exceeds the character's Endurance level. Weapons and enchantments may have special effects which make this check harder. If this damage was dealt by a weapon with the Shatter effect the effect modifier is added to the base TN. Each successful shatter effect adds one Injury point to the character.

***Example:** Miyamoto Yuki suffers a mighty blow from a battle hammer and takes 8 blunt damage to his right hand which deals 50% of total damage rounded up. Yuki has END of 6 and the weapon does not have extra shatter bonuses*

so Yuki rolls the Shatter check with no negative or positive modifiers (roll+6 against TN12).

Knockdown

Governing Attribute: Agility

Knockdown check is performed every time a character suffers hit to her feet or weapon or combat ability has a Knockdown effect. If this damage was dealt by a weapon with the Knockdown effect the effect modifier is added to the base TN.

If the character fails the check she is knocked to the ground. If the character is knocked down she is required to stand up before she can attack properly or use Walk, Run or Sprint actions.

***Example:** Mizushima Miki has taken a hit from the Hammer Kick combat move to her right leg and requires to perform two knockdown checks (The leg hit and the successful Hammer Kick generate separate checks). Miki has AGI level of 8 so she must roll 4 twice to stay standing (AGI 8 + roll against TN12 for both checks).*

Consciousness

Governing Attribute: Concentration

Consciousness check is required each time a character takes damage and it exceeds her Endurance level. If the character fails the Consciousness Check she is knocked unconscious and cannot act until she recovers.

Recovering from unconsciousness requires rolling a successful recovery check at the end of a combat round. Recovering from unconsciousness is not possible during the round the character was knocked unconscious without another character's help. The recovery roll is identical to a Consciousness Check.

Outwards channeling may recover an unconscious character. Each two points of channeled genki to the character adds an extra +1 modifier to the recovery roll. This may be attempted immediately after the character has lost her consciousness.

***Example:** Takahashi Ryo takes 7 points of damage to his left arm and is required to roll*

a Consciousness check. He has CON level of 6 and he has suffered two injuries beforehand. Ryo rolls 7 so his score is 11 (CON 6 + roll 7 - Injuries 2 = 11). The TN is 12 so Ryo is knocked unconscious.

Paralyze

Governing Attribute: Endurance

Paralyze check is rolled each time a character suffers an attack with a paralyze effect. A paralyze effect has a strength which increases the paralyze TN. This strength is displayed after the paralyze text, for example "Paralyze 2".

If a character fails a Paralyze check she loses control of the body part which took a hit with the paralyze effect. The character cannot move the paralyzed body part at all. If the location is torso the character loses the control of her arms and legs. If the paralyzed location is the head the character loses the control of all of her body parts. If the character's torso or head is paralyzed she is considered immobile until the effect is removed. If one leg becomes paralyzed halve the character's movement distance. With two legs paralyzed the character cannot walk, run or jump.

Recovering from Paralyze requires a successful resist check against the effect and takes two seconds to perform. A successful check removes all Paralyze effects.

***Example:** Sakagami Maya has taken a hit to her right leg from a weapon with a Paralyze effect. The paralyze has strength of 2 and Maya's CON level is 8. Maya rolls 7 so her score is 15 (CON 8 + roll 7). Maya succeeds against the TN14 (Base TN12 + Paralyze modifier 2 = 14) and her leg is not paralyzed.*

Freeze

Governing Attribute: Strength

Freeze check is rolled each time a character suffers an attack with a Freeze effect. A Freeze effect has strength which increases the freeze check TN. The effect strength is displayed after the Freeze effect, for example "Freeze 3".

If a character fails the check she loses the control of the body part which took the hit from the Freeze effect. If the location is torso the character loses the control of her arms and legs. If the frozen location is the head the character loses the control of all of her body parts. If the character's torso or head is frozen she is considered immobile until the effect is removed. If the character's head is frozen the character is in danger of dying of suffocation. If her entire body is frozen the character is set in slumber which slows down the suffocation process so that the character can survive in such state for *END* minutes without starting to suffocate.

Recovering from a Freeze effect requires a successful resist check. Recovering attempt takes 2 seconds to perform. A successful check removes all Freeze effects.

Example: Shiomi Takashi has stepped into a Seal of Frost and now he is required to roll against a Freeze effect of 3. He has STR of 5 and he rolls 6 so his score is 11 (STR 5 + roll 6 = 11). Shiomi fails the freeze check against the TN15 (Base TN12 + Freeze modifier 3 = 15) so his leg is frozen.

Knockback

Governing Attribute: Agility or Endurance

Knockback is a special check which happens when a character takes more damage than her Agility and Endurance levels combined. If this value is exceeded the character rolls a Knockback check TN12 with the governing attribute with the lower level. A Knockback effect can also be dealt as part of a special attack. In this scenario the character is forced to Knockback unless otherwise stated. A Knockback effect triggers from both Health and Stamina damage but the attacker can prevent the trigger if she wishes.

A Knockback effect pushes the target backwards total of the attacker's Strength level in meters. A Knockback effect is treated as a horizontal fall. The character can roll an Acrobatics skill check during the Knockback flight. The target number for this skill check is the base TN7 + the attacker's STR level. If the character succeeds in the skill check she recovers from the flight and takes no extra

damage from the horizontal fall. A failed Acrobatics check results damage based on the horizontal fall and the effect follows the rules of an uncontrolled fall.

If the character collides with a solid object she takes the full damage of the uncontrolled fall but if she collides with another character she only takes half of the total damage and the target receives the other half to a random medium hit location.

Example: Mori Kenshin takes a hit from a war hammer which deals 10 damage. Kenshin has END of 5 and AGI of 4 so he must roll a knockback check (END 5 + AGI 4 = 9 < 10). Kenshin's AGI level is lower so he must roll the check as an Agility check. Kenshin rolls 6 so his score is 10 (AGI 4 + roll 6 = 10) so he fails the check against TN12. Kenshin can now try to recover from the horizontal fall with an acrobatics skill check. The attacker has a STR of 10 so the TN is 17 (Base TN7 + STR 10 = 17). Kenshin has Acrobatics score of 6 and he rolls 11 so he recovers from the vertical wall without taking damage (skill 6 + roll 11 = 17 against TN17).

Health and Stamina

A character's Health measures her ability to take and withstand physical damage. For example, a fragile geisha and a mighty samurai both take 3 piercing damage to the torso from a tanto stab. The geisha has total torso Health of 8 and the samurai has 20 points of torso Health. This would mean that the geisha has a serious gaping wound on her side where the samurai would have taken only a minor flesh wound.

Each character has six separate hit locations. Head, torso, both arms and legs. A character's total Health is calculated by doubling her Endurance level and adding any possible bonuses from traits and perks. A character has separate Health pools for each hit location. Torso has full 100% of the character's total Health, arms and legs have 75% of the character's full Health and the head has only 50% of the character's total Health. In addition, a character has hand and feet hit locations which share Health pools with arms and

legs but hits there deal only half of the total damage (rounded up).

In torso and head locations a character has an additional pool of 100% of her total hit location Health which represents the absolute maximum damage which the character can endure before death. For example, if the character has 12pts Health on her torso it would mean that she has an additional 12pts of Health reserve in her torso and an additional 6pts of Health in her head. Reducing one of these reserve pools to zero after depleting her main pool results to death. A character suffers -3 to all rolls when her Health pool is depleted and she takes the first point of damage to her reserve Health pool.

If a character's arm or leg Health pool takes more damage than there is Health, the remaining damage is transferred to the character's torso location.

A character also has a single pool of Stamina. This Stamina pool represents the character's fitness and the total pool of her genki. A character's Stamina pool is calculated by adding her endurance and concentration attributes together and multiplying them by two, then add any traits and perks which would further enhance her Stamina pool.

More Stamina a character loses more tired she becomes. If a character's Stamina is reduced below 50% of her total Stamina she will suffer a temporary -1 to all rolls. She will gain an additional -1 if her remaining 50% Stamina is reduced by another half. She will suffer a third -1 if that remaining 25% is reduced below 50%. If the character's Stamina is reduced to zero she is rendered unconscious and any additional Stamina damage is transferred as Health damage to her torso.

<p>HEALTH END x 2</p>	
<p>STAMINA (END + CON) * 2</p>	

A character can use 5 seconds to recover Stamina. The character recovers $END/4 + END.B$ Stamina per five seconds. During these five seconds the character can have a channeling or hybrid technique active. If the character recovers Stamina outside combat she may walk but she cannot do any demanding physical actions.

Dismemberment Rules

If a character takes damage to her limbs or head which is double or more of the maximum Health pool of that location that location is severed from the body. If the character suffers damage enough to sever her limb the extra damage is not transferred to her torso but instead she suffers an automatic bleeding effect.

The character's limb can be saved and reconnected with the Limb Saver outward channeling perk but only if the limb was cut off with a slashing or piercing attack or other clean way, such as a cutting ritual. If the limb was blown off by a savage blunt attack or an explosive ritual the limb is beyond saving.

Optional Dismemberment Rules

A character may use the option to suffer a limb loss if she receives damage to legs, feet, arms or hands which would cause more damage than the location's full Health. This option is not always the best option but it may save the character's life if the transferring damage would be enough to kill her. Like in the standard dismemberment rules this causes an automatic bleeding effect to the location.

Death and Defeat

If a character's Health in her torso or head is reduced to the reserve pool the character is considered to be subdued and she suffers -3 to all rolls and is forced to roll a consciousness check. In addition, each physical action in this state besides walking and crawling results to a bleeding check to those locations which are reduced to the reserve pool. If the character's torso or head reserve Health pool is reduced to zero the character is dead.

Injury and Fatigue Points

A character receives an injury point when she suffers more damage than her Endurance level and she suffers a fatigue point when over channeling or when she is hit by Stamina damage which exceeds her Endurance level. Each level of injury and fatigue points reduces the character's all rolls by -1. These effects stack with each other and may cause further modifiers and penalties if their combined level reaches certain levels. Consult the injury and fatigue level table below for detailed stacked effects.

INJURY AND FATIGUE EFFECTS TABLE

COMBINED LEVEL	EFFECT
-4	Character has hard time moving, each movement action costs one stamina.
-5	Character has hard time standing, attempting to stand requires AGI check with TN12
-6	Standing checks require TN20
-7	Standing is impossible
-8	Character cannot move at all
-9	Character has hard time communicating with other people
-10	Character is unconscious

INJURY RECOVERING MODIFIERS TABLE

MODIFIER	EFFECT
Medicine Skill	Patient is under care of medicine skill.
-1	Character carries out small physical activities such as cooking.
-2	Character does moderate physical activities such as walking moderate distances.
-3	Character partakes to serious physical activities such as long walks or running.
-4	Character fights or causes severe stamina loss.
-5	Character receives fatigue or injury modifier during rest.

Recovering from Injury and Fatigue Modifiers

A character can recover from injury and fatigue points by resting one day. With one day of rest the character can recover a single injury or fatigue point. Recovering a fatigue point only requires the character to have a good night's sleep. Recovering an injury point on the other hand requires the character to roll a successful Endurance check. If the character carries out any physical activities she suffers negative modifiers to her Endurance check. The character can also gain bonuses to her roll if she is under the care of another character who rolls a successful medicine skill check. If the character is successfully tended by another character with the medicine skill the character gains the healer's medicine skill level as a modifier to her Endurance check result.

Healing Wounds

A character can be healed by using ritualism, channeling and medicine. Ritualism and channeling heal the character's health extremely fast compared to traditional medicine. The healing effects from arcane arts are instantaneous. Outward channeling can be used to heal fresh scars where ritualism leaves scars more often than natural healing.

When arcane arts are not available medicine can be used to speed up the natural healing process. The patient recovers lost health equal to her Endurance level divided by two each day. If the patient herself or another character tends the patient with medicine skill she recovers extra health equal to the healer's medicine skill level. The patient can gain medicine skill bonus from only one character. If the character does not rest properly her recovery rate is halved.

Cluster Hits

Some abilities and rituals may cause damage in form of a cluster hit. This means that the total damage is divided into smaller damage groups which each are then applied separately to the target. If the damage is elemental type and the character has resistance against the damage type apply the resistance effect before splitting the damage to clusters. For example, 10pts of damage in 2pts clusters is affected by 4pts damage resistance by reducing the total 10pts damage to 6 and then rolling the 2pts clusters to target. If damage is physical each cluster is resisted separately based on the hit location and armor in that location. Also, if armor location has special elemental resistances these resistances resists each cluster hitting that location separately.

Cluster hits can generate multiple critical hits to the target. Each hit in a cluster also causes the default one point of Stamina damage separately.

Blindness

Blindness causes a -6 modifier to all combat rolls. Some abilities, weapons and effects cause temporary blindness. Temporary blindness is often resulted from head trauma, intensive blood stream to eyes or weapon effects such as Black Eggs which are hollow eggs filled with crushed glass, pepper and sand. Some traits can reduce the blindness modifier.

Group Attack Bonus

If multiple characters attack against a single target in melee they gain +1 to attack for each attacker after the first. This bonus is capped to +8. Group Attack Bonus is reset after each round of combat. For example, if a lone samurai is attacked by 4 bandits and they all attack against the samurai in melee during a single combat round the second attacking bandit gains a +1 attack bonus as he was the

second attacker against the samurai during that turn. The third bandit gains +2 to attack and the fourth bandit gains +3 to attack. If the defending character decides not to defend against an attack the attack does not generate a group attack modifier. Of course the attack is considered a hit if the attacker passes the basic skill TN7.

Using Fate

Fate is a strong attribute which can be used to change the outcome of events and actions which directly affect the character. Consult the Fate table for examples for the use of Fate. The most common use for Fate is the rerolling of an action, which lets the character to reroll dice, however the new result is applied even if it is worse than the original roll. The Game Master can also make characters to roll Fate to check their luck when pure luck is involved, however a high Fate level should not have a huge impact on a character's general luck.

Used Fate points regenerate by one Fate point per each gameplay session or by one point per each full month during a single session. If a character runs out of Fate points she is still able to use her spent Fate points. If the character does so her Fate level is reduced from its maximum level by one level per each Fate point used. These Fate points are locked from Fate regeneration until the character spends 5XP per Fate point to unlock them again. During character creation each Fate point is worth 5XP and after character creation each new point of Fate is worth 10XP.

Example: Sakagami Maya has spent all of her three Fate points. If she spends one more Fate point her total Fate level of 3 is reduced to 2 until she spends 5XP to recover the locked Fate point.

FATE USE EXAMPLES TABLE

FATE POINTS USED	EXAMPLE
1	Reroll any dice roll which would directly affect the character.
1	Modify one die by increasing or decreasing the die result by one. For example, if a character rolls five and six for a melee attack she can use one point of fate to change the five to six, thus scoring a miracle.
1	Gain a +3 bonus to a single dice roll. This cannot be applied more than once per roll. The fate point must be used and applied before rolling the dice.
1	Perform a minor stunt which ignores a single skill or attribute check. For example, performing a double backflip from a knockback effect and recovering without rolling an acrobatics check.
1	Perform a physical action which defies the laws of physics. For example, making a short dash along the surface of water or making a leap through forest canopy which cannot support the weight of the character.
2	Redirect any successful attack against the character to any hit location.
2	Throw yourself in front of an attack targeted against another character. Characters' with the negative trait "Code/Self Sacrifice" or other similar nature characteristics may use this ability with the Fate cost reduced to 1.
2	Recover Health and Stamina equal to the character's Endurance level and ignore Endurance Bonus score worth of Injury or Stamina points for <i>END.B</i> combat turns.
3	Prevent the character's death by damage, leaving the character seriously injured and unconscious. This does not prevent the enemy from ending the character's life after the ability has been used. Sometimes the enemy might mistake the character dead and leave.
3	Recover <i>ENDx2</i> or <i>CONx2</i> Stamina points.



Combat Abilities

Combat Abilities are a set of special skills which characters can learn. These abilities are split into Combat Moves, Combat Techniques, Channeling Techniques, Hybrid Techniques and Combat Rituals.

Abbreviations

Attribute Bonus = (ATTRIBUTE).B

Maximum Value = (mValue)

See Gameplay Terms on page: 3 for more information.

Combat Moves

Combat Moves are special attack or defense actions the character can use in place of her standard attack or defence action. Combat Moves are weapon or combat style specific. Some combat moves have special requirements, for example “Coup de Grâce” Combat Move can only be used when your opponent Fumbles her defense roll against you or when you score a Miracle with your attack roll. Most Combat Moves also require the character to use a right type of weapon or attack type. For example, Batto and Iaijutsu both require the use of a curved sword. The character can learn combat moves if she meets the Combat Move’s skill requirements.

Some Combat Moves have additional requirements. For example, some Combat Moves require a slashing attack when using the Combat Move. This means that the attack is performed using the character’s weapon’s slashing damage type. Combat Moves may also require the character to use her weapon in two hands or use a weapon of a specific weapon type.

Agile Combat Moves

Flurry **2XP**

Level Requirement: 3
Stamina Cost: 1
Requirement: *None*

The character attacks two times against a single target. The attacks deal only 50 % of the weapon’s base damage.

Sting **1XP**

Level Requirement: 4
Stamina Cost: 1
Requirement: *Piercing Attack*

The character delivers a precise piercing attack which ignores *AGI/2* armor. This attack suffers -2 to the attack roll.

Feint **1XP**

Level Requirement: 4
Stamina Cost: 0
Requirement: *None*

The character rolls her attack with 3d6 and picks two dice as the final result.

Butterfly Attack **1XP**

Level Requirement: 5
Stamina Cost: 1
Requirement: *None*

The character attacks and then jumps backwards or to her flanks. The character gains +1 to the attack roll due to the attack’s arbitrary nature.

Coup de Grâce **3XP**

Level Requirement: 5
Stamina Cost: 2
Requirement: *None*

The character can activate the Coup de Grâce when an enemy Fumbles her defense check against the character’s attack or the character scores a Miracle on attack. Coup de Grâce attack automatically hits the target’s torso and ignores all physical armor ratings.

Jump Attack **1XP**

Level Requirement: 6
Stamina Cost: 1
Requirement: *None*

The character performs a jump which is followed by a melee attack. This melee attack gains +50 % to weapon damage. The attack does not suffer from movement modifiers.

Iaijutsu **2XP**

Level Requirement: 6
Stamina Cost: 2
Requirements: *Slashing Attack, Curved Swords, Sheathed Weapon*

The character can use the Iaijutsu when defending against a melee attack. The character can use Iaijutsu only if her both hands are free and her sword is sheathed. The character rolls her defense with sword defense and gains +2 to the defense roll. If the defense roll is successful the character may perform a free attack against the opponent. This attack gains +3 to the attack roll and the damage bonus from *STR.B* is doubled.

Whirlwind **2XP**

Level Requirement: 7
Stamina Cost: 2
Requirements: *Two-handed, Slashing or Blunt Attack*

The character spins her weapon rapidly and attacks two times in a single attack. These attacks gain +2 to the roll. The whirlwind attack does not gain *STR.B* to damage. Whirlwind can also be used as a defensive maneuver. The character may roll her defense roll twice and use the better score.

Aerial Attack **3XP**

Level Requirement: 9
Stamina Cost: 2
Requirement: *None*

The character jumps and delivers one quick attack during her jump. Due to the nature of this Combat Move the jump can be a horizontal dash or an arched jump. This attack does

not suffer movement modifiers and deals +100 % weapon damage.

Thousand Strikes **3XP**

Level Requirement: 10
Stamina Cost: 2
Requirement: *None*

The character delivers a burst of attacks after a successful opening hit. This attack deals Agility skill level worth of extra damage. The bonus damage is dealt in 2 point clusters and each hit ignores *AGI.B* (m4) points of armor. The opening hit which is followed by bonus damage is a standard melee attack.

Archery Combat Moves

Double Shot **2XP**

Level Requirement: 5
Stamina Cost: 1
Requirement: *Bow Weapon*

The character shoots two arrows at once. This attack requires a special reload action. The attack roll suffers a -1 modifier. Roll separate attack rolls for both arrows.

Precision Shot **2XP**

Level Requirement: 5
Stamina Cost: 1
Requirement: *None*

The character's Archery attack ignores *PER.B* worth of physical armor. The attack roll suffers a -3 modifier.

Fast Reload **3XP**

Level Requirement: 5
Stamina Cost: 2
Requirement: *Crossbow*

Fast Reload is a special crossbow reload action. This decreases the reload time of a crossbow equal to the character's *STR.B* in seconds. The reload time cannot be reduced below one second.

Fast Shot

1XP

Level Requirement: 6

Stamina Cost: 1

Requirement: *Bow Weapon*

The character can perform a quick attack which reduces the shoot time by one second.

Full Bend

3XP

Level Requirement: 8

Stamina Cost: 2

Requirement: *Bow Weapon*

The Full Bend increases the attack damage equal to the character's *STR.B*. This bonus cannot exceed the weapon's base damage.

Axes Combat Moves

Shred

1XP

Level Requirement: 4

Stamina Cost: 2

Requirement: *Slashing Attack*

The attack deals extra *STR.B* slashing damage.

Sunder

2XP

Level Requirement: 6

Stamina Cost: 2

Requirement: *Two-handed*

The attack generates a Knockdown check with $TN8 + STR$. The attack deals *STR.B* extra damage.

Pound

3XP

Level Requirement: 9

Stamina Cost: 3

Requirement: None

The character attacks three times against a single opponent. The second attack suffers a -2 modifier and the third attack suffers a -4 modifier. These attacks are rolled according to the upper torso hit location table and they cannot be aimed.

Combat Sense Combat Moves

Sync

1XP

Level Requirement: 4

Stamina Cost: 0

Requirement: *None*

When two characters have this Combat Move they can use it to perform their turns at the same time. They must use their lower initiative score. When the two characters attack against the same target they gain +2 to melee attack and they both gain any bonus modifiers from group attack bonus normally.

Dual Wield Combat Moves

Two Weapon Feint

3XP

Level Requirement: 4

Stamina Cost: 0

Requirement: *None*

The character rolls her attack or defense with 3d6 and picks two dice as the final result.

Twin Blitz

2XP

Level Requirement: 6

Stamina Cost: 1

Requirement: *None*

The character attacks with both weapons. She chooses which weapon she uses for her first attack. If the character successfully hits with her first attack she does not attack with her second weapon.

Nitō-Batto

2XP

Level Requirement: 6

Stamina Cost: 1

Requirements: *Slashing Attack, Curved Sword, Sheathed Weapon*

The character unsheathes her sword and attacks. The Nitō-Batto gains +2 to the attack roll and the damage bonus from *STR.B* is doubled. This attack consists the drawing of the sword from scabbard. Unlike normal

Batto, the Nitō-Batto can be performed with one free hand.

Danse Macabre (Dual Wield) 3XP

Level Requirement: 8
Stamina Cost: 3
Requirement: *None*

Then character spins into a dance of death. Danse Macabre adds *AGL.B* to the damage. The character also gains +4 to the melee attack roll.

Blade Storm 2XP

Level Requirement: 8
Stamina Cost: 4
Requirement: *None*

The character attacks three times against a single defense roll. The character attacks once with both of her weapons and the third time with a chosen weapon. If one of the attacks is successful the character won't roll further attacks.

Nitō-Iaijutsu 2XP

Level Requirement: 10
Stamina Cost: 2
Requirements: *Slashing Attack, Curved Swords, Sheathed Weapon*

The character can use the Nitō-Iaijutsu only when defending against a melee attack and her sword is sheathed. The character rolls her defense with sword defense and gains +2 to the defense roll. If the defense roll is successful the character may perform a free attack against the opponent. This attack gains +3 to the attack roll and the damage bonus from *STR.B* is doubled. Unlike normal Iaijutsu, the Nitō-Iaijutsu can be performed with one free hand.

Double Attack 3XP

Level Requirement: 12
Stamina Cost: 2
Requirement: *None*

The character attacks with both of her weapons at the same time. The defender rolls a separate defense checks against both attacks.

If both of the attacks hit, the character may force the second hit to the same location the first successful attack hit.

Four Crimson Blossoms 3XP

Level Requirement: 15
Stamina Cost: 1
Requirement: *None*

Whenever the character lands a successful hit to an opponent she may use the Four Crimson Blossoms Combat Move. The character splits the successful attack damage into four separate damage clusters. Apply a Bleeding check to each hit. Apply all weapon enchantment effects only to the first cluster.

Twin Riposte 3XP

Level Requirement: 18
Stamina Cost: 3
Requirement: *None*

Whenever the character defends against a melee attack the character may use Twin Riposte. The character gains +1 to the defense roll. If the defense roll is successful the character may deliver a standard melee attack against the opponent.

Gyre 3XP

Level Requirement: 20
Stamina Cost: 3
Requirement: *None*

The character attacks against any number of opponents which are inside of her weapons' reach. The character delivers two attacks against each target (one attack with each weapon). The character gains +2 to the attack rolls. The attack against the first target costs three stamina and each additional target costs one extra stamina.

Martial Arts Combat Moves

Tiger Claw 1XP

Level Requirement: 4
Stamina Cost: 1
Requirement: *Punch*

The attack deals *STR.B* worth of extra damage.

Headbutt 2XP

Level Requirement: 4
Stamina Cost: 1
Requirement: *Head Attack*

The character slams her head against her opponent's head. This attack results an automatic head hit and deals blunt damage based on the character's *STR.B*. Both the attacker and target suffer a Consciousness check if the headbutt is successful. The attacker also rolls a critical hit to her head location and is stunned.

Hammer Kick 2XP

Level Requirement: 5
Stamina Cost: 2
Requirement: *Kick*

This attack causes a Knockdown check TN2 + *STR*. The attack also gains the character's *STR.B* to damage.

Binding Stab 2XP

Level Requirement: 5
Stamina Cost: 2
Requirement: *Punch*

The character delivers a precise stab which causes a Paralyze 3 effect. The Binding Stab has no effect if it hits a location protected by Medium or Heavy class armor.

Hurricane Kick 2XP

Level Requirement: 6
Stamina Cost: 1
Requirement: *Kick*

The character delivers a spinning kick. This kick deals extra *AGI/2* Martial Arts damage.

This attack targets to the opponent's upper hit locations without an extra attack modifier.

Intercept 3XP

Level Requirement: 8
Stamina Cost: 2
Requirement: *Punch*

The character intercepts an enemy melee attack. The character gains +3 to her melee defense roll. If the character loses the defense roll the incoming attack is forced to high hit locations.

Fatal Strike 3XP

Level Requirement: 8
Stamina Cost: 2
Requirement: *Unarmed Punch*

A successful Fatal Strike causes a Bleeding 1 check and an Endurance check TN14 to the target. If the target fails the Endurance check she takes *PER* worth of additional damage.

Rising Lotus Kick 2XP

Level Requirement: 8
Stamina Cost: 1
Requirement: *Kick*

The character delivers a kick which deals an additional *STR.B* damage and converts the normal Martial Arts damage to blunt damage. This attack targets to the opponent's upper hit locations without an extra attack modifier.

Three Mist Drops 3XP

Level Requirement: 10
Stamina Cost: 2
Requirement: *Unarmed Punch*

The character performs a burst of quick attacks. This combat move inflicts paralysis to torso and both arms or both legs. The target must pass an Endurance check TN4 + Martial Arts skill or she is paralyzed from the chosen locations (torso and legs or arms). Medium or Heavy class armor in these locations prevents the paralysis. If at least two locations are paralysed the target suffers a single injury point. This attack does not cause damage to the target (the target is still stunned).

Mixed Combat Moves

Feint 1XP

Level Requirement: 4
Stamina Cost: 0
Requirement: *None*

The character rolls attack with 3d6 and picks two dice as the final result.

Counter-Attack 2XP

Level Requirement: 5
Stamina Cost: 2
Requirement: *None*

The character can use Counter-Attack when defending against a melee attack. The defending character can attack against the opponent instead of trying to defend. The attacking opponent may call her attack back and try to defend the Counter-Attack. If not, both characters roll their attack rolls at the same time. Instead of an opposed skill check both attack rolls are rolled against TN7. Making aimed attacks is not possible when two characters trade hits with this Combat Move.

Headbutt (Mixed) 2XP

Level Requirement: 5
Stamina Cost: 1
Requirement: *Head Attack*

The character slams her head against her opponent's head. This attack results in an automatic head hit and deals blunt damage based on the character's *STR.B*. Both the attacker and the target suffer a Consciousness check if the headbutt is successful. The attacker also rolls a critical hit to her head location and is stunned.

Dirty Fighting 2XP

Level Requirement: 5
Stamina Cost: 1
Requirement: *None*

The character makes her opponent to roll attack or defense with 3d6. The character picks two dice as the final result.

Danse Macabre (Mixed) 3XP

Level Requirement: 6
Stamina Cost: 3
Requirement: *None*

Then character spins into a dance of death. Danse Macabre adds *AGI.B* to the damage. The character also gains +4 to the melee attack roll.

Hammer Kick (Mixed) 2XP

Level Requirement: 6
Stamina Cost: 2
Requirement: *Kick*

This attack causes a Knockdown check TN2 + *STR*. The attack also gains the character's *STR.B* to damage.

Iaijutsu (Mixed) 2XP

Level Requirement: 7
Stamina Cost: 2
Requirements: *Slashing Attack, Curved Swords, Sheathed Weapon*

The character can use the Iaijutsu when defending against a melee attack. The character can use Iaijutsu only if her both hands are free and her sword is sheathed. The character rolls her defense with sword defense and gains +2 to the defense roll. If the defense roll is successful the character may perform a free attack against the opponent. This attack gains +3 to the attack roll and the damage bonus from *STR.B* is doubled.

Rising Lotus Kick (Mixed) 2XP

Level Requirement: 8
Stamina Cost: 1
Requirement: *Kick*

The character delivers a kick which deals an additional *STR.B* damage and converts the normal Martial Arts damage to blunt damage. This attack targets to the opponent's upper hit locations without an extra attack modifier.

Coiling Dragon

2XP

Level Requirement: 11
Stamina Cost: 2
Requirement: *None*

The character delivers two attacks; a standard melee attack and a throwing attack using Mixed skill score or a Chain Weapon melee attack. The character can choose if she performs the melee attack before or after the throwing/chain attack.

Raw Power Combat Moves

Charge

1XP

Level Requirement: 2
Stamina Cost: 0
Requirement: *None*

The character gains +1 extra damage for each 5 meters of continuous movement before the Charge attack.

Cleave

1XP

Level Requirement: 3
Stamina Cost: 1
Requirement: *Slashing or Blunt Attack*

Cleave increases a weapon's base damage by +50 %.

Crush

1XP

Level Requirement: 4
Stamina Cost: 1
Requirements: *Two-handed, Blunt Attack*

The attack adds an additional *STR.B* blunt damage to the attack and causes a Knock-down check $TN2 + STR$.

Bone Crusher

1XP

Level Requirement: 4
Stamina Cost: 1
Requirement: *None*

If a Bone Crusher attack hits successfully it causes a Shatter check $TN2 + STR$. A hit to the

torso or the head location increases the Critical Hit roll by +2.

Sweep

2XP

Level Requirement: 5
Stamina Cost: 1
Requirement: *Slashing or Blunt Attack*

The character spins 360 degrees and swings her weapon against any target within her weapon's reach. This attack targets both friend and foe.

Ward

3XP

Level Requirement: 5
Stamina Cost: 3
Requirement: *None*

The character uses her weapon to turn aside any form of ranged attack. Instead of rolling a ranged defense roll the character absorbs the incoming attack. The damage absorbed is based on the weapon's highest damage rating plus the character's *END.B*. If the attack's damage exceeds the absorbed damage it is dealt to the defender and rolled according to the high locations table.

Momentum

2XP

Level Requirement: 6
Stamina Cost: 2
Requirement: *Two-handed*

The character delivers two standard attacks against a single opponent.

Slam

2XP

Level Requirement: 6
Stamina Cost: 2
Requirement: *Two-handed*

Slam increases a weapon's base damage by +100 %. A successful attack also causes an additional Knockback check $TN4 + STR$.

Whirlwind

2XP

Level Requirement: 7

Stamina Cost: 2

Requirements: *Two-handed, Slashing or Blunt Attack*

The character spins her weapon rapidly and attacks two times in a single attack. These attacks gain +2 to roll. The whirlwind attack does not gain *STR.B* to damage. Whirlwind can also be used as a defensive maneuver. The character may roll her defense roll twice and use the better score.

Titan's Charge

3XP

Level Requirement: 10

Stamina Cost: 5

Requirement: *10 meter charge*

The character performs a 10 meter charge and strikes with the strength of titans. This attack deals extra damage based on the character's Raw Power level. The character does not suffer movement modifiers to this attack.

Shields Combat Moves

Shield Bash

1XP

Level Requirement: 2

Stamina Cost: 1

Requirement: *Shield Attack*

The character gains +2 to the attack roll and if the attack is successful the target is required to roll a Consciousness check.

Shield Wall

1XP

Level Requirement: 5

Stamina Cost: 1

Requirement: *None*

The character defends with her shield and gains +2 to shield armor ratings and +2 to shield defense. This can be used against ranged and melee attacks.

Shield Assault

2XP

Level Requirement: 6

Stamina Cost: 2

Requirement: *Shield Attack*

The character gains extra damage to her shield attack based on her *STR.B*. A successful Shield Assault also causes a Knockdown check TN12.

Staffs Combat Moves

Reach

2XP

Level Requirement: 4

Stamina Cost: 1

Requirement: *None*

The character gains an additional +3 to her attack or defense roll. After using this Combat Move the character suffers a -1 modifier to her melee defense until the end of the combat round. Reach can be used once per combat round. Using Reach while using a staff weapon with one hand costs one point of extra stamina.

Impale

2XP

Level Requirement: 4

Stamina Cost: 1

Requirement: *Piercing or Blunt Attack*

The character gains *STR/2* worth of extra damage to the attack.

Jab

1XP

Level Requirement: 5

Stamina Cost: 2

Requirement: *Piercing or Blunt Attack*

The character performs two quick jabs against a single opponent. If the second attack is successful it hits to the same location as the first attack (if the first was successful). The character suffers -2 to both attack rolls.

Whirlwind

2XP

Level Requirement: 7

Stamina Cost: 2

Requirements: *Two-handed, Slashing or Blunt Attack*

The character spins her weapon rapidly and attacks two times in a single attack. These attacks gain +2 to the roll. The whirlwind attack does not gain *STR.B* to the damage. Whirlwind can also be used as a defensive maneuver. The character may roll her defense roll twice and use the better score.

Lightning Jab

1XP

Level Requirement: 14

Stamina Cost: 2

Requirement: *Piercing or Blunt Attack*

The character attacks multiple times against a single target. The amount of attacks is limited to her Combat Style attribute bonus (m5). Each attack after the first accumulates -2 to the attack roll (these modifiers stack after each attack) and costs 1 stamina.

Swords Combat Moves

Sever

1XP

Level Requirement: 3

Stamina Cost: 0

Requirement: *Slashing Attack*

A successful attack causes a Bleeding check. The damage is reduced by one point.

Pommel Strike

1XP

Level Requirement: 3

Stamina Cost: 0

Requirement: *Blunt Attack*

The character attacks with the end of the sword's handle. This attack deals an extra *STR/2* blunt damage but suffers -1 to the attack roll.

Batto

2XP

Level Requirement: 5

Stamina Cost: 1

Requirements: *Slashing Attack, Curved Sword, Sheathed Weapon*

The character unsheathes her sword and attacks. Batto gains +2 to the attack roll and the damage bonus from *STR.B* is doubled. This attack consists the drawing of the sword from scabbard and requires the use of both hands.

Quickstrike

2XP

Level Requirement: 6

Stamina Cost: 2

Requirement: *None*

The character can use Quickstrike if she makes a successful melee attack against her opponent. The Quickstrike is a follow-up attack to the successful attack and it takes one second to perform. A new Quickstrike attack cannot be performed after a successful Quickstrike attack.

Thousand Petals

3XP

Level Requirement: 20

Stamina Cost: 2

Requirement: *None*

The character performs multiple lightning fast attacks against a single opponent. The character performs two attacks and gains +*AGI.B* (m5) to the attack rolls and the damage. The character may use a free jump action before or after the two attacks. The character does not suffer movement modifiers to this attack.

Technique Combat Moves

Cleave

1XP

Level Requirement: 3

Stamina Cost: 1

Requirement: *Slashing or Blunt Attack*

Cleave increases the weapon's base damage by +50 %.

Disarm **2XP**

Level Requirement: 4
Stamina Cost: 1
Requirement: *None*

The character performs an attack against her opponent's arms. If this attack is successful the hit location is rolled with 1d6. Rolls 1 to 3 result a hit to the opponent's left arm and rolls 4 to 6 result a hit to the opponent's right arm.

Defend **2XP**

Level Requirement: 4
Stamina Cost: 0
Requirement: *None*

The character rolls her melee defense roll with 3d6 and picks two dice as the final result.

Rend **3XP**

Level Requirement: 6
Stamina Cost: 2
Requirement: *Slashing Attack*

The attack deals extra *CON.B* (m5) slashing damage and causes a Bleeding check.

Riposte **3XP**

Level Requirement: 8
Stamina Cost: 3
Requirement: *None*

The character can use Riposte when an opponent attacks against her in melee. If the character's defense was successful she may deliver a Riposte attack against the opponent. Riposte takes no time.

Dash Batto **3XP**

Level Requirement: 8
Stamina Cost: 2
Requirements: *Slashing Attack, Curved Sword, Sheathed Weapon*

The character performs a short dash (walk movement) and delivers a Batto attack against the target. Attacker unsheathes her weapon and attacks. This attack doubles the charac-

ter's *STR.B* and gains +2 to the attack roll. The attack consists drawing of the sword.

Cleave to the Heavens **3XP**

Level Requirement: 8
Stamina Cost: 3
Requirement: *Slashing Attack*

The character performs a vertical slash. This attack deals *CON.B+2* extra slashing damage and gains +2 to the attack roll.

The Flowing Water **3XP**

Level Requirement: 9
Stamina Cost: 1
Requirement: *None*

The character gains *CON.B* (m3) to the damage and weapon speed. This Combat Move can be used for both attack and defense purposes.

Swift Strike **3XP**

Level Requirement: 12
Stamina Cost: 5
Requirement: *None*

The character performs an extremely quick one second attack.

Throwing Combat Moves

Power Throw **1XP**

Level Requirement: 3
Stamina Cost: 1
Requirement: *None*

The character can propel the throwing weapon up to double of her maximum throwing distance. Power Throw also makes Small Throwing Weapons to receive a full *STR.B* to their damage.

Double Throw**2XP****Level Requirement:** 4**Stamina Cost:** 1**Requirement:** *Small Throwing Weapon*

The character can throw two Small Throwing Weapons at once. This requires both hands to be free.

Curve the Throw**2XP****Level Requirement:** 10**Stamina Cost:** 1**Requirement:** *Small Throwing Weapon or Chained Weapon*

The character can curve a thrown weapon's trajectory by one meter, thus enabling to attack past objects such as trees, pillars and other similar obstacles.

Spinning Ward**3XP****Level Requirement:** 12**Stamina Cost:** 2**Requirement:** *Chain Weapon*

The character spins her Chain Weapon with blinding speed and uses it as a shield. Once this Combat Move is activated the weapon acts as a shield which blocks damage based on the weapon's speed (Martial Arts weapons use the Martial Arts skill level as the weapon's speed). Use shield defense rules when defending with this weapon but use the weapon's own skill instead of the Shields skill. If the character attacks with the weapon the Spinning Ward ends. Activating Spinning Ward does not consume time. Spinning weapon protects the character's arm, leg and hand on the side it is on.



Combat Techniques

Combat Techniques are special fighting styles. Combat Techniques work in similar manner to Channeling and Hybrid Techniques. Activating a Combat Technique takes 1 second and it does not consume Stamina. Only one Combat Technique can be active at a time and a Combat Technique and a Channeling or a Hybrid Technique cannot be active simultaneously. Each Combat Technique has a skill requirement. A character can learn the technique when her skill level is equal or greater than the skill requirement. Some Combat Techniques have a special requirement which must be met when using the technique.

These techniques are not as powerful as Channeling or Hybrid Techniques, however they are much more easier to learn as they don't require additional skills and they can be used even when the character is incapable of using arcane skills.

Advance I **1XP**

Level Requirement: Technique: 5
Special Requirement: None

The character gains +2 to melee attack and melee defense.

Advance II **2XP**

Level Requirement: Technique: 7
Special Requirement: None

The character gains +3 to melee attack and melee defense.

Advance III **3XP**

Level Requirement: Technique: 9
Special Requirement: None

The character gains +4 to melee attack and melee defense.

Berserk I **1XP**

Level Requirement: Raw Power: 4
Special Requirement: None

The character gains +1 to melee attack and gains +4 to Strength, but suffers -2 to melee defense.

Berserk II **2XP**

Level Requirement: Raw Power: 6
Special Requirement: None

The character gains +2 to melee attack and gains +5 to Strength, but suffers -2 to melee defense.

Berserk III **3XP**

Level Requirement: Raw Power: 8
Special Requirement: None

The character gains +3 to melee attack and gains +6 to Strength, but suffers -2 to melee defense.

Evasion I **1XP**

Level Requirement: Agile: 4
Special Requirement: The character is not encumbered

The character gains +1 to melee and ranged defense rolls.

Evasion II **2XP**

Level Requirement: Agile: 6
Special Requirement: The character is not encumbered

The character gains +2 to melee and ranged defense rolls.

Evasion III **3XP**

Level Requirement: Agile: 8
Special Requirement: The character is not encumbered

The character gains +4 to melee and ranged defense rolls.

Fence I

1XP

Level Requirement: Mixed: 6

Special Requirement: The character is not wielding a shield

The character gains +2 to melee attack and melee defense. Double group attack bonus against the character.

Fence II

2XP

Level Requirement: Mixed: 8

Special Requirement: The character is not wielding a shield

The character gains +4 to melee attack and melee defense. Double group attack bonus against the character.

Fence III

3XP

Level Requirement: Mixed: 10

Special Requirement: The character is not wielding a shield

The character gains +7 to melee attack and melee defense. Double group attack bonus against the character.



ARCANÉ



Channeling

Channeling is a powerful arcane technique which requires concentration, meditation and endurance. Channeling draws its power from genki which is the life force of all living beings. The character's stamina pool represents her genki reserve. When channeling the character uses her stamina points. Channeling is divided into two main categories, Self-Channeling and Outward Channeling.

When the character channels she can feel the genki inside her. The genki usually feels like warm energy which flows inside the character, however the genki of every person has a unique feel. The color of the genki also differs between individuals. The most common colors are the primary colors and combinations of them. Pure white and black are the rarest and are often considered to be affiliated with Light and Shadow, or Luca and Lumia. The color of the genki is heritable but it is not unheard of that a child's genki is completely different from her parents.

Channeling also prolongs the age of the person and slows down physical aging in general. Masters of the channeling skill are expected to live over 100 years and those who reach legendary levels are expected to live roughly 120 years which is near the maximum of human age. Those who reach the level 20 can live up to 200 years.

Self-Channeling Skill

Self-Channeling uses stamina to increase physical attributes for a short period of time. Self-Channeling effects last for one combat round (5 seconds). Maximum channeling limit per turn is the character's channeling skill score.

If the character channels more stamina than her channeling limit is during one combat round channeling becomes Overchanneling. When Overchanneling all channeling costs are doubled during this combat round. If the character Over-Channels she also gains one fatigue modifier due to the strain to her

body. For example, if the character has Self-Channeling skill of 5 and she channels 3 points of stamina during her turn and 3 additional points during her opponent's turn (both turns are part of the same combat round), the character's Self-Channeling becomes over channeling and she loses 12 stamina points in total (6 stamina points x 2 = 12 points).

Overchanneling also causes a so called "aura" effect. An aura is created when uncontrolled genki escapes from the user's body and generates a flaming energy aura which has the color of the character's genki.

Strength

The character can channel genki into her muscles which increases her overall strength. When channeling to Strength there is no attribute limit. If the character channels more than double of her Endurance Level to Strength she suffers an Injury modifier from the physical stress to her muscles. Channeled Strength points do not convert into increased movement speed and they do not increase skill bonuses unless the channeling effect is gained from an active channeling technique (for example the Might technique), however they do increase the damage bonus and carrying limit. All Combat Abilities and activated abilities benefit from the increased Strength.

Acrobatics

The character may increase her Acrobatics skill with channeling. Channeling to the Acrobatics skill increases Ranged Defense when using Acrobatics dodge and both jumping and safe falling distances are improved. Each stamina point spend into the Acrobatics skill increases the Acrobatics score by one.

Ranged Shield Defense

The character may increase her ranged shield defense with channeling. Each stamina point spend into ranged shield defense increases it by one. Channeling to the ranged shield defense does not raise the melee shield defense. Also, channeling to combat speed does not increase the ranged shield defense.

Combat Speed

The character can speed up her maneuverability, attack and defense with channeling and use that to gain an advantage over her enemies. Each stamina point spend into

combat speed improves the character's melee attack and defense rolls by one.

Running Speed

Character can improve her running movement speed with genki. Each stamina point spent into movement speed increases character's running speed by 1 meter.

Jumping Distance

The character may improve her jumping distance by channeling. Each stamina point spend increases the jumping distance by one meter.

Ignore Pain

The character can relieve her pain with channeling. Ignoring a single injury level for 5 seconds costs one point of stamina. The character can ignore up to *END.B* +1 injury levels with Self-channeling.

Outward Channeling Skill

Outward Channeling is used to force the channeler's genki outside of her body and to cause effects with it. Outward Channelers are limited to a smaller scale of uses compared to Self-Channeling but the effects are more direct. During Outwards Channeling the genki which leaves the channeler's body is visible to the naked eye. For example, if a character channels to her sword to deal energy damage the channeled genki can be seen around the sword's blade and the channeler's hand. The effect is similar to the Overchanneling aura effect but it is only visible around the point from which the genki leaves the channeler's body and the possible target of the channeling.

Each Outward Channeling effect lasts only a single action. For example, if a character uses Outward Channeling to add energy damage to her melee attack she gains the damage bonus to one attack. Overchanneling follows the same rules as explained in the Self-Channeling section.

Energy Damage

The character can imbue her next melee attack with genki which is morphed to cause severe harm to the target. Character may add energy damage based on her channeling

limit. For example, level 5 Outward Channeling skill gives the character up to 5 stamina points to spend to add energy damage to an attack. Each stamina point spend increases the effect by 1. Even though the channeling effect lasts only the duration of one attack the channeled amount is still calculated towards the channeling limit of the whole turn.

Stamina Damage

Character can also cause stamina damage with her Outwards Channeling skill. This works just like causing energy damage.

Healing

The character can heal wounds with her Outward Channeling skill. This action takes 5 seconds and can be targeted only to a single location at a time. The channeler must be able to touch the targeted location. Extra healing effect does not transfer to other locations. The character can be healed by Outwards Channeling up to her Endurance level amount of health per day.

Restoring Stamina

The character can restore another character's stamina by releasing her own genki into the other character. This action takes 5 seconds and the character must be able to touch her target. Each point of stamina used restores one point of stamina to the target.

Absorb Energy

When the character reaches level 8 in Outwards Channeling she can use her genki to stop incoming elemental damage with her channeling skill. The character can use her Outwards Channeling skill to absorb incoming Energy, Lightning and Fire damage. The absorb energy action must be declared before the defense roll. The action replaces the normal defense roll and the character can channel genki up to her channeling limit. This genki extinguishes incoming damage equal to the channeled amount. If the incoming damage is more than the channeled genki in points the character takes the damage exceeding the channeled genki to a random hit location according to the middle hit location table or to the location the attack was aimed to.

Channeling Techniques

Channeling Techniques are the pinnacle of channeling arts. These techniques focus around preserving the genki inside the character's body and using it with the maximum effect. Channeling Techniques focus on enhancing specific aspects of the channeler. Unlike normal channeling the character gains bonuses based on the Channeling Technique. Activating a Channeling Technique takes one second and the character can have only one channeling technique active at a time. A Channeling Technique can be activated even during an enemy's turn if the character has at least one second of actions left for the current combat round. The character can continue to keep the Channeling Technique active as long as she wishes. Continuing a Channeling technique does not consume any time. Channeling Techniques require an upkeep stamina cost which is reduced during the combat round's End Phase. This upkeep cost must be paid if the Channeling Technique was active during that round.

Each Channeling Technique has three mastery levels. The character must learn the previous level before learning the next one. Each mastery level also has a channeling skill requirement which must be met before learning the technique.



Ritualism

*“Lady of the eternal night,
The shadow queen in twilight,
Ascend the stygian veil,
The true verdict of darkness,
BLACK AURORA!”*

Ritualism is a special arcane craft which allows the ritualist to channel the power of the gods. The ritualist has to pick two gods from either the gods of Ascendes or the gods of Acernos which she starts to worship or study. The character can learn the rituals from these two gods as long as she meets the required skill level of the ritual. Rituals are divided into three categories which are the Standard Rituals, the Combat Rituals and the Enchanting Rituals.

When the character studies more about Ritualism she can expand her knowledge and faith and pick new gods to study or worship. The character can also specialize into a god she already studies or worships. This allows her to gain a bonus to Ritualism rolls when casting rituals from that specific god. Further study to Ritualism also rewards the character with another specialization option. Each Combat Ritual falls under an element. The ritual element is the core of the ritual and controlling it is hard to master. When the character reaches level 12 in Ritualism she may pick the first Ritual element and gain a bonus to Rituals under that element.

Example: *During her priestess training in Genkaisha Kazami Mizuho became adept in Ritualism. She chose to study Gods of Ascendes and picked the God of Sun Luca and the Goddess of Birth Matinia.*

Casting a ritual is divided into two different phases. First the character chants an incantation which awakens the raw energy of the deity and molds it into the desired form. Next the character channels this power with a simple hand gesture or a more complex action. For example, some earth rituals would require the character to physically touch the ground and most rituals which launch projectiles require the caster to point her hand to

the direction of her target. Most gestures and actions the character takes are fully under the control of the player’s narrative and preference.

Rituals are commonly incanted using the domini language. Domini is the old language of scholars and it is referred as the “Language of the Gods”. Those ritualists whom skills are legendary can incant their rituals with other languages.

Learning Rituals

A character can only learn rituals which fall under the deities she worships or studies. The character is required to possess the required trained skill level in Ritualism to learn new rituals and to have enough XP in her pool to purchase the new ritual.

The character should have access to books or a mentor who can teach her how to cast the ritual she wants to learn. Books and scriptures describing how to cast rituals range from uncommon printed publications to rare documents written by legendary scholars. Besides written knowledge the character can learn the ritual from a willing teacher who knows the ritual. The teacher is required to have the Training skill. It is up to the Game Master and players to decide how much work the character should put into to acquiring new rituals.

Standard Rituals

Standard Rituals are the origin of the term “ritualism”. They consist of ritualistic acts from blessing paddy fields to real arcane rituals. Blessing farmland is most often not considered an act of arcane arts and it is more of a part of the culture in the form of ritualistic behaviour. Arcane ritualism can be used to actually bless farmland, cause rain and alter the flow of the nature, however such rituals are rare as their ritualism skill requirements are high and local village temples rarely have such ritualist on hand. Also, gods don’t usual-

ly want to constantly tamper with the natural flow of the world. Gods often see the ritualism as a tool of worthy individuals and not as a tool for mundane tasks. A ritualist can successfully cast *CHA.B* x2 Standard Rituals each year (minimum of 1).

Standard Rituals often require considerable preparation time. The ritual verses are usually many pages long and often require modifications based on each individual ritual. The chant times on Standard Rituals vary from short few minute chants to tedious many hour performances with multiple stages. Those rituals which require a lot of raw energy often create exalted displays of arcane powers when ritualists use different methods of temporary energy storage.

Combat Rituals

Combat Rituals are short rituals which often require the character to chant a short incantation or to speak out the name of the ritual. As the name would suggest, Combat Rituals are mostly used in combat and other similar situations. Like all other ritual types, Combat Rituals are divided between the ten prime gods.

Ritual Effect Terms

Some rituals cause effects which use special gameplay terms such as “Seal”, “Spear Ritual”, “Mirror Image” or “Clone”. This part describes those terms.

Seal Rituals

Seals are special kind of offensive rituals. A seal is a special emblem which can be left to the ground and other objects. The chanter may set the seal to activate on contact or she may activate it remotely. The caster may activate the seal remotely whenever she wishes to. The character cannot lay seals into weapons, armor or other equipment worn by characters. A seal will disappear after *RIT* hours has passed or when the caster dispels the ritual.

Seal rituals can also be used as offensive rituals during combat. During combat ritualists usually want the seal to activate immediately after casting. This is done because normally a seal takes few seconds to form on the surface. During these few seconds the forming of the seal is clearly visible and it makes dodging the seal extremely easy as the target would have those few seconds to just step aside. If a seal is cast this way during gameplay the person targeted with the seal only needs to pass a standard Perception check to notice the forming seal and to step aside. If the seal is activated immediately after the casting the seal does not need to form as the arcane power of the ritual is released immediately. If a seal is cast in this manner the target has to roll an opposing Acrobatics check just like against any other ranged attack. Seals target lower hit locations unless they have an AoE effect. Seals cannot be blocked with shields.

Seal Fading Rules

Seals have a fading ability. This means that 5 minutes after the seal ritual is casted the ritualist can make the seal fade, thus making it harder to detect. Spotting a faded seal requires a Perception check against Target Number based on the caster’s Ritualism score plus base TN3.

Example: A character with Ritualism skill 8 and Charisma Attribute Bonus of +2 leaves a faded Seal ritual to the ground. Other characters would require to roll a Perception attribute check against TN13 plus any other modifiers.

Spear Rituals

Some rituals, such as the Lightning Spear, summon elemental spears. Normally the caster hurls the spear ritual as a projectile towards its target but if the character wants to she can hold the spear as a melee weapon. In such cases this spear can be used with Staffs, Swords and Axes skills as the ritualist can do minor alterations to the shape of the elemental weapon she conjured. Each ritual has stats for melee version of the ritual. The damage this ritual does in melee can be any of the damage types the ritual is capable of inflicting. A spear ritual which is held as a melee weapon can be casted as ranged ritual at any time as a 1 second action. If done so, the character rolls a new ritualism attack against

her target. If the character wishes to hold the spear ritual instead of casting it towards its target the player must declare this before rolling the ritualism check.

Mirror Image

A Mirror Image is an illusory copy of a character. These Mirror Images are controlled by their creator and they have all skills and abilities of the caster. These copies are destroyed if an outside force causes a strong physical contact with them or if their attacks connect with the physical world. These copies are often split from the original source when the ritual is cast. This makes attempts to identify the real person from a copy difficult. Unless otherwise stated, recognizing the difference between a Mirror Image and the real person requires a Perception check TN20 or the ability to sense genki. With one successful Perception check the character can recognize any number of Mirror Images as long as they are close to each other. Scattered Mirror Images require multiple checks. Mirror Images cannot cause damage.

Mirror Images have no health or stamina. Mirror Images generate a Group Attack Bonus when they attack in melee against characters. Mirror Images can mimic the abilities of the caster, however if the Mirror Image comes into a contact with other characters with these abilities the Mirror Image disappears. Mirror Images cannot create illusions. Mirror Image can “use” channeling with the same effect as the caster. Mirror Images cannot produce or act outside the casters ability. For example, a Mirror Image cannot suddenly distort into mutated beast to confuse or cause fear to other people (unless the character has the ability to do that physically).

Clone

Similar to the Mirror Image a clone is a copy of a character and it shares all abilities and skills with the original character. Unlike a Mirror Image the Clone is not immediately destroyed when it takes a hit from an outside source or when it attacks successfully against a target. Each Clone ritual has different conditions when the Clone is destroyed and what consequences follow the destruction of the Clone. Some Clones use the resources of the original character, for Example the “Animate Shadow”

ritual has effect which taxes all stamina costs which the Clone causes from its caster.

Summoning Rituals

Rituals which summon creatures or create clones or mirror images are considered as “summoning rituals”. The character can control up to one instance of a summoning ritual at a time, unless the ritual has its own rules for summoning and controlling multiple creatures. For example, Summon Turso Combat Ritual allows the character to control multiple summoned creatures at once. Combat Rituals such as Mass Clone and Avatar of Bravery have no special rules for summoning multiple clones. When such rituals are casted for the second time the old ritual effect ends and new entities are summoned.

Stacking Rituals

A person or an object cannot have multiple simultaneous effects from the same ritual. For example, a character cannot have multiple Protection from Element rituals affecting her simultaneously and giving her protection against multiple elements. A character can be affected by multiple different rituals at once, for example a person can have Protection from Element and Celestial Shield affecting her simultaneously.

Hybrid Techniques

These techniques mix the Channeling arts and Ritualism. Hybrid Techniques draw their power from the ritualism and then control this vast power with channeling. Hybrid Techniques can create powerful and unique effects. The Hybrid Techniques are restricted by the character's deity but unlike the Combat Rituals which are divided into each ten gods the Hybrid Techniques are only divided into Neutral, Ascendes and Acernos categories.

Activating a Hybrid Technique takes two seconds and the character must roll a Ritualism check to cast the Hybrid successfully. The character can use the Ritual Attunement Perk to attune a Hybrid, thus reducing the activation time to one second.

Hybrid Techniques won't require an upkeep cost like Channeling Techniques do but they are much harder to control safely. If the character suffers a Consciousness check she is also forced to roll a control check against the Hybrid Technique's Control TN with her Self-Channeling skill. If the character fails the control check she loses the control of the technique and suffers the failure effect of the technique.

Enchanting Rituals

Enchanting is a complex form of ritualism where weapons and other equipment are enhanced with arcane powers. Enchanting requires the weapon to be of high quality. Each material has different weapon quality level requirement for enchanting. For example, steel requires an Exceptional quality weapon. Consult the material table for item quality requirements for each material type.

Enchanter can imbue a weapon with a single main enchantment and multiple secondary enchantments. At Ritualism level 12 the character gains a Perk which grants her the ability to imbue two main enchantments to both weapons and equipment.

Each enchantment has a different difficulty value which is added to the Ritualism skill check TN during enchanting. Enchanting base TN is 7.

The ritualist must hold a great amount of energy reserved while enchanting, thus she must take into account the movement of the celestial bodies which have a slight impact on the powers of the gods on the physical planes. To create and sustain such huge power reserves the enchanter must calculate the moment during the month when she is able to do so safely. To reflect the movement of the celestial bodies each character has only one opportunity each month to enchant an item. To simplify this, the character may perform the enchanting ritual at any time during the month. If the GM wants to, she can place additional restrictions on enchanting based on the celestial bodies or the day-night cycle.

Weapon Enchantments

Weapon enchantments are potentially very powerful. Most of these enchantments add new abilities or powers to enchanted weapons. The enchanter imbues complex rituals and layers of raw energy to these weapons during the enchantment progress. This is a substantially long process taking many hours to complete.

The origin of the power of the enchantment gives two restrictions to the enchanter and the character who wields the enchanted weapon. First of all if the character is able to enchant a weapon with multiple main enchantments, all of those enchantments must be from gods of the same plane. This is not a problem before higher Ritualism levels allow the enchanter to add up to two main enchantments to a weapon. Secondly, the wielder of the enchanted weapon cannot simultaneously wield two weapons which are enchanted with enchantments of gods from different planes. For example, a character cannot wield a Katana which is enchanted with the “Torment” enchantment (Inmicus) and a Wakizashi enchanted with the “Nightmare” enchantment (Liberia) at the same time. If the character does so, all enchantments of the weapon with the lower total enchantment level won't work as long as the character wields conflicting weapons.

When enchanting a weapon it must be done during the month of the main enchantment's god's plane. For example, a character can enchant a weapon with the “Torment” enchantment during Acernos months (Inmicus, Terra, Agura, Lumia and Morte) as the enchantment's deity is Inmicus. The character can also only try enchanting once every month.

Weapon enchantments can give passive abilities or the enchantment must be activated by the wielder. Those enchantments which require activation require the wielder to speak the activation word or phrase before the enchantment activates. The weapon's enchanter can decide the activation phrase or word when the weapon is enchanted. Often the activation word is the name of the weapon or some other meaningful word or phrase.

Some enchantments have both passive and activated effects. For example, the “Influx” (Luca) enchantment has the activated ability to deal an energy wave attack but it also has a passive bonus to the weapon's speed. These activated effects are either special attacks or more complicated effects. Those activations which directly attack against a character or characters are considered as special 2 second attacks. Other activations which won't directly target anyone won't cost time as they are simple phrases or words to active the enchantment effect.

Secondary enchantments can be applied to the weapon with the main enchantment. The number of secondary enchantments is restricted to the enchanter's Intelligence level. Secondary enchantments add either positive or negative effects to the weapon or change the way other enchantments work. Each secondary enchantment either lowers or increases the difficulty of enchanting.

Apparel Enchantments

Apparel enchantments give small bonuses to either the character's skills or other abilities or increase the armor rating on armors or even add armor rating to clothing. Those enchantments which increase the character's skills or other abilities won't stack. This means that if the character wears two apparels enchanted with the “Mastery/Swords” enchantment she gains the bonus from only one of the enchantments. Apparel enchantments are not restricted by the apparel's material type or quality.

Catalyst Enchantments

A catalyst is a special tool used in ritualism. A catalyst enhances the ritualist's ability and can boost different types of rituals or give special actions which can be used when casting rituals. The character receives the bonus from the catalyst as long as it is held in her hand. The character can gain bonuses from up to two catalysts at a time (one in both hands). Catalyst enchantments are not restricted by the origin of the enchantment so the character can wield an Ascendes catalyst while she wields a weapon enchanted by Acernos enchantments.

Catalysts are often small artifacts such as beads, trinkets and other objects made out of easily enchantable materials.

Carrying and Using Enchanted Items

Enchanted items often manifest a great power. The character may carry and use effectively only a limited number of weapons and apparels which are enchanted. Maximum number of enchanted items the character can carry is equal to the total sum of the character's attribute bonuses. For example, a character with an attribute bonus +2 to Strength, +1 to Endurance and +1 to Intelligence can carry up to 4 enchanted items while benefitting from their effects.

If the character is carrying more enchanted items than the total of her attribute bonus values the character does not gain the enchantment effects from the extra items. The items with the lowest total enchantment levels stop working first. Weapons are only counted towards the maximum enchantment count when they are wielded, this includes catalysts.

CATALYST MATERIALS

Material required is around 1 - 3 cubic centimeter in volume. Organs and body parts must be whole.

Supported Enchantment Level	Examples	Rarity	Average Price for Materials
4	Wood, Marble, Glass	Common	20 Bronze
5	Steel, Animal Bone, Obsidian	Common	1 Silver
6	Dragern, Black Wood, Ironbark Oak, Eye of Draugr, Resin	Uncommon	5 Silver
7	Mummified Organs or Body Parts, Crystal, Flawed Gems, Gold, Silver	Uncommon	20 Silver
8	Gems, Demon Bones or Organs, Filled Soulstone	Rare	50 Silver
9	Res Caelestes, Lapis Luna, Kitsune Tail	Rare	1 Gold
10	Perfect Gems, Dragon Bone or Organs, Soul of a Powerful Ritualist (inside Soulstone)	Extremely Rare	2 Gold
11+	Lord Organs or Bones, God Embraced Tokens, Pieces of Sun and Moon	Ultra Rare	10 - 20 Gold



List of Combat Rituals

Rituals are separated into Ascendes and Acernos categories. Both the Ascendes and the Acernos category is split into five deities. All attribute and skill values are calculated from the caster's attributes unless otherwise stated.

Ascendes Deity

Matinia - Goddess of Birth

Cure Bleeding 1XP

Level Requirement: 1
Cast Time: 3 seconds
Range: Touch
Element: Restoration

This ritual cures all bleeding effects from a single location.

Dull Pain 2XP

Level Requirement: 2
Cast Time: 3 seconds
Range: Touch
Element: Restoration

This ritual eases physical pain. The effect ignores two injury points for *INT* minutes. Dull Pain does not stack with Negate Pain and other similar rituals.

Healing 3XP

Level Requirement: 5
Cast Time: 5 seconds
Range: Touch
Element: Restoration

This ritual restores *INT* x2 points of Health to a single location.

Halt Venom 2XP

Level Requirement: 5
Cast Time: 5 seconds
Range: Touch
Element: Restoration

This ritual stops poison effects for *INT* x10 minutes.

Rejuvenation 3XP

Level Requirement: 6
Cast Time: 5 seconds
Range: Touch
Element: Restoration

This ritual restores *INT* points of Health to all body parts and restores *INT* Stamina points.

Negate Pain 3XP

Level Requirement: 6
Cast Time: 3 seconds
Range: Touch
Element: Restoration

This ritual eases physical pain. The effect ignores three injury points for *INT* minutes. Negate Pain does not stack with Dull Pain and other similar rituals.

Render Energy 3XP

Level Requirement: 6
Cast Time: 5 seconds
Range: Touch
Element: Restoration

This ritual restores *INT* + *RIT* points of Stamina to the target.

Extract Venom 2XP

Level Requirement: 6
Cast Time: 10 seconds
Range: Touch
Element: Restoration

This ritual removes poison from the target character's body. The poison Endurance TN must be *INT*+10 or lower for a successful extraction.

Ward of Healing

2XP

Level Requirement: 7

Cast Time: 5 seconds

Range: Touch

Element: Restoration

The caster bestows a ward ritual to the target which triggers after the target character suffers Health damage. This ward restores *INT* points of Health to the location which got hit. The Ward of Healing lasts *INT* x5 seconds.

Probe Corpus

3XP

Level Requirement: 12

Cast Time: 10 seconds

Range: Touch

Element: Manipulation

This ritual examines the target character's body for ill blights such as sickness, venoms, curses and other similar effects.



Libera - Goddess of Freedom

Tune Fettle

1XP

Level Requirement: 1

Cast Time: 3 seconds

Range: Touch

Element: Manipulation

The caster can adjust the target character's mental state by touching her and casting the ritual. This ritual can inject happiness, fear, hate, love and other similar feelings. The target becomes slightly tuned to the injected feeling but is not possessed by it. The character under the injected feeling can be more easily influenced by ideas and suggestions which support her current mental state, thus any Persuasion attempts against the character which would benefit from this effect gain +1 to rolls.

Seal of Torture

1XP

Seal Ritual

Level Requirement: 3

Cast Time: 3 seconds

Range: 10 meters

Element: Manipulation

The target suffers a single injury point and is forced to roll a Consciousness check TN12.

Word of Freedom

2XP

Level Requirement: 4

Cast Time: 2 seconds

Range: AoE 3 Meters

Element: Energy

The caster releases a shockwave of energy which causes *CHA* (m10) Energy damage to anyone inside the 3 meter radius around her.

Stimulate Compulsion

2XP

Level Requirement: 5

Cast Time: 2 seconds

Range: 10 meters

Element: Manipulation

The caster targets a single character. This character's Compulsion Trait is activated if she has one (caster chooses a single trait if the

target has multiple Compulsion traits). This Compulsion trait level is increased by 1 negative level. This effect lasts *CHA* minutes.

Mental Prison **3XP**

Level Requirement: 6
Cast Time: 5 seconds
Range: 25 meters
Element: Manipulation

The target must pass a Concentration check $TN2 + CHA + RIT$ (m20). If the target fails the check she falls into a trance. The character may attempt to break free at the end of each combat round against the same Concentration check. When the character is in trance she is considered unconscious and cannot act at all.

Mass Dispel **2XP**

Level Requirement: 6
Cast Time: 4 seconds
Range: AoE 20 Meters
Element: Manipulation

The caster releases an energy wave which travels up to 20 meters to all directions. This energy wave dispels any active rituals, hybrid techniques and activated enchantments. The activated enchantments cannot be reactivated during the next *CHA* minutes.

Brainstorm **3XP**

Level Requirement: 6
Cast Time: 4 seconds
Range: Self
Element: Manipulation

The caster gains +5 to Intelligence attribute for the next *CHA* minutes. The character also takes 1 point of damage to her head and rolls a Critical Hit roll to her head with a +1 modifier.

Mind Wreck **2XP**

Level Requirement: 7
Cast Time: 3 seconds
Range: 10 Meters
Element: Chaos

The caster attempts to cause a short burst of mental haze to her target. The ritual causes the target to suffer *-INT.B* to her all Combat Rolls. The ritual effect lasts two rounds of combat (10 seconds). The target character may attempt to clear her mind by rolling a Concentration check $TN10 + CHA$. This attempt takes two seconds to perform.

Bent Poise **2XP**
Seal Ritual

Level Requirement: 8
Cast Time: 5 seconds
Range: 10 meters
Element: Illusion

This seal unleashes an illusion which assaults the target's balance with a tremendous force. The target character must roll an Agility attribute check against $TN RIT + CHA$ (m20). If the character fails she suffers an automatic Knockdown. Any attempt of controlled movement requires the same Agility attribute check. This effect lasts *CHA* minutes.

Occult Conviction **3XP**

Level Requirement: 9
Cast Time: 4 seconds
Range: 25 Meters, AoE 5 Meters
Element: Chaos

This ritual rends the ground open and spawns a radiant energy spike from the depths of earth. This energy spike is 20 meters tall and 5 meters wide. Anyone who is trapped inside this ritual takes *RIT* x2 (m30) Energy damage in 5 point clusters.

Reap Blood

3XP

Level Requirement: 9

Cast Time: 3 seconds

Range: 25 Meters

Element: Chaos

The caster releases a wave of red scythe shaped energy blades. This wave surges up to 25 meters and deals *CHA* x3 (m30) Energy damage in 10 point clusters. Each cluster hit causes a Bleeding 4 check.

Hollow Void

3XP

Level Requirement: 12

Cast Time: 5 seconds

Range: 30 Meters, AoE 5 Meters

Element: Chaos, Void

The caster releases a ritual which summons a black orb which expands up to 5 meter radius and shrieks a harrowing sound as the Void itself reaps the life inside the sphere. This ritual deals *CHA* x2 + *RIT* x2 Energy damage in 10 point clusters to anyone inside this sphere of chaos.

Chaos Spear

3XP

Spear Ritual

Level Requirement: 15

Cast Time: 3 seconds

Range: 100 Meters

Element: Chaos

The caster hurls off a spear made out of red and black energy. The chaos spear deals *RIT* x2 + *CHA* x2 Energy damage (m50). The spear explodes on impact dealing its damage up to 5 meter radius around the target.

Melee stats

Damage: 6 points + *CHA.B*

Weapon Speed: 6 + *CHA.B*

Amicia - Goddess of Concord

Sleep

2XP

Level Requirement: 2

Cast Time: 2 seconds

Range: 15 Meters

Element: Manipulation

This ritual causes a Concentration check $TN1 + INT + CHA$ (m14). If the target fails the Concentration check she falls asleep.

White Spike

2XP

Level Requirement: 2

Cast Time: 2 seconds

Range: 50 Meters

Element: Light

The caster shoots off a white energy dart. This White Spike deals *INT.B* points of piercing damage and *CHA.B* points of energy damage.

Seal of Sleep

3XP

Seal Ritual

Level Requirement: 3

Cast Time: 3 seconds

Range: 10 meters

Element: Manipulation

This seal causes a Concentration check $TN1 + INT + CHA$ (m16). If the target fails the Concentration check she falls asleep.

Aegis Sphere

2XP

Level Requirement: 4

Cast Time: 4 seconds

Range: AoE 3 Meters

Element: Manipulation

The caster creates a protective transparent energy sphere. This 3 meters wide barrier surrounds the caster and prohibits the entry of other characters to inside the sphere. The caster can allow other characters to enter the sphere. Other characters can attempt a Strength check $TN RIT + INT + CHA$ (m26) against the barrier. If the Strength check is successful the barrier is destroyed.

Seal of Paralyze**1XP****Seal Ritual****Level Requirement:** 4**Cast Time:** 3 seconds**Range:** 10 meters**Element:** Manipulation

The seal causes a Paralyze check TN *INT* + *RIT* (m15) to the target.

Celestial Shield**2XP****Level Requirement:** 4**Cast Time:** 3 seconds**Range:** Self**Element:** Manipulation

The Celestial Shield creates an energy shield around the caster. This shield absorbs up to *INT* x2 (m20) damage and then collapses. The character may attack and move without breaking the shield. All attacks to the shield drain the caster's Stamina by 2 points. This does not cause Stun effect.

Astral Lance**3XP****Spear Ritual****Level Requirement:** 6**Cast Time:** 3 seconds**Range:** 100 Meters**Element:** Light

The caster summons a divine energy spear. This lance of energy deals *INT* Energy damage and *RIT* Piercing damage.

Melee stats**Damage:** 3 points + *INT.B* (m3)**Weapon Speed:** 5**Protection from Element****3XP****Level Requirement:** 8**Cast Time:** 4 seconds**Range:** Touch / Self**Element:** Manipulation

The caster creates a shimmering aura. The caster chooses one damage type from Piercing, Slashing, Blunt, Energy, Fire and Lightning. This aura ignores all damage dealt by the chosen damage type. The character is still stunned by the attack. The character can have

only one protection ritual active at once. This ritual lasts *INT* x5 seconds.

Wall of Light**3XP****Level Requirement:** 10**Cast Time:** 4 seconds**Range:** 10 Meters**Element:** Light

The caster summons a bright wall of light which rises up to 10 meters in height and is 20 meters wide. The wall is roughly one meter thick. This wall deals *RIT* energy damage to anyone who is inside it. The Wall of Light lasts two combat rounds (10 seconds). This ritual can be used during an opponent's turn to deflect an incoming ranged attack. If done so, the caster must have time remaining to cast the ritual. The Wall of Light will absorb *RIT* x3 points of damage. If the incoming attack deals more damage than the ritual is able to absorb the remaining attack damage is dealt to the defender.

Celestial Prison**3XP****Level Requirement:** 12**Cast Time:** 6 seconds**Range:** 20 Meters, AoE 5 Meters**Element:** Light

The caster summons a divine barrier which traps its target inside it. The barrier is 5 meters wide and 8 meters high cube of pure energy. This barrier can be destroyed if a single 60 point damage attack is dealt to it or if someone succeeds in a Strength check TN40. The Celestial Prison requires the full concentration of its caster, thus the caster is considered unconscious as long as she wishes to hold the ritual. The ritual drains 1 point of Stamina each turn from its caster.

Luca - God of Sun

Torchlight 1XP

Level Requirement: 1
Cast Time: 2 seconds
Range: Self
Element: Fire

The caster summons a ball of fire to her palm. This fire does not hurt the caster. The flame illuminates with the magnitude of a bright torch. This ritual can be thrown (with Throwing skill) or thrust as a weapon (Martial Arts skill). Torchlight deals *CON/2* (m5) Fire damage.

Flame Token 1XP

Level Requirement: 1
Cast Time: 4 seconds
Range: Self
Element: Fire

The caster conjures a bright orange ember which illuminates the dark. This flame ember can be made visible only to its caster. This flame can be used as a marker or a light. Flame Token burns up to *INT* hours.

Flame Dart 1XP

Level Requirement: 2
Cast Time: 2 seconds
Range: 50 Meters
Element: Fire

The caster hurls off a short flame javelin. This ritual deals *CON/2* Fire damage to the target.

Seal of Fire 1XP *Seal Ritual*

Level Requirement: 3
Cast Time: 3 seconds
Range: 10 meters, AoE 1 Meter
Element: Fire

The Seal of Fire deals *RIT* Fire damage up to one meter around the seal.

Astral Light 2XP

Level Requirement: 3
Cast Time: 3 seconds
Range: 100 Meters
Element: Light

The caster shoots off a jet of bright light. The Astral Light deals *INT* Energy damage to the target.

Celestial Pillar 2XP

Level Requirement: 4
Cast Time: 3 seconds
Range: 20 Meters
Element: Light

The ritualist summons a pillar of burning light. This pillar has a 2 meter radius and it rises up to 30 meters. The Celestial Pillar deals *INT* Energy damage to anyone inside this burning light.

Seal of Binding Justice 3XP *Seal Ritual*

Level Requirement: 4
Cast Time: 3 seconds
Range: 10 meters
Element: Manipulation

The seal causes a Paralyze check *TN2 + RIT + INT* (m17).

Heat Tempest 2XP

Level Requirement: 4
Cast Time: 3 seconds
Range: 50 Meters
Element: Fire

The caster summons a burning tempest which surges towards its target. The Heat Tempest travels as a 3 meter wide wave and deals *CON* Fire damage to any target it hits.

Fire Wall**2XP****Level Requirement:** 4**Cast Time:** 4 seconds**Range:** 10 Meters, AoE 1 x 5 Meters**Element:** Fire

The caster summons a 1 meter thick, 5 meters wide and 3 meters tall wall of fire. This blazing inferno deals *CON* Fire damage to anyone who enters it. This ritual lasts *CON* minutes.

Agmen Iudicium**2XP****Level Requirement:** 5**Cast Time:** 3 seconds**Range:** 50 Meters**Element:** Light

The caster unleashes a jet of blazing blue energy. The Agmen Iudicium deals *RIT* + 2 Stamina damage to the target.

Astral Seal**3XP****Seal Ritual****Level Requirement:** 6**Cast Time:** 3 seconds**Range:** 10 meters**Element:** Manipulation

The Astral Seal imprisons the target with divine shackles. The target may attempt to break free from the shackles with a Strength check TN2 + *RIT* + *INT* (m22).

Sunburst Seal**1XP****Seal Ritual****Level Requirement:** 6**Cast Time:** 3 seconds**Range:** 10 meters, AoE 5 Meters**Element:** Fire, Light

The seal explodes and deals *INT* x2 + *RIT* (m30) Fire damage in 4 point clusters up to 5 meter radius around the seal.

Edict Beset**3XP****Level Requirement:** 7**Cast Time:** 3 seconds**Range:** 50 Meters**Element:** Light

The caster hurls off a cluster of energy rods. The ritual deals *RIT* x3 (m34) Stamina damage to a single target.

Fire Spear**2XP****Spear Ritual****Level Requirement:** 8**Cast Time:** 3 seconds**Range:** 100 Meters**Element:** Fire

The caster hurls off a spear made out of fire. The Fire Spear deals *RIT* + *CON* Fire damage.

Melee stats**Damage:** 4 points + *CON.B* (m3)**Weapon Speed:** 3 + *CON.B* (m4)**Fire Tornado****3XP****Level Requirement:** 9**Cast Time:** 5 seconds**Range:** 10 Meters**Element:** Fire

The caster summons a massive blazing tornado. This 10 meter tall tornado has a radius of 2 meters at the bottom and a radius of 8 meters at the top. The tornado travels 25 meters to a single direction and disappears. Anyone caught inside the ritual takes *INT* x4 Fire damage in 4 point clusters.

Searing Roar**3XP****Level Requirement:** 11**Cast Time:** 4 seconds**Range:** AoE 20 Meters**Element:** Fire

The caster releases a massive fire blast to all directions. This nova travels 20 meters from the caster and deals *INT* (m20) Fire damage in 5 point clusters.

Sun Embers

3XP

Level Requirement: 12

Cast Time: 4 seconds

Range: 25 Meters

Element: Fire

The ritualist summons a bright orange flame to her hand. This flame then ruptures into a mass of bright embers which start circling the caster. These embers are divided into *INT* (m10) clusters which each can absorb *RIT* (m20) points of damage. The character can use multiple clusters to block damage at the same time but each cluster used to absorb damage is destroyed. Each cluster used in defense drains the caster's stamina by 4 points. The caster can send these ember clusters towards a single target as an attack. An attacking cluster deals *RIT* (m10) Fire damage in 2 point clusters. Each surge of embers is rolled as a separate ritualism attack against the defender. The caster can control a single Sun Embers ritual at a time. Sending attacks is a 1 second action and one action may send any number of clusters against a single target.

Cael - God of Sky

Conjure Lightning

1XP

Level Requirement: 1

Cast Time: 2 seconds

Range: Self

Element: Lightning

The caster summons a ball of lightning. This lightning does not hurt the caster. The lightning illuminates with the magnitude of a bright torch. The lightning ball can be thrown (with Throwing skill) or thrust as a weapon (Martial Arts skill). The ritual deals *CON* (m5) Lightning damage.

Gust of Wind

3XP

Level Requirement: 3

Cast Time: 4 seconds

Range: Self, AoE 3 Meters

Element: Wind

The caster summons an intense wind around her. Any physical projectile attack through

this wind suffers a -2 modifier to the attack roll. The Gust of Wind has a diameter of 3 meter and lasts *CON* minutes.

Lightning Nexus

2XP

Level Requirement: 4

Cast Time: 3 seconds

Range: 100 Meters

Element: Lightning

The caster shoots off a nexus of crackling lightning. The Lightning Nexus deals *RIT* + *CON* (m20) Lightning damage to a single target.

Ethereal Arrow

3XP

Level Requirement: 5

Cast Time: 1 second

Range: Self

Element: Energy

The caster conjures an arrow made out of pure energy. This arrow can be used with bows and crossbows. The Ethereal Arrow splits into three separate bolts when shot. These arrows have damage value of *CON*/2 (m3) and each of them targets to the same target.

Air Blast

3XP

Level Requirement: 5

Cast Time: 3 seconds

Range: 25 Meters

Element: Wind

The caster unleashes a blast of air towards the target. This blast deals *RIT* (m10) blunt damage and causes a Knockback check with $TN2 + CON + RIT$ (m30). The Knockback effect has a Strength of *RIT* (m10) meters.

Imbued Charge

2XP

Level Requirement: 6

Cast Time: 4 seconds

Range: Self

Element: Lightning or Wind

The Imbued Charge enchants a weapon which the ritualist holds in her hand. The ritualist may choose between a Lightning enchantment or a Wind enchantment. The Lightning enchantment adds +2 points of Lightning

damage to the weapon and the Wind enchantment increases the Piercing and Slashing damages by 2 points. The element of this ritual changes based on the element used.

Lightning Spear **3XP**
Spear Ritual

Level Requirement: 7
Cast Time: 3 seconds
Range: 100 Meters
Element: Lightning

The caster hurls off a spear of lightning. The Lightning Spear deals *RIT* + *CON* (m20) Lightning damage.

Melee stats
Damage: 4 points + *CON.B* (m3)
Weapon Speed: 4 + *CON.B* (m4)

Wandering Echo **3XP**

Level Requirement: 7
Cast Time: 3 seconds
Range: 10 Meters
Element: Illusion

The ritualist conjures any kind of sound she has heard before or knows. This sound can last up to *CON* seconds. The point where the ritual is casted represents the point where this sound originates.

Waft Whisper **2XP**

Level Requirement: 8
Cast Time: 10 seconds
Range: *RIT* + *CON* km
Element: Wind

The ritualist sends a faint whisper into the conjured wind which travels up to *RIT* + *CON* kilometers. This message can be up to 5 seconds long. Any additional message length increases the ritual cast time from its original 10 seconds. Waft Whisper is targeted to a single character who can hear it clearly. The ritualist must know the name and general looks of the target in addition to the target's general direction and distance from the caster in order to send the message.

Ball Lightning **3XP**

Level Requirement: 8
Cast Time: 4 seconds
Range: 50 Meters
Element: Lightning

The caster hurls off a coiling ball of lightning. This ritual deals *CON* x2 + *RIT* (m40) Lightning damage to the target and *RIT* Lightning damage (m25) to anyone within a 2 meter radius of the target.

Buoyant Field **2XP**

Level Requirement: 8
Cast Time: 1 seconds
Range: 50 Meters
Element: Wind

The ritualist conjures three square meters sized field which reduces falling damage by 50 %. This field lasts 10 seconds.

Reaving Wind **3XP**

Level Requirement: 12
Cast Time: 3 seconds
Range: 50 Meters, AoE 5 Meters
Element: Wind

The caster summons cutting wind which deals *RIT* + *CON* x2 Slashing damage in 5 point clusters. Each damage cluster also causes a Bleeding 2 check. The Reaving Wind has an effect radius of 5 meters from the origin point.

Lightning Brand **3XP**

Level Requirement: 15
Cast Time: 4 seconds
Range: 20 Meters
Element: Lightning

The caster summons a massive lightning pillar shaped in the form of a sword blade. The Lightning Brand rises from the ground up to 20 meters to the sky and is roughly half a meter wide and three meters long. The Lightning Brand deals *RIT* x2 + *CON* x3 (m70) Lightning damage.

Radiant Patronage

3XP

Level Requirement: 18

Cast Time: 4 seconds

Range: Self

Element: Light

A mass of white feathers falls from the heavens and forms into an exalted pair of wings into the ritualist's back. The character's jumping distance is increased by *CON* meters. The character does not suffer falling damage and she is able to glide in the air and alter her jump arcs in midair. These wings have a damage threshold value of *CON* (m10) and if the wings take more damage than their threshold value they are destroyed.



Acernos Deity

Inmicus - God of War

Seal of Dire Wounds

1XP

Seal Ritual

Level Requirement: 2

Cast Time: 3 seconds

Range: 10 Meters

Element: Manipulation

The seal causes three Bleeding 8 checks to random hit locations. Roll the hit locations according to the medium hit locations table.

Corpse Explosion

2XP

Level Requirement: 3

Cast Time: 3 seconds

Range: 20 Meters, AoE 5 Meters

Element: Fire

This ritual requires a corpse of a dead animal or other being as a target. The ritual detonates the corpse and creates a gory explosion which deals *CHA* x2 (m20) Piercing damage in 2 point clusters up to a 5 meter radius. Add the detonated corpse's size modifier to the damage and blast radius.

The Corpse Explosion ritual defiles the dead and is a condemnable action, especially if the defiled person was an important figure. Casting the Corpse Explosion often leads to severe punishment in Tentaika.

Rigo's Gaze

1XP

Level Requirement: 4

Cast Time: 3 seconds

Range: 50 Meters

Element: Chaos

The caster releases a transparent jagged energy blade towards a single target. The caster gains an additional +1 to the ritualism attack roll. The ritual deals *CHA* (m10) Energy damage to the target and it can cause a bleeding effect.

Hell Arrow**2XP****Level Requirement:** 4**Cast Time:** 2 seconds**Range:** 50 Meters**Element:** Fire

The caster hurls off a flaming bolt. This ritual deals *CHA* (m10) Fire damage to the target. The Hell Arrow can be used as an arrow or a bolt with Archery weapons.

Soul Corpse Explosion**2XP****Level Requirement:** 5**Cast Time:** 3 seconds**Range:** 20 Meters, AoE 10 Meters**Element:** Soul, Fire

This ritual requires a corpse with a soul as the target. The ritual detonates the soul and corpse into a gory explosion which deals *CHA* x2 (m20) Piercing damage and *CHA* x2 (m20) Energy damage up to 10 meters. The Piercing damage and the Energy damage are both resolved in 4 point clusters (each cluster dealing 2 points of Piercing damage and 2 points of Energy damage). Add the detonated corpse's size modifier to both damage values and to the blast radius.

Like the standard Corpse Explosion the soul version of this ritual is a condemnable action. If use of this ritual spreads into the knowledge of Morte's Servants they will hunt the ritualist down as the destruction of a soul is a major crime against Death God Morte.

Red Lightning**2XP****Level Requirement:** 6**Cast Time:** 3 seconds**Range:** 100 Meters**Element:** Lightning, Chaos

The caster shoots off a jet of red lightning. This ritual deals *RIT* + *CHA* (m25) Lightning damage to the target.

Red Shrapnel Blast**3XP****Level Requirement:** 6**Cast Time:** 3 seconds**Range:** 25 Meters, AoE *CHA* (m10) Meters**Element:** Chaos

The caster releases a cluster of energy shards which scatter on *CHA* (m10) square meter area. The Red Shrapnel Blast deals *CHA* (m10) Energy damage in 2 point clusters to anyone inside this area.

Exploding Seal**2XP****Seal Ritual****Level Requirement:** 6**Cast Time:** 3 seconds**Range:** 10 Meters**Element:** Fire

The triggered seal explodes and deals *RIT* + *CHA* (m30) Fire damage in 2 point clusters up to 10 meters around the seal.

Hell Spear**3XP****Spear Ritual****Level Requirement:** 7**Cast Time:** 3 seconds**Range:** 100 Meters**Element:** Fire, Chaos

The caster hurls off a spear of solid fire. The Hell Spear deals *RIT* + *CHA* x2 (m40) Fire damage.

Melee stats**Damage:** 3 points + *CHA.B* (m3)**Weapon Speed:** 3 + *CHA.B* (m3)**Warrior's Boon****2XP****Level Requirement:** 8**Cast Time:** 5 seconds**Range:** Self**Element:** Manipulation

The ritualist receives a boon from the god of war. The ritualist is granted with a standard Fine quality weapon of her choice. This weapon will remain with the character for *CHA* days or until someone else attempts to wield it. The ritualist can have up to *CHA.B* +1 weapons from this ritual at once.

Chaos Lightning **3XP**

Level Requirement: 9
Cast Time: 4 seconds
Range: 100 Meters
Element: Lightning, Chaos

The caster shoots off a jet of black and red lightning. This ritual deals *RIT* x2 + *CHA* x2 (m50) Lightning damage.

Haze of Discord **3XP**

Level Requirement: 9
Cast Time: 3 seconds
Range: 50 Meters
Element: Chaos

The caster summons a haze of razor sharp blades. These blades then charge towards a single target. This ritual deals *CHA* x4 (m40) Piercing damage in 4 point clusters.

Gehenna, the World Consuming Flame **3XP**

Level Requirement: 10
Cast Time: 4 seconds
Range: 50 Meters, AoE 5 Meters
Element: Fire, Chaos

The caster summons flames from one of the eight hells. Four massive flame arcs charge towards their targets and engulf them into a blazing inferno. Each of the four flame arcs deal *CHA* x2 (m20) Fire damage up to 5 meter radius around their target.

Avatar of Bravery **3XP**

Level Requirement: 11
Cast Time: 5 seconds
Range: Self
Element: Manipulation

The caster summons a heroic avatar of herself which is blessed by the god of war. This avatar is a Clone of the caster and the avatar's Strength and Health are increased by *CHA* (m10) points. This shining avatar cannot use ritualism and it attacks with full power against the strongest foe she can think of. The avatar cannot defend against attacks. Roll all attacks to medium hit locations regardless of aimed attacks. The avatar has unlimited

Stamina pool but she cannot over-channel. The avatar lasts *CHA.B* minutes (minimum of one minute).

Hail of Black Spears **3XP**

Level Requirement: 15
Cast Time: 4 seconds
Range: 50 Meters
Element: Chaos

The caster summons a hail of energy spears from the sky. Five spears will scatter on a 10 square meter area. Each spear deals *RIT* Energy damage. The caster may select a target for each spear inside the area.

Legality of Earth Manipulation

Most earth manipulating rituals are illegal in towns and cities.

Terra - Goddess of Earth

Endure **3XP**

Level Requirement: 2
Cast Time: 3 seconds
Range: Touch
Element: Restoration

This ritual eases physical pain. The Effect ignores one injury point for *RIT*/2 hours.

Quicksand **2XP**

Level Requirement: 3
Cast Time: 3 seconds
Range: 20 Meters, AoE 4 Square Meters
Element: Earth

The ritual transmutes 4 square meters of earth into quicksand. Anyone who enters this area rolls an Agility check TN15. If the character fails this check she is unable to move until she passes the same Agility check. A character who is trapped in the quicksand suffers -3 to melee attack and defense and ranged defense. The character cannot use the acrobatics skill.

Listen Earth

2XP

Level Requirement: 4

Cast Time: 5 seconds

Range: Touch

Element: Earth

The ritualist presses her palm to the ground and releases the ritual. Listen Earth lets the character listen to sounds made by other characters and animals which move on the ground, trees and other terrain around her. This strong seismic ritual has the range of *CHA* x50 meters and the ritual lasts up to *CON* + 5 seconds. This ritual cannot spot stationary targets and creatures and characters which are sneaking while the ritual is active. Characters sneaking in full heavy armor are detected with this ritual. The ritualist can give a rough distance to anything which moves inside this ritual's radius. The ritualist can measure the rough weight of the moving characters. Large landslides, heavy rain and other similar effects can disrupt this ritual. Characters with an Agility level of 18 or greater cannot be detected.

Laying of Hands

2XP

Level Requirement: 4

Cast Time: 5 seconds

Range: Touch

Element: Restoration

The ritualist can transfer damage from the target to her own body. The damage transferred is dealt to the same location it was in the target's body. If the damage was in a location which the ritualist does not have, for example the ritualist's left arm is cut-off and the ritual would cause damage to that location, the damage is transferred to the ritualist's torso. The ritualist suffers only 50 % of the damage transferred but the ritual drains Stamina equal to the total damage transferred from both the target and the ritualist.

Stone Spikes

2XP

Level Requirement: 4

Cast Time: 3 seconds

Range: 25 Meters

Element: Earth

The caster summons three sharp stone spikes from the earth. Each spike punctures up to two meters from the ground and deals *CHA* (m10) Piercing damage.

Stone Skin

3XP

Level Requirement: 4

Cast Time: 4 seconds

Range: Self

Element: Earth

This ritual hardens the ritualist's skin. The ritualist gains 2/2/2 armor rating. This does stack with Perks, Traits and other abilities which grant natural armor. The Stone Skin ritual does not stack with other rituals or channeling effects. The Stone Skin armor rating grants only halved rating to locations where the character wears armor. This ritual lasts *CHA* minutes.

Earth Pillar

2XP

Level Requirement: 4

Cast Time: 4 seconds

Range: 10 Meters

Element: Earth

The caster summons a 1 meter wide round stone pillar which surges to any direction up to *RIT* meters for the next 5 seconds. The character may make the pillar to charge against her enemies or use it as an elevator or a blockade. If the Earth Pillar slams against a target it deals *RIT* Blunt damage.

Feline Form

3XP

Level Requirement: 5

Cast Time: 5 seconds

Range: Self

Element: Metamorphosis

The ritualist adopts the form of any feline creature which is roughly the same size or smaller than the ritualist. Such animals include jaguars, lions and ordinary cats. This

creature must have some resemblance to the character's original look, such as eye color or a minor variation of fur color. The ritualist may dispel this ritual at will. When the Feline Form ritual is learned the character must select the animal she is able to transform to. The character's Strength, Endurance, Agility and Perception attributes change when she transforms. Use attributes of default animals from the creature chapter as a reference for animal attributes. The ritualist cannot improve the attributes of the animal form. The character's skills are unchanged when in the animal form.

Canine Form **3XP**

Level Requirement: 5
Cast Time: 5 seconds
Range: Self
Element: Metamorphosis

The ritualist adopts the form of any canine creature which is roughly the same size or smaller than the ritualist. Such animals include hyenas, wolves and ordinary dogs. This creature must have some resemblance to the character's original look, such as eye color or a minor variation of fur color. The ritualist may dispel this ritual at will. When the Canine Form ritual is learned the character must select the animal she is able to transform. The character's Strength, Endurance, Agility and Perception attributes change when she transforms. Use attributes of default animals from the creature chapter as a reference for animal attributes. The ritualist cannot improve the attributes of the animal form. The character's skills are unchanged when in the animal form.

Iron Skin **3XP**

Level Requirement: 5
Cast Time: 4 seconds
Range: Self
Element: Earth

This ritual hardens the ritualist's skin. The ritualist gains 3/3/3 armor rating. This does stack with Perks, Traits and other abilities which grant natural armor. The Iron Skin ritual does not stack with other rituals or channeling effects. The Iron Skin armor rating grants only halved rating to locations

where the character wears armor. This ritual lasts *CHA* minutes.

Creeper Hail **2XP**

Level Requirement: 5
Cast Time: 4 seconds
Range: 20 Meters, AoE 3 Meters
Element: Earth

The caster summons a large cluster of entangling vines from the ground. These vines sprout inside a 3 meter radius from the target and they attempt to capture anyone inside this radius. If a character is entangled by these vines she is unable to move, attack or defend until she passes a Strength check with TN *RIT* + *CHA* (m20). The Creeper Hail lasts *RIT* hours. Any character which enters the Creeper Hail after it has been cast must roll an Agility check TN *RIT* + *CHA* (m20). If the character fails the check she is entangled by the Creeper Hail.

Earth Spear **2XP** *Spear Ritual*

Level Requirement: 5
Cast Time: 3 seconds
Range: 100 Meters
Element: Earth

The caster summons a solid stone spear from the ground. The caster then hurls this stone spear towards a single target. The Earth Spear deals *RIT* + *CHA* Piercing damage (m20).

Melee stats
Damage: 3 points + *CHA.B* (m2)
Weapon Speed: 3 + *CHA.B* (m1)

Bitter Miasma **2XP**

Level Requirement: 5
Cast Time: 5 seconds
Range: AoE 10 Meters
Element: Earth

The ritualist summons an acid miasma. This poisonous fog surrounds the caster and reaches up to 10 meters around the caster. At the end of each combat round each character who spent at least two seconds of her turn inside this miasma rolls an Endurance check against TN7 + *CHA* (m20). A failed check results in

CHA.B + 1 (m3) damage to each body location. This causes Critical Hits. The caster is immune to this effect. The Miasma offers minimalistic visual cover and Perception checks from long distances suffer -1 to rolls. The ritual lasts for *CHA* minutes and it stays at the location it was casted in.

Stinger Barrage **3XP**

Level Requirement: 6
Cast Time: 3 seconds
Range: 50 Meters
Element: Earth

The caster unleashes *CHA* poisonous needles. Each of the needles deals 2 points of Piercing damage. If these needles deal at least one point of damage to the target they also deliver a poison effect. This poison starts affecting after a 5 second delay. The poison deals 1 point of Health damage to location the needle hit for the next 50 seconds (10 combat rounds) and the effect is applied at the end of each combat round's end phase.

Trevor's Aegis **2XP**

Level Requirement: 6
Cast Time: 4 seconds
Range: Self
Element: Earth

The ritualist gains a protective aura. Each time the ritualist suffers a successful attack against her roll 2d6, if the roll result is 9 or higher the Trevor's Aegis triggers. The ritual summons a thin wall of stone from the ground which absorbs *RIT* + *CHA* damage from the attack. Trevor's Aegis lasts *RIT* minutes. This ritual works only if the character has solid ground under her feet.

Earth Barrage **2XP**

Level Requirement: 7
Cast Time: 4 seconds
Range: 50 Meters
Element: Earth

The ritual lifts stones and sends them flying towards their targets. The Earth Barrage can target up to three separate enemies. This ritual deals *CHA* x2 + *RIT* (m40) Blunt damage in 4 point clusters to each target.

Diamond Skin **2XP**

Level Requirement: 8
Cast Time: 4 seconds
Range: Self
Element: Earth

This ritual hardens the ritualist's skin. The ritualist gains 4/4/4 armor rating. This does stack with Perks, Traits and other abilities which grant natural armor. The Diamond Skin ritual does not stack with other rituals or channeling effects. The Diamond Skin armor rating grants only halved rating to locations where the character wears armor. This ritual lasts *CHA* minutes.

Erosion Rupture **3XP**

Level Requirement: 10
Cast Time: 5 seconds
Range: Touch
Element: Earth

This ritual speeds up the erosion process of a natural inanimate object. This ritual turns up to one cubic meter of matter into dust. This effect must be applied to a single solid object at once. Loose walls and piles of sand or dirt cannot be affected by this ritual. Weapons and armor can be destroyed with this ritual. Only Legendary or Indestructible weapons and armor are unaffected by the effect.

Summon Stone Giant **3XP**

Level Requirement: 12
Cast Time: 6 seconds
Range: 10 Meters
Element: Earth

The ritualist releases a frightening power which summons a gigantic humanoid golem from the depths of the bedrock. Only the ritualist can control this giant. The giant can be dispelled with dispel spells or by subduing the summoner. The ritualist can also reduce the giant into ash at anytime she wishes. The Stone Giant remains under its summoner's control for *CHA* days if it is not unsummoned. Use stats of a Stone Giant from the creature chapter. The summoned Stone Giant gains an extra +*CHA.B* x2 to all of its combat rolls. The

character can control up to *CHA.B* /2 (m2), minimum of 1 Stone Giants at the same time.

Vex of Earth **3XP**

Level Requirement: 15
Cast Time: 4 seconds
Range: 50 Meters
Element: Earth

The caster summons a cluster of iron thorned stone roots from the ground. These massive roots surge towards their target and penetrate easily through human made structures. These stone roots surge in 5 meter wide wave up to 50 meters. Any character hit by this ritual takes *RIT* x4 Piercing damage in 15 point clusters. These stone roots will retain their physical form for *CHA* hours until they turn into dust.

Agura - God of Water

Fog **1XP**

Level Requirement: 2
Cast Time: 4 seconds
Range: AoE 200 Meters
Element: Water

The ritualist summons a thick fog inside a 200 meter radius around her. This fog adds a -2 modifier to Perception checks which would require vision. The fog remains for *INT* minutes.

Seal of Frost **1XP** *Seal Ritual*

Level Requirement: 2
Cast Time: 3 seconds
Range: 10 Meters
Element: Water

This seal causes a Freeze *RIT* effect to the target which triggers the seal. If the seal was placed on the ground the ritual binds the target's leg into the ground rendering her immobile.

Ice Shard **1XP**

Level Requirement: 3
Cast Time: 2 seconds
Range: 50 Meters
Element: Water

The caster shoots off a sharp ice bolt. This bolt deals *INT* -2 Piercing damage.

Frozen Fangs **1XP**

Level Requirement: 4
Cast Time: 3 seconds
Range: 25 Meters
Element: Water

The ritualist summons large ice fangs from the ground. These ice spikes pierce anyone inside a 2 meter radius from the target dealing *INT* Piercing damage.

Blizzard Gyre **1XP**

Level Requirement: 4
Cast Time: 3 seconds
Range: Self
Element: Water

The ritualist summons a blizzard which shrouds her. All attacks against the character suffer -2 to rolls and the ritualist gains +2 to Fire resistance. This ritual lasts *INT* minutes.

Vapor Geyser **2XP**

Level Requirement: 4
Cast Time: 4 seconds
Range: 10 Meters
Element: Water

The ritualist releases the ritual which erupts a geyser from the ground. The geyser propels a single target to flight. The target rockets *INT* meters into the air and takes *INT* (m8) Stamina damage. A thick fog rises within a 10 meter radius from the geyser. This fog adds a -2 modifier to Perception checks which require vision. The fog lasts for *RIT* minutes.

Water Tornado**2XP**

Level Requirement: 5
Cast Time: 4 seconds
Range: 20 Meters, AoE
Element: Water

The ritualist summons a large pool of whirling water. This water then surges as a tornado towards the target. The tornado travels up to 20 meters and hits anything on its path. The tornado is 3 meters wide and deals *INT* Blunt damage. Characters which are hit by the tornado are required to roll a Swimming skill check against TN10. If a character fails the check she is trapped inside the tornado and starts taking *INT* blunt damage at the end phase of each combat round until she manages to swim free (against the same TN10). The Water Tornado lasts three combat rounds (15 seconds).

Water Bubble**2XP**

Level Requirement: 5
Cast Time: 4 seconds
Range: 20 Meters, AoE 10 Meters
Element: Water

The ritual creates a 10 meters wide bubble of water. This bubble has strong currents which make escaping from it hard. Characters which are trapped inside the ritual are required to pass a Swimming skill check against TN *RIT* + *INT.B* (m14). The Water Bubble is dispelled if it is hit by 8 points or more of Fire damage. This does not harm the characters inside the bubble unless the damage exceeds 16 points and has an AoE effect. This ritual lasts *INT.B* minutes (minimum of one minute).

Waving Ward**3XP**

Level Requirement: 5
Cast Time: 4 seconds
Range: Self
Element: Water

The ritualist summons a thin sphere of water around her. This ward protects her against damage and absorbs 2 points of damage from any form of attack. If the Waving Ward absorbs fire damage for a total of 6 points of damage or more, it is dispelled. The Waving Ward lasts *INT* minutes.

Waterwalk**2XP**

Level Requirement: 5
Cast Time: 4 seconds
Range: Self
Element: Water

The ritualist is granted the ability to walk on water. This effect lasts for *RIT* minutes or until the ritualist dispels the ritual. Only the character's feet and hands are able to touch the water. If the character trips on water she is submerged and the ritual is dispelled.

Water Cannon**3XP**

Level Requirement: 6
Cast Time: 3 seconds
Range: 20 Meters
Element: Water

The caster shoots highly pressurized water up to 20 meters. This jet of water deals *INT* x2 Blunt damage to a single target.

Flash Fog**3XP**

Level Requirement: 6
Cast Time: 2 seconds
Range: AoE 10 Meters
Element: Water

The ritualist summons a surge of obscuring fog from her feet. This fog quickly covers a 10 meter radius around the caster. This dense fog blocks vision and causes a loud hissing sound which adds a -2 modifier to auditory Perception checks. The Fog remains for *INT* seconds.

Coiling Ice**3XP**

Level Requirement: 8
Cast Time: 3 seconds
Range: 15 Meters
Element: Water

The caster summons frozen tendrils which surge towards a single target. This ritual deals *INT* x3 Blunt damage in 10 point clusters.

Cobalt Fuse**2XP****Level Requirement:** 8**Cast Time:** 3 seconds**Range:** 25 Meters, AoE 5m**Element:** Energy

The caster summons a cluster of bright silverish and blue balls of energy which hover above her hand. The caster then hurls these towards their target. This ritual deals *RIT* + *INT* energy damage in 5 point clusters to anyone inside a 5 meter blast radius.

Flash Flood**2XP****Level Requirement:** 10**Cast Time:** 5 seconds**Range:** AoE**Element:** Water

The ritualist summons a massive surge of water from her feet. The ritualist can decide if she wants this ritual to deal quick area effect damage which causes a Knockdown check with $TN5 + RIT + INT$ and $RIT/2$ Blunt damage in 5 point clusters up to 15 meters around the caster (double the distance if used inside buildings). This water evaporates instantly after the effect causing the "Fog" ritual effect. If the caster wants to cause a real flood the ritual can generate up to $RIT \times 10$ cubic meters of water. This water evaporates after *INT* minutes and causes the "Fog" ritual effect. This ritual grants the caster the ability to walk on water for the duration of this spell, thus she floats above the flood (using this in tight quarters can cause damage).

Crushing Crystal Tide**3XP****Level Requirement:** 12**Cast Time:** 4 seconds**Range:** 15 Meters, AoE**Element:** Water

The ritualist releases a massive tide of crystallized ice which is discharged in a 45 degree cone up to 15 meters. The ice wave is 6 meter tall. This ritual deals *INT* Blunt damage and $RIT \times 2$ Piercing damage and causes a Bleeding 4 check. The Crushing Crystal Tide also causes a Freeze $INT -2$ effect to all locations which are left inside the ice. The ice breaks

down after the ritual leaving only its victims frozen.

Gashing Surge**2XP****Level Requirement:** 12**Cast Time:** 3 seconds**Range:** 40 Meters**Element:** Water

The caster shoots off highly pressurized water surge in an extremely sharp shape. This ritual deals $RIT + INT \times 2$ (m30) Slashing damage.

Summon Turso**3XP****Level Requirement:** 17**Cast Time:** 10 seconds**Range:** 100 Meters**Element:** Water, Void

The ritualist summons an ancient leviathan from the Void. This ritual requires the ritualist to have access to a large body of water which can house a large whale sized leviathan. The Turso follows the commands of its summoner. The summoner can use shouting to command the Turso even if the voice would not reach it. The Turso remains under the ritualist's command for *INT* hours. Turso statistics can be found in the creature chapter. The character can control up to $INT.B / 2$ (m3), minimum of 1 Tursos at the same time.

Lumia - Goddess of Moon

Starlight 3XP

Level Requirement: 3
Cast Time: 4 seconds
Range: Self
Element: Light

The ritualist gains moderate nightvision. Starlight reduces modifiers caused by darkness by 2. This ritual lasts for *CON* hours.

Dark Incision 2XP

Level Requirement: 4
Cast Time: 3 seconds
Range: 50 Meters
Element: Shadow

The Caster shoots off *CON/3* (m5) dark energy shards. The target must defend against each shard with a separate defense action. Each shard deals *CON/2* Energy damage.

Moonlight Flash 3XP

Level Requirement: 4
Cast Time: 3 seconds
Range: 100 Meters
Element: Light

The caster shoots off a thin beam of white moonlight. This ritual deals *CON/2* Piercing damage and *RIT* Energy damage.

Mass Clone 2XP

Level Requirement: 4
Cast Time: 4 seconds
Range: Self
Element: Illusion

The ritualist spawns *CON.B +1* (m3) Mirror Images. The ritualist controls these Mirror Images (page 140) until they are dispelled. Spotting a Mirror Image from the real person requires a Perception check TN20.

Dark Crescent 3XP

Level Requirement: 5
Cast Time: 3 seconds
Range: 100 Meters
Element: Shadow

The caster hurls off a shadowy crescent blade which slices through air. This ritual deals *RIT* x2 (m24) Slashing damage.

Purge Shadows 2XP

Level Requirement: 5
Cast Time: 5 seconds
Range: AoE 25 Meters
Element: Shadow

The ritualist releases an aura which removes all shadows in a 25 meter radius around her. This aura follows the character. Shadow rituals which would require shadows to cast them won't work (Animate Shadow, Shadow Assassination and Murder of Crows).

Alter Voice 2XP

Level Requirement: 6
Cast Time: 2 seconds
Range: Self
Element: Illusion

The ritual modifies the caster's voice. The voice can be modified based on the caster's knowledge of different voices and the gender of the caster does not limit the ritual.

Brand of Dark 3XP

Level Requirement: 6
Cast Time: 4 seconds
Range: Self
Element: Shadow

The ritualist imbues the weapon she wields in her hands with shadowy power. The Brand of Dark increases the weapon's quality bonus by *CON.B* (m3) and damage by +1. The ritual is dispelled when the caster loses hold of the weapon. The character can release the Brand of Dark as a ranged attack against a single target. This release discharges a black energy wave towards the target and deals *CON* Energy damage and travels up to 20 meters. Use

ritualism attack roll against the enemy. This release dispels the ritual.

Dark Impulse **3XP**

Level Requirement: 6
Cast Time: 3 seconds
Range: 100 Meters
Element: Shadow

The character releases a black wave of shadowy energy. The Dark Impulse deals *CON* x2 Energy damage in 5 point clusters inside a 2 meter radius from the target.

Seal of Blinding **2XP**
Seal Ritual

Level Requirement: 6
Cast Time: 4 seconds
Range: 10 Meters
Element: Shadow

The triggered seal blinds the target for *RIT* minutes.

Consume Light **3XP**

Level Requirement: 7
Cast Time: 4 seconds
Range: AoE
Element: Shadow

The ritualist creates a sphere which consumes light inside it. This orb expands up to *CON* x10 meters around the character. The Darkness inside this sphere is considered equal to pitch black environment and all Perception checks requiring vision suffer -4. This ritual lasts *CON* minutes.

Shadow Assassination **3XP**

Level Requirement: 7
Cast Time: 3 seconds
Range: 20 Meters
Element: Shadow

The caster manipulates the shadow of her target. The ritual engulfs the target with her own shadow which then pierces the target dealing *RIT* x2 Energy damage in 5 point clusters and the target takes equal to her own Strength attribute level worth of Energy damage to her torso.

Morbid Reflection **3XP**

Level Requirement: 7
Cast Time: 5 seconds
Range: 10 Meters
Element: Illusion

The caster assaults the target's mind with sick, grisly and shocking visions. The target must pass a Concentration check against *TN RIT + CON* (m18) or she is left into a catatonic state and is considered unconscious until she passes the Concentration check. Attempting this check takes 2 seconds to perform in the catatonic state. The target character can be rallied with Leadership skill against the same *TN* or by a friendly character with Charisma attribute check against the same *TN*. Both of these actions take 2 seconds to perform. If the target character has phobias or fears which would make the Morbid Reflection more effective add the Phobia Trait level as a positive modifier to the *TN*. This may increase the *TN* beyond the maximum value.

Animate Shadow **3XP**

Level Requirement: 8
Cast Time: 4 seconds
Range: Self
Element: Shadow

The ritualist animates her shadow. This shadow stands up as a Clone of the ritualist.

This shadow has identical abilities with the ritualist and it shares her weapons and other equipment.

The Clone is dispelled after it gets hit by a successful attack or ritual effect. The damage dealt by the attack is transferred to the ritualist.

All Stamina usage of the Clone is taxed from the Stamina pool of the ritualist.

The Clone does not roll initiative, instead it uses the initiative score of the ritualist.

The ritualist can dispel this ritual only during her own turn.

The Clone can use Ritualism, Channeling and Hybrid techniques but if the Clone targets a ritual to itself the Clone is dispelled.

Deceive Senses **3XP**

Level Requirement: 8
Cast Time: 4 seconds
Range: 20 Meters
Element: Illusion

The caster targets this illusion against a single target. This ritual distorts the range, position and stance of the ritualist. The caster gains +3 to melee attack and defense and +3 to ranged attacks and defense against the target. If the target lands a successful hit to the caster with a melee or ranged attack, the ritual is dispelled.

Black Aurora **3XP**

Level Requirement: 9
Cast Time: 4 seconds
Range: 50 Meters
Element: Shadow

The caster summons a stygian aurora. The Black Aurora discharges through landscape and slices open the earth. The ritual deals $RIT \times 2 + CON \times 2$ (m40) Energy damage. Black Aurora deals its damage in straight line from its caster up to its maximum range.

*Lady of the eternal night,
The shadow queen in twilight,
Ascend the stygian veil,
The true verdict of darkness,
BLACK AURORA!*

Bend Creation **3XP**

Level Requirement: 10
Cast Time: 5 seconds
Range: 15 Meters
Element: Illusion

The caster creates an illusion which has the size limit of a hut. This illusion can move and it emits heat and sound. The illusion is dispelled when someone touches it. The illusion can be identified as one if someone attempts a Perception or an Intelligence check against TN $RIT + CON$ (m25). This attempt takes 2 seconds.

Murder of Crows **2XP**

Level Requirement: 12
Cast Time: 4 seconds
Range: Self, 50 Meters
Element: Shadow

The ritualist summons *CON* crows from her shadow. These shadow crows start encircling the ritualist. The character can send these crows against a single target within a 50 meter radius as an attack. Each crow deals $RIT/2$ Energy damage. This is a standard ranged attack with the caster's ritualism skill. These shadow crows can also mimic any other Shadow Type ritual which the caster knows. The caster can sacrifice $X - CON.B$ crows to cast the mimicked ritual, where X is the ritualism skill required to cast the ritual. A ritual requires at least one crow to be cast.

Solitary **3XP**

Level Requirement: 15
Cast Time: 5 seconds
Range: 20 Meters
Element: Void, Shadow

The caster creates a black thorned void pillar which imprisons the target inside it. The void prison is 2 meters wide and 6 meters high. This ritual cannot be casted against a target larger than the Solitary. This ritual can be destroyed if a single 50 point elemental attack is targeted to it or if someone successfully attempts a Strength check TN40 against it. The Solitary drains 1 point of Stamina per each combat round from the caster of the ritual as long as it remains active. The character may release the ritual at any given time during her turn and cause $CON \times 2$ Energy damage to the trapped character in 10 point clusters.

Raven Accession **3XP**

Level Requirement: 18
Cast Time: 4 seconds
Range: Self
Element: Shadow

The caster summons large raven wings made out of black energy to her back. The character's jumping distance is increased by *CON* meters. The character does not suffer falling damage and she is able to glide in the air

and alter her jump arcs. These wings have a damage threshold value of *CON* (m10) and if the wings take more damage than their threshold value they are destroyed.

Phantom Legion **3XP**

Level Requirement: 19
Cast Time: 5 seconds
Range: 20 Meters
Element: Shadow

The caster summons *CON.B* black Clones. These Clones are able to attack in melee against other characters without being destroyed by physical contact. Their melee damage is equal to their ritualists melee weapon's damage and this damage is capped to *RIT/2*. A successful attack against these Clones destroys them. Other characters are not fooled by these black phantoms.

Morte - God of Death

Rigor Mortis **1XP**

Level Requirement: 3
Cast Time: 4 seconds
Range: 10 Meters
Element: Manipulation

The ritual slows the regeneration of a Draugr. The draugr cannot regenerate for *CON* days.

Absolve Souls **1XP**

Level Requirement: 4
Cast Time: 4 seconds
Range: AoE 20 Meters
Element: Soul

The ritual prevents use of souls in rituals. This ritual also prevents weapon enchantments from absorbing souls. This ritual lasts *RIT* minutes.

Algor Mortis **3XP**

Level Requirement: 4
Cast Time: 3 seconds
Range: 50 Meters
Element: Soul

The caster hurls off a faint ball of pale blue energy. The target's body temperature drops radically and causes the Encumbered effect. This drains 1 point of stamina per turn from the target. The target may attempt an Endurance check against *TN RIT + CON* (m16) to fight free from the effect.

Mark of Death **2XP** **Seal Ritual**

Level Requirement: 5
Cast Time: 3 seconds
Range: 10 Meters
Element: Soul

The Mark of Death halves the Injury and Fatigue trigger threshold values and halves the Bleeding effect threshold value. For example, a character with Endurance of 8 will now suffer Injury and Fatigue points from 5 points or more of damage and slashing and piercing damage will now cause a Bleeding checks when 5 points or more damage is dealt. This ritual lasts *RIT* minutes.

Soul Seeker **2XP**

Level Requirement: 6
Cast Time: 1 second
Range: Self
Element: Soul

The caster conjures an arrow made out of white light. This arrow can be shot with a bow or a crossbow. This ritual deals *CON/2* (m5) Energy damage as an arrow or a bolt and gains +2 to attack roll.

Jagged Chains **2XP**

Level Requirement: 7
Cast Time: 4 seconds
Range: 25 Meters
Element: Void

The caster summons black thorned chains from the void. These chains leap out and

bind their target. The Jagged Chains bind their target immobile and causes a Bleeding check. The target can attempt to break free from these shackles. This attempt requires a Strength check TN *RIT* + *CON* (m30). Each failed attempt causes a Bleeding check and the character becomes stunned.

Soul Capsule **3XP**

Level Requirement: 8
Cast Time: 5 seconds
Range: 25 Meters
Element: Soul

The Soul Capsule seals the target's soul inside her body. The sealed soul loses all connection to the body, thus the target cannot control her body and is considered unconscious. The target loses all of her senses and is left into a dark abyss. The target may attempt to roll a Concentration check against TN *RIT* x2 (m25) to free from the ritual. This check can be rolled at the end phase of each combat round (or once each 5 second cycle). This ritual lasts *RIT* hours. While this ritual is active the soul cannot be removed from the body.

In Extremis **2XP**

Level Requirement: 8
Cast Time: 1 second
Range: Self
Element: Soul

Chanter releases the power of her soul in full extend. The character is required to roll a Concentration or an Endurance check TN14 (use the lower attribute level) each round the ritual is active. If the character fails the attribute check she suffers a single fatigue point. This attribute check gains +3 to the TN each turn after the first. In Extremis increases the user's Strength and Combat speed by +5 until the character ends the ritual. She still suffers the damage from the round she cancels the ritual.

Soul Passing **2XP**

Level Requirement: 9
Cast Time: 2 seconds
Range: Self
Element: Soul

The ritualist restores *CON* Stamina points and suffers 1 Fatigue point. The ritualist may increase the casting time of this ritual by one second. For each additional second used to cast this ritual the character restores an additional *CON* points of Stamina and takes an additional Fatigue point.

Gaze Demise **3XP**

Level Requirement: 10
Cast Time: 30 seconds
Range: Touch
Element: Soul

The ritualist sees a vision of the target's last moments before her death. This vision is possible even if the corpse's soul is removed but the vision is more blurred and imperfect. The vision lasts *CON* seconds.

Soul Rip **3XP**

Level Requirement: 10
Cast Time: 4 seconds
Range: 25 Meters
Element: Soul

The caster summons a white transparent tentacle which leaps towards the target. The Soul Rip rends the target's soul and deals *CON* Stamina damage and *CON* Energy damage to target character's torso location.

Mass Soul Rip **3XP**

Level Requirement: 12
Cast Time: 4 seconds
Range: 25 Meters
Element: Soul

The caster summons up to 4 white transparent tentacles which leap towards their own targets (multiple attacks against the same target are impossible unless the character has multiple souls inside her). The ritual deals *CON* Stamina damage and *CON* Energy damage to the target's torso location.

Exalt for Drekar

3XP

Level Requirement: 12

Cast Time: 8 seconds

Range: 50 Meters

Element: Void

This ritual slices open a temporal void rift and casts an ancient Seig longship from the Void. This longship then crashes to the ground (if cast on water, the longship remains operational). This longship is filled with *CON* x2 Draugrs. *CON.B* of these Draugrs are heroic versions of a standard Draugr. These draugrs start to cause havoc and they attack any non-draugr in sight. The draugrs don't attack their summoner if other targets are available. These draugrs will cause havoc for *CON.B* +1 hours until the Void claims their immortal bodies back. The ritualist may banish the draugrs back at any given time during her turn.

Neutral Deity

Cast Light

1XP

Level Requirement: 1

Cast Time: 2 seconds

Range: Self

Element: Light

Available to: Matinia, Amicia, Luca, Lumia, Inmicus, Terra

The caster creates a ball of bright light which can be of any color. This ball can be thrown as an object. This light disappears after *RIT*/2 hours or when the ritualist dispels the ritual.

Slow Fall

1XP

Level Requirement: 3

Cast Time: 2 seconds

Range: Self

Element: Energy

Available to: Amicia, Luca, Cael, Lumia, Terra, Agura

The caster unleashes a force which slows down her falling speed. This ritual doubles

the safe falling distance. This ritual lasts *CON* x2 seconds.

Lesser Healing

2XP

Level Requirement: 5

Cast Time: 5 seconds

Range: Touch

Element: Restoration

Available to: Matinia, Amicia, Luca, Terra, Agura, Morte

The ritual restores *INT* points of Health to a single location.

Restore Vigor

2XP

Level Requirement: 5

Cast Time: 4 seconds

Range: Touch

Element: Restoration

Available to: Matinia, Amicia, Cael, Terra, Agura, Morte

The caster restores *RIT* + *CHA* /2 (m10) points of Stamina to the target.

Dispel

2XP

Level Requirement: 5

Cast Time: 3 seconds

Range: 25 Meters

Element: Manipulation

Available to: Libera, Amicia, Luca, Lumia, Agura, Morte

The caster throws an energy ball which has the power to dispel any active rituals, hybrid techniques and activated enchantments which the target has. Enchantments which would require a release cannot be used during the next *CHA* minutes. Passive enchantments are not affected with dispel.

List of Standard Rituals

Standard rituals are more time consuming than Combat Rituals and they are not meant for offensive purposes. The Standard Rituals are divided into three categories which are Neutral, Ascends and Acernos. Unlike Combat Rituals the Standard Rituals can be casted as long as the character has chosen a deity which originates from the plane. For example, a character with Luca and Matinia deities can learn Standard Rituals from Neutral and Ascendes categories.

The character uses her Ritualism skill roll to perform the Standard Rituals. These rituals often have somewhat high Target Numbers and a sole character might not be able to cast them, however Standard Rituals can be casted in groups. When Standard Rituals are casted as a group, a single character is elected as the leader of the group and only the leader rolls the Ritualism skill check and uses her skill to determinate the end result. Each supporting ritualist adds a +1 to the roll, thus making the roll easier. The leader character can have up to her Charisma level amount of support ritualists. Thus a character with Charisma of 6 can have up to 6 support ritualists helping her cast the ritual.

Neutral Deity

Banish Demon

4XP

Level Requirement: 15

Cast Time: 2 hours

TN: 25

Special Requirements: A character possessed by a demon.

The ritual attempts to remove a demon from a character. Once the ritual is cast the character can attempt an opposing Concentration check against the demon with +5 to the roll. If the character wins the check the demon's soul is banished from the body.

Kage Oni demons will manifest their shadow form if they are banished from the body. This shadow form has the same stats as the

Kage Oni, however their Health and Stamina pools gain Health and Stamina only from Traits, Perks and Mental Attributes (*CON*, *INT*, *CHA*). In such situations the Kage Oni will attempt to flee.

Create Bonfire

4XP

Level Requirement: 10

Cast Time: 4 hours

TN: 22

Special Requirements: Two objects which must be at least 1 cubic meter in volume and weight at least 500 kg each.

The Bonfire creates a pathway through the Void into another plane of existence. The ritual requires two solid objects which the ritual is casted on. These objects are required to have a considerable mass and a decent quality since the ritual requires a lot of energy and small objects and weak materials would shatter by the sheer amount of energy required to create the Bonfire. The Bonfire cannot be casted into a living organism.

The Bonfire requires two separate vessels for the ritual. These objects should resemble each other at least in some ways. This is not required but casting the ritual using objects which bear no similarity to each other increases the TN by +4. The ritual must be performed at both ends of the Bonfire at the same time. This will require at least two characters working together to create the Bonfire.

The ritual starts when one of the ritualists starts the ritual and makes a connection between the two Bonfire vessels. When the other ritualist senses that the ritual has started she will start the ritual on her side of the Bonfire. If both characters successfully pass the TN with their Ritualism skill roll the Bonfire is created. Bonfires are secured with secret password phrases which activate the Bonfire and let travellers pass through.

If a Bonfire is moved after it is created the link between two Bonfires ceases to exist. Small movement caused by lesser earthquakes is not enough to destroy the link between two Bonfires, however if the Bonfire is moved more than few meters the link is broken. If more than 30 % of the Bonfire structure is

destroyed the Bonfire ritual escapes and ruptures the entire vessel into ruin.

Seal Void Rift **3XP**

Level Requirement: 9
Cast Time: 5 minutes
TN: 20
Special Requirements: None

The ritual closes a Void Rift. This Ritual is able to seal unstable rifts as long as the radius of the rift is less than 100 meters. The ritual must be casted within a 500 meter distance from the rift.

Hallowed Ground **2XP**

Level Requirement: 8
Cast Time: 4 hours
TN: 16
Special Requirements: None

The ritual blesses a single building, a very large hall or a clearly marked area by one deity. Within this area all characters who worship the selected deity gain +1 to all ritualism rolls which fall under that deity.

Demon Invocation **3XP**

Level Requirement: 7
Cast Time: 2 hours
TN: 20
Special Requirements: A host character for the ritual. 5 filled soulstones

The ritual summons a demon's soul which possesses the target character. The demon's soul will infest the target character's body. The target character must roll an opposing Concentration check against the demon's Concentration.

The ritualist will choose how strong demon she wants to summon. The demon's strength is calculated in raw life force which the demon's soul possesses. The weakest demon soul available is 15 points of Stamina and the maximum soul has 50 points of Stamina. Each 5 points of Stamina adds a -1 to the Concentration check for the target character, thus a demon with 15 points of Stamina will add -3 to the roll where 50 points of Stamina will

add -10 to the roll. This modifier is applied only to the first Concentration check.

The demon's Concentration is rolled randomly to represent the dangers of the summoning. The demon's base Concentration is 2 and add 2d6 to the Concentration level. If the roll scores a Miracle, roll an additional 1d6 as normal. The maximum Concentration level is 20. A fumbled Concentration roll makes the demon disappear and the ritual will fail.

The winner of the opposed Concentration check is now controlling the body of the target character. The side who lost the Concentration check can still fight for the control of the body.

When the demon and the character are fighting over the control of the physical body of the character, they will use their Concentration attribute to determinate their willpower to fight this mental struggle. The characters' Concentration level will determine how many attempts they have before their willpower fails, in other words the demon and the target character both have their Concentration level worth of tries to take over the body. The winner of the first Concentration check will determinate the side which is controlling the body. The character who is not in the control of the body can attempt a new Concentration check against the controlling side. If the character who is not in control loses this opposed check, she will lose one attempt to control the body. If she wins, she gains the control of the body. The character who has first lost all attempts to control the body can no longer attempt to fight over the body. If the target character loses this mental fight she is devoured by the demon and is considered dead. Only a single control check can be made each day.

The side who is currently controlling the physical body will receive any modifiers from the physical effects such as fatigue and injury points. The demon will often wait until the character is in bad shape and attempts then to take the control.

The demon's life force is added to the character's Stamina pool after a successful ritual. If the target character wins the mental battle she gains the stamina and might gain some

demonic visual traits, like weird eye color. The character might also gain a slight demonic aura. More powerful demons usually cause more numerous and clear traits. These traits are up for the GM to decide. There are no other negative side effects for the target character. If the demon wins the mental battle for the body, it will gain all the skills and powers the original character had, however the demon won't gain the memories of the character.

The character can also attempt to persuade the demon or make a deal with her. This often makes the demon hold the attempts to take control of the body for a while, however the demon is almost impossible to completely persuade not to take over the body. This demon soul will give the character a supernatural long life. Normal humans with demon soul are expected to live up to 300 years, where demigods can live up to a millennia and become extremely powerful.

The Demon Invocation can also use souls to create even more powerful demons. Demons created by using souls are called kageonis and they are extremely powerful. When a ritualist tries to create a kageoni she usually uses the souls of especially strong humans or demigods. The ritual usually requires from 10 to 15 souls of this caliber. If the ritualist only has souls of average people available multiply the soul requirement by five. When the ritual is cast the souls are consumed and a kageoni is created and forced to the target body and the souls are consumed. From this point on handle the kageoni according to the stats of a kageoni in the creature chapter.

Creating a kageoni is illegal and Morte, Lumia and Luca will send their servants to hunt down the kageoni and the ritualist responsible for summoning the demon.

Demon Possession/ Kageonis use the same rules when they attempt to take control of a character.

Ascendes Deity

Cure Corruption

3XP

Level Requirement: 8

Cast Time: 4 hours

TN: 17

Special Requirements: None

The ritual cures the corruption caused by an Akuma or other demons. This ritual can be casted up to 10 patients at a time. Once the ritual is successful the target characters will take fatigue points equal to corruption points they had.

Acernos Deity

Beseech Darkness

4XP

Level Requirement: 12

Cast Time: 4 hours

TN: 22

Special Requirements: None

The ritual creates a massive darkness which covers the sun, thus creating an artificial night for the next 12 hours. This effect covers up to 50 km radius around the ritual site.

Mephisto's Grace

3XP

Level Requirement: 7

Cast Time: 1 hour

TN: 16

Special Requirements: A living character

The ritual draws demonic powers of Mephisto and turns the target character into an Akuma. The target character's skin is painted with a complex exalt for Mephisto, God of Destruction as a preparation for the ritual. Once the ritual is casted the character can roll an Endurance check to resist the corruption against TN20. If the character manages to resist the corruption she will take only 5 corruption points. If the character fails the Endurance check she is turned into an Akuma and is considered dead.

Great Illusion

4XP

Level Requirement: 15

Cast Time: 6 hours

TN: 25

Special Requirements: None

The ritual creates an illusion over a large area. This area can be roughly up to size of a small castle or a pond. This ritual creates a powerful illusion which requires a Perception Check TN30 to recognize it as an illusion. The illusion cannot cause physical contact and if someone travels inside the illusion the real world inside the illusion is revealed.

Find Water

2XP

Level Requirement: 5

Cast Time: 6 hours

TN: 12

Special Requirements: None

This ritual reveals water sources and their quality up to *CON* kilometers radius from the ritualist. The way this ritual reveals the information can change based on the ritualist's preference. A mental image of the water sources and a temporary arcane map of water sources are both proper ways to display this information. This ritual can also detect humans and other living beings as their bodies have water. The ritualist must have a ritualism level 10 or higher to gain this information. Also any character may roll a Concentration check against TN *RIT*+2 to hide from this detection.



List of Channeling Techniques

Each Channeling Technique has a skill requirement which must be met before purchasing the Technique. The character must learn the previous level of the Self-channeling Technique before getting the second or the third level version. Outward Channeling Techniques are used similarly to Combat Moves and they don't have multiple levels.

Self-channeling Techniques

Aerial Weave I 2XP

Level Requirement: 4
Upkeep Cost: 1

The character gains +3 to Acrobatics Ranged Defense and +3 meters to jumping distance. The character does not suffer Stamina loss from jumping or generate jumping modifiers.

Aerial Weave II 3XP

Level Requirement: 5
Upkeep Cost: 1

The character gains +4 to Acrobatics Ranged Defense and +4 meters to jumping distance. The character does not suffer Stamina loss from jumping or generate jumping modifiers.

Aerial Weave III 2XP

Level Requirement: 6
Upkeep Cost: 1

The character gains +5 to Acrobatics Ranged Defense and +5 meters to jumping distance. The character does not suffer Stamina loss from jumping or generate jumping modifiers.

Celestial Ultimatum I 4XP

Level Requirement: 6
Upkeep Cost: 3

The character channels as normal but with halved Stamina cost. This channeling effect remains until the character releases the Celestial Ultimatum technique. This tech-

nique turns character's irises and often pupils into the color of her genki and paints her sclera black. If the character over-channels she can only maintain channeling output equal to double of her Self-channeling score. When overchanneling the channeling cost is not halved. Unlike with other channeling techniques, channeling to Strength with the Celestial Ultimatum does not increase movement speed or give bonuses to skill bonuses from the increased Strength.

Celestial Ultimatum II 5XP

Level Requirement: 7
Upkeep Cost: 2

Ultimatum's Upkeep cost is reduced by one point.

Celestial Ultimatum III 6XP

Level Requirement: 8
Upkeep Cost: 1

Ultimatum's Upkeep cost is further reduced by one point.

Might I 2XP

Level Requirement: 3
Upkeep Cost: 1

The character gains +2 to Strength and +1 to Consciousness checks.

Might II 3XP

Level Requirement: 4
Upkeep Cost: 1

The character gains +4 to Strength and +2 to Consciousness checks.

Might III 4XP

Level Requirement: 6
Upkeep Cost: 2

The character gains +6 to Strength and +2 to Consciousness checks.

Seraphic Flux I **2XP**

Level Requirement: 4
Upkeep Cost: 1

The character gains +4 to Combat Speed and does not suffer movement modifiers.

Seraphic Flux II **3XP**

Level Requirement: 5
Upkeep Cost: 2

The character gains +6 to Combat Speed and does not suffer movement modifiers.

Seraphic Flux III **4XP**

Level Requirement: 6
Upkeep Cost: 2

The character gains +8 to Combat Speed and does not suffer movement modifiers.

Way of the Demon I **3XP**

Level Requirement: 4
Upkeep Cost: 1

The character gains +2 to Combat Speed. The character may increase this effect by +2 for each 2 points of Health she drains from her torso hit location. This effect may be applied 2 times and it remains as long as the technique is active.

Way of the Demon II **4XP**

Level Requirement: 5
Upkeep Cost: 1

The character gains +3 to Combat Speed. The character may increase this effect by +2 for each 2 points of Health she drains from her torso hit location. This effect may be applied 3 times and it remains as long as the technique is active.

Way of the Demon III **5XP**

Level Requirement: 6
Upkeep Cost: 1

The character gains +4 to Combat Speed. The character may increase this effect by +2 for

each 1 point of Health she drains from her torso hit location. This effect may be applied 4 times and it remains as long as the technique is active.

Outward Channeling Techniques

Energy Ball **3XP**

Level Requirement options:
Level 6 and Radiant Life Force Trait **OR**
Level 8
Stamina Cost: 5

The character gathers genki to his fists and then releases it as a projectile. This technique travels up to the character's Outward Channeling skill score in meters and deals *CON* Energy damage to the target. The character can use Outward Channeling to channel additional effects to the attack. Each Stamina point spend can increase the damage by one point, the range by one meter, add +1 to the attack roll or add a blast radius of half a meter per one point used.

This technique was developed by the samurai of the Onishi clan. They guard the secrets of this technique with their life. When Onishi clan samurai devised a name for this unique technique they came up with many names, such as Acorn of Truth and Wrath of Onishi, however they decided to call it simply "Energy Ball".

Mutilate **3XP**

Level Requirement: 6
Stamina Cost: 2

The character delivers a melee attack which sends a devastating pulse of energy inside the opponent's organs. Mutilate causes an Endurance check against TN6 + *CON*. If the target fails the Endurance check Mutilate adds + *CON.B* to Critical Hits to that location. If the hit location is arm, hands, legs or feet treat the location as a lost limb until the damage is healed from that location, as Mutilate devastates the muscles and cripples the limb.

List of Hybrid Techniques

Much like Channeling Techniques, each Hybrid Technique has three levels and the character must learn the previous level before getting the second or the third level version. Hybrid Techniques require both Self-channeling and Ritualism skills. More about Ritualism on page 138.

Neutral Deity

Discharge I 3XP

Self-channeling Requirement: 4
Ritualism Requirement: 5
Control TN: 10

Discharge creates a crackling energy current around the character. The character gains +3 Energy damage to melee attacks and gains +3 to Combat Speed.

Discharge II 4XP

Self-channeling Requirement: 5
Ritualism Requirement: 6
Control TN: 12

Discharge creates a crackling energy current around the character. The character gains +4 Energy damage to melee attacks and gains +5 to Combat Speed.

Discharge III 5XP

Self-channeling Requirement: 6
Ritualism Requirement: 7
Control TN: 14

Discharge creates a crackling energy current around the character. The character gains +5 Energy damage to melee attacks and gains +6 to Combat Speed.

Discharge Failure Effect:

The hybrid explodes and a massive amount of energy bursts off from the character. This deals 20 Energy damage in 5 point clusters to everyone inside a 3 meter radius. The char-

acter takes additional 10 points of Stamina damage.

Nine Tails I 3XP

Self-channeling Requirement: 5
Ritualism Requirement: 5
Control TN: 11

The hybrid summons nine faint astral foxtails to the character's lower lumbar region as long as the hybrid remains active. The character gains +6 to Combat Speed and deals +2 Martial Arts damage.

Nine Tails II 4XP

Self-channeling Requirement: 7
Ritualism Requirement: 7
Control TN: 14

The hybrid summons nine faint astral foxtails to the character's lower lumbar region as long as the hybrid remains active. The character gains +9 to Combat Speed and deals +5 Martial Arts damage.

Nine Tails III 5XP

Self-channeling Requirement: 9
Ritualism Requirement: 9
Control TN: 16

The hybrid summons nine faint astral foxtails to the character's lower lumbar region as long as the hybrid remains active. The character gains +15 to Combat Speed and deals +8 Martial Arts damage.

Nine Tails Failure Effect:

The hybrid cracks and deals 10 points of Energy damage to the character's torso hit location. The character is also forced to roll a Consciousness check with a -2 modifier.

Ascendes Deity

Angelic Halo I

3XP

Self-channeling Requirement: 6

Ritualism Requirement: 5

Control TN: 11

The Angelic Halo creates a single white energy wing to the character's back. The character can spend 4 points of Stamina to create an additional wing. The Angelic Halo can have up to 6 wings at the same time. Creating a wing does not consume time. Each wing adds +2 to Combat Speed and +4 to jumping distance. The character may choose to release one of the wings as a special combat ritual. This ritual shoots off a wide bolt of divine energy damage dealing *INT* Energy damage up to 50 meter distance. This special combat ritual has the cast time of 1 second. Use ritualism attack roll when attacking with this ability.

Angelic Halo II

4XP

Self-channeling Requirement: 7

Ritualism Requirement: 6

Control TN: 14

The Angelic Halo creates a single white energy wing to the character's back. The character can spend 3 points of Stamina to create an additional wing. The Angelic Halo can have up to 6 wings at the same time. Creating a wing does not consume time. Each wing adds +2 to Combat Speed and +4 to jumping distance. The character may choose to release one of the wings as a special combat ritual. This ritual shoots off a wide bolt of divine energy damage dealing *INT* x2 Energy damage up to 50 meter distance. This special combat ritual has the cast time of 1 second. Use ritualism attack roll when attacking with this ability.

Angelic Halo III

5XP

Self-channeling Requirement: 10

Ritualism Requirement: 9

Control TN: 17

The Angelic Halo creates a single white energy wing to the character's back. The charac-

ter can spend 2 points of Stamina to create an additional wing. The Angelic Halo can have up to 6 wings at the same time. Creating a wing does not consume time. Each wing adds +3 to Combat Speed and +4 to jumping distance. The character may choose to release one of the wings as a special combat ritual. This ritual shoots off a wide bolt of divine energy damage dealing *INT* x3 Energy damage up to 50 meter distance. This special combat ritual has the cast time of 1 second. Use ritualism attack roll when attacking with this ability.

Angelic Halo Failure Effect:

The hybrid discharges and the character takes 3 Energy damage to her torso for each wing. This damage ignores absorb and resistance effects.

Blaze Specter I

3XP

Self-channeling Requirement: 5

Ritualism Requirement: 3

Control TN: 11

The hybrid summons a blaze of fire around the character. This blaze gives the character +1 to Fire resistance. The character gains +3 Fire damage to her melee attacks and +4 to Combat Speed. The character may spend 5 points of Stamina to double these effects for the duration of one combat round. If the character doubles the effect she must roll a control check at the end of combat round.

Blaze Specter II

4XP

Self-channeling Requirement: 6

Ritualism Requirement: 4

Control TN: 14

The hybrid summons a blaze of fire around the character. This blaze gives the character +3 to Fire resistance. The character gains +4 Fire damage to her melee attacks and +6 to Combat Speed. The character may spend 4 points of Stamina to double these effects for the duration of one combat round. If the character doubles the effect she must roll a control check at the end of combat round.

Blaze Specter III **5XP**

Self-channeling Requirement: 9
Ritualism Requirement: 5
Control TN: 18

The hybrid summons a blaze of fire around the character. This blaze gives the character +6 to Fire resistance. The character gains +5 Fire damage to her melee attacks and +10 to Combat Speed. The character may spend 3 points of Stamina to double these effects for the duration of one combat round. If the character doubles the effect she must roll a control check at the end of combat round.

Blaze Specter Failure Effect:
The blaze consumes the character and deals 20 Fire damage in 5 point clusters to the character.

Charged Impulse I **3XP**

Self-channeling Requirement: 4
Ritualism Requirement: 4
Control TN: 10

The hybrid releases a charge of lightning which coils around the character. The character gains +2 to Combat Speed and all of her physical attacks deal +2 Lightning damage. The character also gains +2 to Lightning resistance.

Charged Impulse II **4XP**

Self-channeling Requirement: 6
Ritualism Requirement: 6
Control TN: 13

The hybrid releases a charge of lightning which coils around the character. The character gains +4 to Combat Speed and all of her physical attacks deal +4 Lightning damage. The character also gains +4 to Lightning resistance.

Charged Impulse III **5XP**

Self-channeling Requirement: 8
Ritualism Requirement: 8
Control TN: 17

The hybrid releases a charge of lightning which coils around the character. The char-

acter gains +8 to Combat Speed and all of her physical attacks deal +6 Lightning damage. The character also gains +6 to Lightning resistance.

Charged Impulse Failure Effect:
The electric charge breaks and causes a lightning explosion with the radius of 2 meters from the character. Everyone inside this radius takes 15 Stamina damage and 5 Lightning damage.

Serene Ward I **3XP**

Self-channeling Requirement: 4
Ritualism Requirement: 5
Control TN: 10

The hybrid creates a bright aura around the character. The character gains +3 to melee defense and +2 to acrobatics defense and the hybrid absorbs 2 points of damage.

Serene Ward II **4XP**

Self-channeling Requirement: 5
Ritualism Requirement: 6
Control TN: 12

The hybrid creates a bright aura around the character. The character gains +6 to melee defense and +3 to acrobatics defense and the hybrid absorbs 3 points of damage.

Serene Ward III **5XP**

Self-channeling Requirement: 6
Ritualism Requirement: 8
Control TN: 15

The hybrid creates a bright aura around the character. The character gains +8 to melee defense and +4 to acrobatics defense and the hybrid absorbs 4 points of damage.

Serene Ward Failure Effect:
The hybrid explodes and deals 10 Stamina damage to the character and causes a Knock-down check.

Windforce I

3XP

Self-channeling Requirement: 5
Ritualism Requirement: 3
Control TN: 11

A surge of wind surrounds the character. All projectile weapons the character uses gain 50 % to their range. The character also gains +3 to Perception attribute and she gains +3 to jumping distance.

Windforce II

4XP

Self-channeling Requirement: 6
Ritualism Requirement: 4
Control TN: 14

A surge of wind surrounds the character. All projectile weapons the character uses gain 100 % to their range. The character also gains +5 to Perception attribute and she gains +4 to jumping distance.

Windforce III

5XP

Self-channeling Requirement: 8
Ritualism Requirement: 6
Control TN: 16

A surge of wind surrounds the character. All projectile weapons the character uses gain 100 % to their range. The character also gains +7 to Perception attribute and she gains +5 to jumping distance.

Windforce Failure Effect:

The wind surge discharges and causes a Bleeding check to each body location with Bleeding 2 effect. The character is also blinded for 2 turns.

Acernos Deity

Blood Moon I

3XP

Self-channeling Requirement: 5
Ritualism Requirement: 5
Control TN: 11

The character's eyes turn blood red and a faint black energy aura emits from her. The character gains +4 (+7) to Combat Speed and +1 (+2) to melee damage. Values in brackets indicate the hybrid effect when used during night.

Blood Moon II

4XP

Self-channeling Requirement: 6
Ritualism Requirement: 6
Control TN: 15

The character's eyes turn blood red and a faint black energy aura emits from her. The character gains +6 (+8) to Combat Speed and +2 (+3) to melee damage. Values in brackets indicate the hybrid effect when used during night.

Blood Moon III

5XP

Self-channeling Requirement: 8
Ritualism Requirement: 8
Control TN: 17

The character's eyes turn blood red and a faint black energy aura emits from her. The character gains +8 (+12) to Combat Speed and +4 (+6) to melee damage. Values in brackets indicate the hybrid effect when used during night.

Blood Moon Failure Effect:

The hybrid backfires and deals 20 Stamina damage to the character. If it is night the character takes only 15 Stamina damage.

Demon Form I

3XP

Self-channeling Requirement: 4
Ritualism Requirement: 4
Control TN: 11

A demonic aura surrounds the character. The character gains +4 to Strength and +4 to Combat Speed.

Demon Form II**4XP**

Self-channeling Requirement: 5
Ritualism Requirement: 5
Control TN: 12

A demonic aura surrounds the character creating a faint demonic avatar around the character. The character gains +5 to Strength and +5 to Combat Speed.

Demon Form III**5XP**

Self-channeling Requirement: 8
Ritualism Requirement: 7
Control TN: 16

Demonic powers manifest from the character creating a clear demonic features to the character and making the character emit a demonic aura. The character gains +8 to Strength and +8 to Combat Speed.

Demon Form Failure Effect:

The hybrid backfires and the character is required to roll a Consciousness check with a -3 modifier. The character takes 20 points of Stamina damage and Health damage equal to her halved Strength attribute level to her torso (count the Strength bonus from the Demon Form to this level).

Shadow Form I**3XP**

Self-channeling Requirement: 4
Ritualism Requirement: 4
Control TN: 10

The character is engulfed into a shadowy energy cloak. The character gains +2 to Combat Speed, +1 to Stealth rolls and all attacks against the character suffer -1 to the roll.

Shadow Form II**4XP**

Self-channeling Requirement: 5
Ritualism Requirement: 5
Control TN: 12

The character is engulfed into a shadowy energy cloak. The character gains +4 to Combat Speed, +2 to Stealth rolls and all attacks against the character suffer -1 to the roll.

Shadow Form III**5XP**

Self-channeling Requirement: 7
Ritualism Requirement: 7
Control TN: 15

The character is engulfed into a shadowy energy cloak. The character gains +8 to Combat Speed, +3 to Stealth rolls and all attacks against the character suffer -1 to the roll.

Shadow Form Failure Effect:

The hybrid discharges and the character is forced to roll a Concentration check with a -4 modifier. The character takes 6 points of Stamina damage.

Wild Hunt I**3XP**

Self-channeling Requirement: 4
Ritualism Requirement: 4
Control TN: 11

The hybrid paints black, dagger shaped tattoos under the character's eyes. The character gains +4 to Perception attribute and gains +3 to run movement. The character does not suffer any movement modifiers.

Wild Hunt II**4XP**

Self-channeling Requirement: 5
Ritualism Requirement: 5
Control TN: 13

The hybrid paints black, dagger shaped tattoos under the character's eyes. The character gains +6 to Perception attribute and gains +5 to run movement. The character does not suffer any movement modifiers.

Wild Hunt III**5XP**

Self-channeling Requirement: 7
Ritualism Requirement: 7
Control TN: 15

The hybrid paints black, dagger shaped tattoos under the character's eyes. The character gains +8 to Perception attribute and gains +7 to run movement. The character does not suffer any movement modifiers.

Wild Hunt Failure Effect:

A white flash blinds the character's eyes and makes her blind for 1d6 turns and causes a Bleeding check to the head location with a Bleeding 2 effect. The character is also required to roll a Consciousness check with a -2 modifier.



List of Enchanting Rituals

Enchanting rituals are divided into weapon enchantments, apparel enchantments and catalyst enchantments. In addition to these three primary enchantment categories, secondary enchantments can be applied to all enchantable items with the exception of apparel.

Each enchantment has a Ritualism skill requirement which limits the available rituals. The character can use all rituals which level is equal to or lower than her Ritualism skill.

The creation modifier increases the enchanting TN. Some secondary enchantments can lower this TN by adding negative effects to the weapon. The base TN is 7. The character rolls the enchantment roll using her Ritualism score. The enchantment roll does not take element or deity bonuses into account. The character can receive the +1 bonus from Hallowed Ground if she performs the enchanting ritual within the Hallowed Ground and one of the main enchantments has the same deity as the Hallowed Ground.

Each enchantment ritual has enchanting time. If the character enchants an item with multiple enchantments the enchanting process will take into account the total time from all enchantments.

If an enchantment grants a weapon bonuses based on attribute bonuses, these bonuses are calculated using the weapon's wielder's attributes. This means that the weapon's statistics are not static, instead they change based on the current wielder's attributes. Examples for these kinds of enchantments are Freedom, Sun, Allure and Wisdom.

List of Weapon Enchantments

Weapon enchantments include both melee and ranged weapon enchantments. When enchanting weapons which don't have a speed value the weapon speed bonus instead gives an equal bonus to attack and defense rolls. For example, if the character enchants a Kunai with the Surge enchantment which gives +2 to weapon speed it instead grants +2 to attack and defense rolls (both ranged and melee).

Ascendes Deity

Matinia - Goddess of Birth

Peace

Ritualism Requirement: 3

Creation Modifier: +3

Enchanting Time: 2 hours

Activation: Not required

This enchantment reduces all damage types of the weapon to zero. These base damages cannot be improved with other enchantments.

Ataraxia

Ritualism Requirement: 7

Creation Modifier: +6

Enchanting Time: 4 hours

Activation: Not required

The weapon's wielder gains +2 to Consciousness checks and +2 to Initiative roll. The weapon also negates 1 fatigue level.

Remedy

Ritualism Requirement: 8

Creation Modifier: +6

Enchanting Time: 5 hours

Activation: Required

The weapon restores 1 point of Stamina once every 5 seconds. During combat this effect is applied during the End Phase. The weapon activation restores 5 points of Health to a single body location. This effect is applied

at the End Phase and the character does not gain Stamina during this round. The activation costs 3 Stamina points to use.

Fortune

Ritualism Requirement: 8
Creation Modifier: +7
Enchanting Time: 5 hours
Activation: Not Required

The weapon has its own Fate level of 3. The wielder of the weapon may use the weapon's Fate points when she wields the weapon. The weapon restores 1 Fate point per gameplay session and an additional Fate point per full month of gameplay during a single session. If the Fate points are reduced to zero the weapon requires one extra gameplay session, or month, before it starts recovering Fate points. The wielder of the weapon cannot burn used Fate points a second time.

Libera - Goddess of Freedom

Nightmare

Ritualism Requirement: 3
Creation Modifier: +3
Enchanting Time: 2 hours
Activation: Not required

When the enchanted weapon hits to a target it inflicts mental agony and fear which causes a Concentration check TN14. If the target fails, she cannot recover from the stun effect until the next combat round. The target will also experience fear which might cause her to flee. The weapon gives its user nightmares.

Cripple

Ritualism Requirement: 5
Creation Modifier: +5
Enchanting Time: 3 hours
Activation: Not required

The enchanted weapon causes a Paralyze 3 effect on hit.

Discord

Ritualism Requirement: 7
Creation Modifier: +6
Enchanting Time: 5 hours
Activation: Required

The weapon gains +1 to its highest damage type (or each if multiple equal damage values) and +1 to speed. The weapon activation imbues the weapon with a chaotic dark and red lightning. While imbued with chaos lightning the weapon deals +3 Energy damage and increases all Hatred Trait levels by 1 negative level. The weapon also gains +X to speed while imbued, where X is the character's highest Hatred Trait level (negative Trait level gives positive bonus to the speed).

Chaos

Ritualism Requirement: 10
Creation Modifier: +9
Enchanting Time: 6 hours
Activation: Required

The enchanted weapon can deal its damage in any damage type available. This includes all elemental and physical damage types. The weapon requires an activation to change the damage type and it costs 2 stamina to do so. The weapon also gains +2 to speed.

Freedom

Ritualism Requirement: 10
Creation Modifier: +10
Enchanting Time: 6 hours
Activation: Not required

The enchanted weapon gains $STR.B + END.B + AGL.B + PER.B$ to all damage types (m5). The weapon also gains $CON.B + INT.B + CHA.B$ to speed (m5). The weapon cannot be enchanted with Allure or Wisdom secondary enchantments.

Amicia - Goddess of Concord

Rupture

Ritualism Requirement: 4
Creation Modifier: +2
Enchanting Time: 3 hours
Activation: Required

The enchanted weapon can split into a perfect copy of itself. This copied weapon disappears into dust when the wielder commands or one day has passed from the activation. Only one copy of the weapon can exist at any given time.

Limit

Ritualism Requirement: 4
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Not required

The wielder of the weapon is able to over-channel with only 50% increased Stamina cost. This effect does not stack with similar effects.

Tranquility

Ritualism Requirement: 5
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Not required

The weapon ignores 2 fatigue and 2 injury points from the wielder of the weapon.

Vision

Ritualism Requirement: 6
Creation Modifier: +5
Enchanting Time: 4 hours
Activation: Not required

The wielder of the enchanted weapon is able to subconsciously react to sudden events. The character gains +3 to Initiative rolls. The Game Master can sometimes give the character hints about imminent danger.

Amenity

Ritualism Requirement: 7
Creation Modifier: +7
Enchanting Time: 5 hours
Activation: Not required

The wielder of the weapon radiates a strange aura which makes other people feel great comfort and certain easiness towards her. The wielder gains +1 to any Persuasion roll against other people as long as they are not hostile towards her. Any attack against the character suffers -2 to the attack roll.

Prism

Ritualism Requirement: 8
Creation Modifier: +7
Enchanting Time: 5 hours
Activation: Required

The weapon creates an energy shield around the wielder of the weapon when activated. Activation costs 4 points of Stamina. This shield absorbs *INT* x2 non-physical damage before it disappears. Each successful hit to the shield drains 1 point of Stamina from the wielder.

Devour

Ritualism Requirement: 8
Creation Modifier: +7
Enchanting Time: 5 hours
Activation: Required

The weapon has an ability to absorb a single type of elemental damage. These damage types are Energy, Fire and Lightning. The wielder must meditate 2 hours with the weapon if she wants to change this element. Absorbing the element costs 1 point of Stamina. The Devour enchantment will completely absorb the element and the character may use this to defend herself against rituals and other abilities. The character uses her melee defense score to absorb the attack. She must declare her intention when the attack is declared. The wielder can also swap the element type on the fly without spending any time to do so. This will cause 1 fatigue point to the character.

Luca - God of Sun

Ignited

Ritualism Requirement: 2
Creation Modifier: +2
Enchanting Time: 2 hours
Activation: Required

The enchantment activation bursts the weapon into flames. The flame weapon deals 1 point of Fire damage.

Shine

Ritualism Requirement: 4
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Required

The enchantment activation causes the weapon to emit light based on the color of the wielder's genki. The weapon deals +3 points of Energy damage. The enchantment drains 1 point of Stamina from the character every 5 seconds. During combat this effect is applied during the End Phase.

Ardor

Ritualism Requirement: 4
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Not required

The enchantment imbues the wielder of the weapon with zeal. The character may spend 2 points of Stamina to deliver a special attack Combat Move that delivers two attacks against a single target. The character cannot use normal Combat Moves at the same time.

Flare (Archery weapons only)

Ritualism Requirement: 4
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Required

The enchantment activation ignites arrows and bolts into fire. These flaming bolts deal their damage as Fire damage. The enchantment also increases arrow and bolt damage by +1 point.

Inferno

Ritualism Requirement: 5
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Required

When the enchantment is activated the weapon bursts into flames and deals +1 Fire damage. The Inferno enchantment can shoot off a jet of flame up to 20 meter distance. This attack deals $INT+INT.B$ Fire damage in 4 point clusters. This attack roll uses the character's weapon skill and combat style attribute bonus as a base value. The ranged attack costs 4 points of stamina to use.

Cinder

Ritualism Requirement: 5
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Required

When the enchantment is activated the weapon starts to strew sparkling ashes. The weapon gains an ability to absorb fire and fire based attacks. The character uses her melee defense score to absorb the attack. She must declare her intention when the attack is declared. The wielder of this weapon can imbue this absorbed fire into the weapon. The weapon gains 20% of the total Fire damage absorbed as bonus Fire damage to attacks. Natural fire is equal to 2 points of Fire damage. The fire damage bonus lasts for one hour or until the wielder wants to end the effect.

Influx

Ritualism Requirement: 7
Creation Modifier: +6
Enchanting Time: 4 hours
Activation: Required

The weapon gains +1 to speed. The enchantment activation is a special attack which unleashes a wave of genki. The character may use either Self-channeling or Outwards channeling to channel to the attack damage. The damage is equal to the channeling effect. The wave can be delivered as a melee or a ranged attack. The ranged attack roll uses the character's weapon skill and combat style attribute bonus as a base value. Both of these attack types gain an additional +2 to the roll.

Sun

Ritualism Requirement: 10
Creation Modifier: +9
Enchanting Time: 6 hours
Activation: Required

The weapon gains +*CHA.B* to speed. When the enchantment is activated it ignites into bright orange flames of sun. The activated weapon deals +5 Fire damage.

Order

Ritualism Requirement: 12
Creation Modifier: +12
Enchanting Time: 6 hours
Activation: Required

The weapon gains *CHA.B* + *INT.B* (m4) to speed. When the enchantment is activated the weapon bursts into brilliant white light which radiates yellow sprites. This sovereign energy increases the weapon's length thus granting its wielder the ability to attack up to 5 meter distance with melee attacks. This activation causes the weapon to deal +5 points of Energy damage and if at least one point of this energy damage is dealt to target, she is required to roll a Concentration check against TN12 + *CHA.B*. If the target fails this check the enchantment summons brilliant chains of imprisonment which bound the target render-

ing her immobile. The target can attempt to break these chains with a Strength check TN30. This attribute check takes 2 seconds to perform.

Cael - God of Sky

Discharge

Ritualism Requirement: 4
Creation Modifier: +3
Enchanting Time: 2 hours
Activation: Required

The enchanted weapon inflicts *INT/2* (m6) Stamina damage.

Impulse

Ritualism Requirement: 5
Creation Modifier: +5
Enchanting Time: 3 hours
Activation: Required

The enchanted weapon gains +1 speed. The enchantment activation is a special attack which casts lightning from the weapon. The lightning impulse deals *INT* (m10) Lightning damage and *INT/2* (m6) Stamina damage to the target. This attack roll uses the character's weapon skill and combat style attribute bonus as a base value. The ranged attack costs 4 points of stamina to use.

Sorrow

Ritualism Requirement: 5
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Not required

The weapon deals +4 Energy damage. The wielder of this weapon starts to suffer increasing depression if she kills people while having this weapon. Whenever the weapon kills a person it summons a short rain.

Surge

Ritualism Requirement: 6
Creation Modifier: +5
Enchanting Time: 3 hours
Activation: Not required

The weapon is enchanted with the power of the wind, thus gaining +2 to speed.

Flash

Ritualism Requirement: 6
Creation Modifier: +6
Enchanting Time: 3 hours
Activation: Required

The weapon gains the ability to double its user's movement speed for one second. This ability can be used once per every 5 seconds and it drains 1 point of Stamina per use. The Flash enchantment can also increase the weapon's speed by 2 points for a single attack. This costs 1 point of Stamina and does not stack.

Hail (Archery weapons only)

Ritualism Requirement: 6
Creation Modifier: +6
Enchanting Time: 3 hours
Activation: Required

The enchantment adds +1 to attack rolls with the weapon. The bow no longer needs a string and it is able to summon and shoot energy arrows. This does not remove the reload time requirement. Each energy arrow deals 3 points of Energy damage. The character cannot use "Full Bend" Combat Move with this weapon. The wielder requires ritualism skill level of 2 and she needs to be under Cael deity to use the energy arrows. The character can also shoot a special energy arrow which is split into 5 separate bolts. Each bolt deals 2 points of Energy damage and each of them can be targeted to separate targets. This also halves the base damage of the bow for each separate hit. This special attack costs 1 point of Stamina to use. The enchanted weapon can shoot other arrows created by rituals.

Thunder

Ritualism Requirement: 8
Creation Modifier: +8
Enchanting Time: 5 hours
Activation: Required

The weapon activation ignites a vortex of arcing lightning around it. Activating the weapon costs 3 stamina. When active, the weapon gains +3 Lightning damage and +2 to speed. The weapon's wielder may release this enchantment and discharge a burst of lightning up to 10 meter distance in a 30 degree cone. This lightning burst deals *INT* x2 Lightning damage. This release costs 2 points of Stamina and the enchantment is no longer active.

Zephyr

Ritualism Requirement: 8
Creation Modifier: +7
Enchanting Time: 5 hours
Activation: Required

The weapon gains +2 to speed. The weapon gains the ability to strike to extended ranges. When activated the enchanted weapon is imbued with deadly air current in the shape of the weapon. The character may deliver a melee attack up to 10 meter distance while the enchantment is active. These attacks gain +2 damage and cost 1 point of Stamina.



Cloudburst

Ritualism Requirement: 8

Creation Modifier: +7

Enchanting Time: 5 hours

Activation: Required

The weapon gains the ability to summon a massive burst of thunder and rain. The activation costs 2 points of Stamina. Once the enchantment is activated it takes 10 seconds to take effect as thundering clouds form into the skies. This effect lasts one minute and during this time the character may direct lightning from the sky by spending 3 points of Stamina. Each lightning strike deals *INT* x2 Lightning damage and *INT* Stamina damage. Lightning strike can be avoided with a TN18 Acrobatics skill check. The character may deliver one lightning strike per 5 second time period up to 100 meter distance. The Cloudburst effects as hail class rain and thunderstorm (-3 to visual Perception checks and -2 to auditory Perception checks).

Wind

Ritualism Requirement: 10

Creation Modifier: +9

Enchanting Time: 6 hours

Activation: Not required

The weapon gains +3 to speed. The character may perform one free jumping action (does not take time) per combat round, this costs 3 points of stamina.

Inmicus - God of War

Torment

Ritualism Requirement: 2

Creation Modifier: +2

Enchanting Time: 2 hours

Activation: Not required

Each time the enchanted weapon hits an opponent it inflicts an additional Bleeding check.

Serpent

Ritualism Requirement: 4

Creation Modifier: +3

Enchanting Time: 3 hours

Activation: Required

The weapon activation manipulates the shape of the weapon, transforming it into a semi-whip. As long as the weapon enchantment is activated the weapon gains +2 to speed and gains "Chain" weapon trait and can strike up to *AGI* meters in melee. The weapon can be used as a Martial Arts weapon but it loses the speed bonus if done so.

Sharpshooter (Archery weapons only)

Ritualism Requirement: 4

Creation Modifier: +4

Enchanting Time: 3 hours

Activation: Not required

If the weapon is a traditional bow it gains +1 to attack rolls, if the weapon is a crossbow it gains +2 to attack rolls.

Splinter

Ritualism Requirement: 5

Creation Modifier: +4

Enchanting Time: 3 hours

Activation: Not required

The weapon gains Shatter 2 effect and each time the enchanted weapon hits an opponent it inflicts an additional Shatter check. If the weapon has Shatter effect it is increased by 2 levels.

Buoyancy

Ritualism Requirement: 5
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Not required

The weapon can use the wielder's Outward channeling skill to become easier to wield. The wielder of the weapon can choose to use her own Outward channeling skill score as the weapon's speed. Each action (either attack or defense) which uses the wielder's outwards channeling as the weapon's speed, drains 1 point of stamina.

Strafe

Ritualism Requirement: 5
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Required

When the weapon enchantment is activated it shoots off a cluster of red energy spikes. This cluster of energy travels up to 50 meter distance and deals *CHA* x2 damage in 4 point clusters to the target and anyone inside a 1 meter radius around the target. The ranged attack roll uses the character's weapon skill and combat style attribute bonus as a base value and it costs 3 Stamina to use.

Enmity

Ritualism Requirement: 5
Creation Modifier: +5
Enchanting Time: 3 hours
Activation: Not required

The enchantment increases the weapon's all base damage types by +2 and adds +1 to weapon's speed.

Hellfire

Ritualism Requirement: 9
Creation Modifier: +8
Enchanting Time: 6 hours
Activation: Required

The enchanted weapon can unleash dark red flames of Gehenna. The weapon gains +1 to speed and deals extra *CHA*/2 (m8) Fire damage. The weapon activation discharges

a massive burst of fire. This discharge deals *CHA* x4 Fire damage up to 20 meter distance in a 45 degree wide cone. This discharge costs 4 points of Stamina. The ranged attack roll uses the character's weapon skill and combat style attribute bonus as a base value. The discharge can be casted with 2 Stamina points but if done so the enchantment loses all its fire based effects until 6 days have passed.

Marrow

Ritualism Requirement: 9
Creation Modifier: +9
Enchanting Time: 6 hours
Activation: Not required

Whenever the enchanted weapon causes a successful shatter effect it gains +1 to Blunt damage, speed and to Shatter effect. The character must spend 1 point of Stamina at the End Phase of each turn to keep this effect active (once every 5 seconds). This effect stacks up to 5 times. The Marrow enchantment also adds or increases the base Shatter value of the weapon by 1 level.

War

Ritualism Requirement: 10
Creation Modifier: +10
Enchanting Time: 6 hours
Activation: Not required

The enchantment increases the weapon's all base damage types by +5 and adds +2 to the weapon's speed.

Soul

Ritualism Requirement: 11
Creation Modifier: +8
Enchanting Time: 6 hours
Activation: Not required

The enchanted weapon gains +3 to speed. The weapon can absorb a soul from a dead person when the enchantment is activated. Those who are able to see souls can see a faint blue light radiating from the weapon when it holds a soul. The weapon can hold up to one soul and the weapon enchantment can be activated to extract the soul from it.

The **Soul enchantment** is considered forbidden by most ritualists. The enchantment is often used by those who mean to use souls as ingredients for powerful rituals of Mephisto, God of Destruction and Eris, Goddess of Chaos. The enchantment is not meant to store souls for extended periods of time and the users of this enchantment often extract the soul from the weapon and store it in to a soulstone to harvest more souls with the weapon. These weapons are often hunted by Death God Morte's servants as they are often used as tools against Morte.

Terra - Goddess of Earth

Blight

Ritualism Requirement: 3
Creation Modifier: +2
Enchanting Time: 2 hours
Activation: Not required

When the enchanted weapon successfully hits a target it causes an Endurance attribute check with TN14. If the target fails the Endurance check she will suffer a single Fatigue point.

Slab

Ritualism Requirement: 5
Creation Modifier: +5
Enchanting Time: 3 hours
Activation: Not required

The enchanted weapon can be thrust into the ground as a special attack. If done so the wielder may select a location where the weapon comes out of the ground. This attack can be made only with piercing and blunt thrusting type attacks and it has the maximum range of 25 meters and the ground the attack is directed must be natural and not made by hand. The character must see the location where the weapon strikes. This attack uses the lower body hit location table unless the attack is directed from walls or from a roof.

The weapon also gains +1 to Piercing and Blunt damage types.

Prowl

Ritualism Requirement: 6
Creation Modifier: +6
Enchanting Time: 5 hours
Activation: Not required

The enchanted weapon deals extra 50 % weapon damage when attacking from stealth against an unsuspecting foe. The weapon also gains +2 to speed.

Stone

Ritualism Requirement: 7
Creation Modifier: +6
Enchanting Time: 5 hours
Activation: Not required

The enchanted weapon grants a natural 3/3/3 armor rating to the wielder of the weapon. This effect does not stack with wearable armor. Any traits or perks which grant similar effects are stacked with the Stone enchantment, however the Stone enchantment does not stack with itself.

Hunter (Archery weapons only)

Ritualism Requirement: 8
Creation Modifier: +8
Enchanting Time: 3 hours
Activation: Not required

The enchantment grants the weapon +2 to attack rolls. All arrows and bolts shot from the weapon deal 10 points of Piercing damage. This includes ritualism arrows. If these ritualism arrows deal elemental damage they will retain their damage type.

Earth

Ritualism Requirement: 10
Creation Modifier: +9
Enchanting Time: 6 hours
Activation: Not required

The weapon enchantment increases the wielder's Strength level by +8.

Agura - God of Water

Glaze

Ritualism Requirement: 4
Creation Modifier: +3
Enchanting Time: 3 hours
Activation: Not required

Each time the weapon successfully hits a target it causes a Freeze 2 check.

Shiver

Ritualism Requirement: 5
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Required

When the enchantment is activated the weapon unleashes a hail of frost towards the target up to 20 meter distance in a 30 degree cone. Anyone who is caught by this hail suffers a Freeze 6 check which affects their entire body. This attack roll uses the wielder's weapon skill and combat style attribute bonus as a base value. The ranged attack costs 4 points of stamina to use.

Winter

Ritualism Requirement: 7
Creation Modifier: +6
Enchanting Time: 4 hours
Activation: Required

The wielder of the enchanted weapon may unleash a frigid blizzard around her. Other characters under 30 meter radius will suffer a -1 modifier to melee attacks and defense and -2 to ranged attacks and defense. Each successful hit from the weapon also causes a Freeze 2 check to the target.

Vapor

Ritualism Requirement: 8
Creation Modifier: +8
Enchanting Time: 5 hours
Activation: Required

When the enchantment is activated the weapon starts to fume vapor. When active, the enchantment increases the weapon's speed by

+1 and grants 3 point armor rating penetration against physical armor. The enchantment can be released into a superheated form which grants an additional +1 to the weapon's speed and +3 to weapon damage. Once released the release drains the enchantments power fast. This release has the duration of 1 minute and after that the enchantment cannot be used during the next 6 hours.

Crystal

Ritualism Requirement: 8
Creation Modifier: +7
Enchanting Time: 5 hours
Activation: Required

The enchanted weapon gains +1 to speed. The weapon starts to strew flakes of crystallized ice. The weapon activation spawns a chilling gust of shimmering flakes which pursue a single target. This attack roll uses the wielder's weapon skill and combat skill style attribute bonus. If this attack is successful the flakes enlarge into spikes of ice and penetrate their target, dealing Piercing damage equal to the weapon's highest damage type to three hit locations. The target is also forced to roll a Freeze check to each hit location. This activation costs 3 points of Stamina to use.

Abyss

Ritualism Requirement: 8
Creation Modifier: +7
Enchanting Time: 5 hours
Activation: Required

The enchanted weapon can create an abyss zone up to 25 meter radius around the weapon. This zone affects every characters' movement inside it similarly to as if they were in the depths of an ocean. This abyss zone halves all movement and jumping distances and all physical attacks and skill checks take one extra second to perform and suffer a -2 modifier to rolls. The wielder of this weapon does not suffer the movement and jumping reduction but suffers other effects. The abyss zone does not affect projectiles or rituals which pass through the zone. If a character moves inside the zone the movement action she is taking is immediately halved and if the character has moved more than half of the movement the movement action ends. Activating

this abyss zone costs 6 points of Stamina and it remains one hour or until the wielder of the weapon deactivates the enchantment.

Glacier

Ritualism Requirement: 10
Creation Modifier: +9
Enchanting Time: 6 hours
Activation: Required

Each time the weapon successfully hits a target it causes a Freeze 8 check. The weapon also gains +2 to speed. The enchantment activation releases a massive burst of frost when the weapon is used in melee attack. This special attack causes a second free attack after the initial melee attack. The defender can avoid this burst of ice as any ranged AoE attack. This ice burst has the range of 5 meters in a 90 degree cone from the attacker. A successful attack deals half of the weapon's highest base damage type as Piercing damage to all hit locations of the target and causes a Freeze 8 check to the entire body. This attack costs 4 points of Stamina to use.

Lumia - Goddess of Moon

Mirage

Ritualism Requirement: 4
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Required

The enchanted weapon has the power to create Mirror Images (page 140). By activating the enchantment the wielder of the weapon can summon up to *CON.B* +1 Mirror Images. Summoning one Mirror Image costs 1 point of Stamina.

Gloom

Ritualism Requirement: 4
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Required

The enchanted weapon can be activated into a shadow form. In this shadow form the weapon's shape is altered by the glooming shad-

ows. The weapon gains +1 to speed and deals +2 Energy damage while the Gloom enchantment is active.

Illusion

Ritualism Requirement: 7
Creation Modifier: +7
Enchanting Time: 5 hours
Activation: Required

The weapon can conjure an illusion of any object or living being up to 10 meters from the wielder of the weapon. Conjuring an illusion costs 3 points of Stamina and the character must have seen the object or the person she wants to create. In order to unveil the illusion other characters must roll a Perception check against TN20. The illusion vanishes as soon as someone touches it or the wielder of the weapon dispels it. If the wielder of the weapon has Intelligence or Concentration attribute at level 10 she can activate the enchantment without an activation phrase.

Moon

Ritualism Requirement: 9
Creation Modifier: +8
Enchanting Time: 6 hours
Activation: Required

The character can ignite the enchanted weapon into a bright white light. Once active, this enchantment adds +3 Energy damage and +2 to speed. The enchanted weapon can also shoot off a beam of moonlight which deals *CON* x3 (m30) Energy damage. This ranged attack uses the character's weapon skill and combat style attribute bonus as a base value. This attack costs 4 points of Stamina to use.

Night

Ritualism Requirement: 10
Creation Modifier: +10
Enchanting Time: 6 hours
Activation: Required

The enchanted weapon can transform into a stygian night form which adds +4 to all base damage types and gains +2 to speed. While this night form is active the wielder of this weapon can release the enchantment as a ranged attack. This attack roll uses the

wielder's weapon skill and combat style attribute bonus as a base value. This release deals the weapon's highest base damage plus any amount of genki the character wants to channel to the attack, by using one of her channeling skills, as Energy damage. This attack sends a wave of dark energy up to 50 meter distance. If the enchantment is released with this special attack the enchantment cannot be used until the next night.

Warp

Ritualism Requirement: 10

Creation Modifier: +10

Enchanting Time: 6 hours

Activation: Required

The enchanted weapon has the ability to distort light around the character. Once activated the enchantment causes anyone watching the character to see duplicates and remnant images of the wielder. The character gains +4 to melee attack and defense and +2 to non-AoE ranged attack defense. The Warp enchantment can be dispelled by others if they succeed in a Perception check against TN24. When the enchantment is active it drains 1 point of Stamina per turn. This enchantment effect does not stack with another Warp enchantment.

Veil

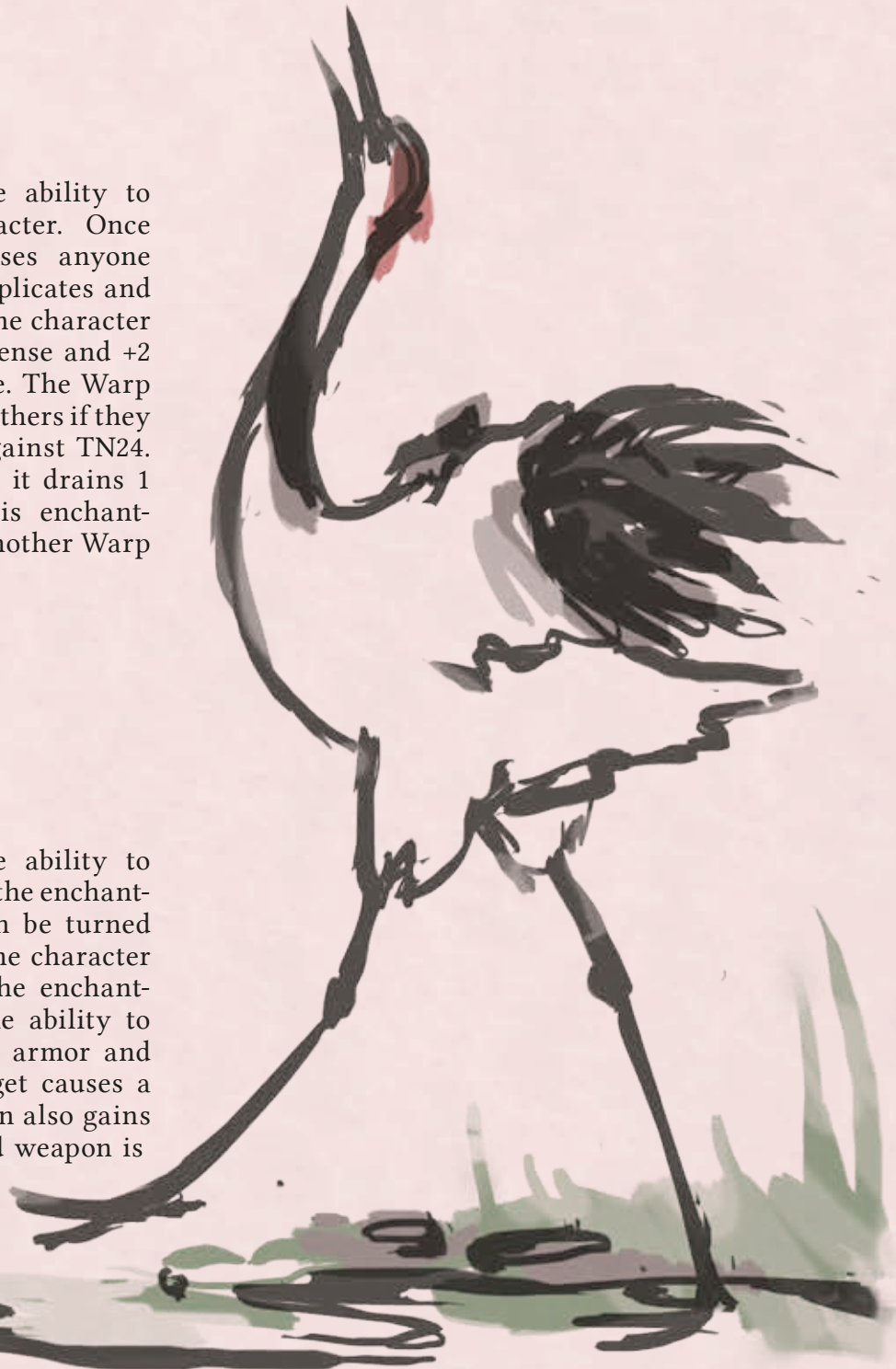
Ritualism Requirement: 10

Creation Modifier: +9

Enchanting Time: 6 hours

Activation: Required

The enchanted weapon has the ability to transform into a silky cloth when the enchantment is activated. This cloth can be turned back into the weapon any time the character wields the cloth and activates the enchantment again. The weapon has the ability to ignore *CON.B* points of physical armor and each successfully hit to the target causes a Paralyze effect on hit. The weapon also gains +2 to speed. When the enchanted weapon is in its weapon form it has a silky cloth attached to some part of it.



Morte - God of Death

Geist

Ritualism Requirement: 5
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Required

When the weapon enchantment is activated it starts to emit an eerie light and the weapon deals +3 Energy damage.

Blood

Ritualism Requirement: 5
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Not required

The weapon gains a Bleeding 3 effect. If the weapon has a Bleeding effect it gains +3 to it. Each successful hit to a target causes a Bleeding check.

Respite

Ritualism Requirement: 6
Creation Modifier: +6
Enchanting Time: 3 hours
Activation: Not required

Whenever the enchanted weapon's wielder sheaths the weapon to a scabbard she gains 2 points of Stamina. The character cannot gain this bonus more than once per each combat round. The weapon also gains +2 to speed. Weapons without scabbard cannot be enchanted with this enchantment.

Memory

Ritualism Requirement: 7
Creation Modifier: +6
Enchanting Time: 4 hours
Activation: Not required

When the enchanted weapon successfully hits a target its wielder gains knowledge of the target's combat skills and techniques, thus she should be noted of all combat skill levels and combat abilities which the target has. The wielder of the weapon also gains +3 to both melee and ranged attack and defense

rolls against the target. This effect ends only after the target's skills are increased radically (3 levels of change in at least 3 skills).

Death

Ritualism Requirement: 9
Creation Modifier: +8
Enchanting Time: 6 hours
Activation: Not required

When the enchanted weapon successfully hits a target and the target has at least one injury point or two fatigue points the target is forced to roll an Endurance check against TN14. If the target fails the check she takes *CON* x2 Energy damage to the hit location.

Stasis

Ritualism Requirement: 9
Creation Modifier: +9
Enchanting Time: 6 hours
Activation: Required

When the enchanted weapon successfully hits a target it causes the target to roll a Concentration check against TN16. If the target fails the Concentration check her soul is trapped into a stasis until the weapon hits her again or the wielder of the weapon releases the stasis effect. The enchantment can hold up to one character at a time in stasis. Once the target is in stasis she cannot do anything and is considered immobile. The character in stasis can make a Concentration check against the TN16 to release herself from the stasis. This TN can be lowered to TN10 by taking one fatigue point. The Concentration attribute check takes 2 seconds to perform.

Bond

Ritualism Requirement: 10
Creation Modifier: +9
Enchanting Time: 6 hours
Activation: Not required

The weapon's wielder can meditate with the weapon for 4 hours. If done so, the character and the weapon form a bond which makes the character to understand the very "soul" of the weapon. The character selects one of her attribute bonuses and the weapon gains extra speed based on that bonus value (maximum of +4).

Secondary Weapon Enchantments

Secondary weapon enchantments are either positive or negative effects. The enchanter may add *INT.B* x2 (minimum of 1) secondary enchantments to a weapon. Each secondary enchantment will increase or decrease the Creation Modifier and increase the enchanting time required to enchant the weapon.

Positive Secondary Enchantments

Allure

Creation Modifier: +3
Enchanting Time: +1 hour

The weapon gains *CHA.B* (m3) to speed.

Ascend

Creation Modifier: +1
Enchanting Time: +2 hours

As long as the character carries the weapon with her, her jumping and safe falling distances are increased by +50 %. This effect does not stack.

Call

Creation Modifier: +1
Enchanting Time: +1 hour

The enchanted weapon gains the ability to return back to its owner when she calls the weapon by its name. This call costs 1 point of Stamina and it has the range of *CON* x100 meters. The call action does not consume time and it is instant but it must be activated during the character's own turn.

Comfort

Creation Modifier: +2
Enchanting Time: +1 hour

While the enchanted weapon is wielded it ignores one injury point from its user.

Conjure

Creation Modifier: +4
Enchanting Time: +2 hours

The weapon can be cast into the void, from where it can be recalled at any time the character is able to use ritualism and speak a short phrase. Recalling the weapon from the void or casting it into it does not take time and costs 1 point of Stamina. The Conjure enchantment must be activated during the character's own turn.

Crush

Creation Modifier: +1
Enchanting Time: +1 hour

Each successful hit with the enchanted weapon causes a Shatter check to the target.

Drain

Creation Modifier: +2
Enchanting Time: +1 hour

Each successful hit to a target drains 1 point of Stamina from the target and the wielder of the weapon gains 1 point of Stamina.

Eternity

Creation Modifier: +2
Enchanting Time: +2 hours

The weapon is indestructible (page 353).

Haze

Creation Modifier: +1
Enchanting Time: +1 hour

When the Haze enchantment is activated a thick fog rises up to a 50 meter radius around the wielder of the weapon. This fog adds a -2 modifier to Perception checks which would require vision.

Jagged

Creation Modifier: +1
Enchanting Time: +1 hour

Each successful hit with the enchanted weapon causes a Bleeding check to the target.

Legacy

Creation Modifier: +1
Enchanting Time: +2 hours

The weapon is bound to the person who meditates with the weapon for the first time. This creates an eternal bond between the weapon and the character. Whenever the weapon and the character are separated the character can meditate for 3 hours. The character rolls a Concentration check against TN12 and if she passes the attribute check the weapon materializes back to the character. The character can break the bond in the same way she created it. If done so, another person can create a bond with the weapon. If the person who has a bond with the weapon dies, the bond will remain active as long as the person's soul is intact. This means that a human who dies and is granted a new life as a demigod can regain her old weapon with the Legacy enchantment.

Potency

Creation Modifier: +2
Enchanting Time: +2 hours

The weapon gains +1 to one of its base damage types.

Precision

Creation Modifier: +1
Enchanting Time: +2 hours

The weapon gains +1 to speed.

Regeneration

Creation Modifier: +1
Enchanting Time: +1 hour

If the weapon is destroyed it starts to slowly regenerate. This regeneration process takes one day to fully reconstruct the weapon. A completely melted weapon or a weapon ground to dust cannot regenerate.

Remembrance

Creation Modifier: +2
Enchanting Time: +2 hours

The wielder of the weapon gains +1 to ritualism rolls.

Sight

Creation Modifier: +1
Enchanting Time: +1 hour

The wielder of the weapon gains +1 to Perception checks.

Wisdom

Creation Modifier: +3
Enchanting Time: +1 hour

The weapon gains *INT.B* (m3) to speed.

Negative Secondary Enchantments

Bloodlust

Creation Modifier: -2
Enchanting Time: +1 hour

The enchanted weapon drives its user into bloodlust after killing a character. The character may roll a Concentration check against TN20 to resist the urge to go berserk.

Bound

Creation Modifier: -1
Enchanting Time: +1 hour

The weapon requires the blood of a character during the enchanting process. Once enchanted, the weapon is bound to the character who gave her blood. The weapon drains 1 point of Stamina per second from anyone else who attempts to wield the weapon. When the bound character dies the weapon disintegrates. This destruction bypasses the indestructible effect.

Exhaust

Creation Modifier: -3
Enchanting Time: +1 hour

The enchanted weapon drains 1 point of Stamina per 5 seconds when wielded.

Invoke

Creation Modifier: -3
Enchanting Time: +1 hour

The enchanted weapon gains the Damned Birth level -2 trait.

Light

Creation Modifier: -3
Enchanting Time: +1 hour

The enchanted weapon cannot use its enchantments during night (write a separate values for night and day versions of the weapon if the damage or speed are affected by enchantments).

Mercy

Creation Modifier: -3
Enchanting Time: +1 hour

If the enchanted weapon kills someone or is cause to someone's death it loses its powers for one month. After the month (36 days) has passed the enchantments start working again.

Misery

Creation Modifier: -2
Enchanting Time: +1 hour

The character who wields the weapon suffers a temporary injury point as long as she wields the weapon.

Obsession

Creation Modifier: -1
Enchanting Time: +1 hour

When a character wields this weapon she must roll a Concentration check against TN15. If the Concentration check fails the character gains Compulsion/"Weapons Name" level -3. Carrying or moving the sheathed or stored weapon around is not counted as "wielding" the weapon. This Compulsion trait will disappear much faster compared to normal Compulsion traits.

Sacrifice

Creation Modifier: -2
Enchanting Time: +1 hour

The enchanted weapon requires to cause a death once per month (36days) or it will lose its enchantments until the weapon kills again.

Solaris

Creation Modifier: -1
Enchanting Time: +1 hour

The enchanted weapon requires sunlight once per day in order to keep its other enchantments functional.

Truth

Creation Modifier: -2

Enchanting Time: +1 hour

If the wielder of the enchanted weapon lies the weapon loses its powers for one month (36 days). The weapon can sense the lying as long as it is with the character who has wielded the weapon.

Twilight

Creation Modifier: -3

Enchanting Time: +1 hour

The enchanted weapon cannot use its enchantments during day (write a separate values for night and day versions of the weapon if the damage or speed are affected by enchantments).

Vex

Creation Modifier: -X (m10)

Enchanting Time: +X hours

The enchanter summons a demon which will manifest in the weapon and help the enchanting process. This evil spirit possesses the weapon and might corrupt its physical form into a more demonic shape. This does not affect the weapon's stats. The demon gives the wielder of the weapon evil visions and tries to control the user. The wielder of the weapon must roll a Concentration check against TN12+X where X is the level of the Vex enchantment. If the wielder fails the Concentration check the demon will control the character for $10 + X - CON.B$ hours. If the demon is able to control the character more than $CON.B$ times the demon's next invasion might lead to permanent possession and the wielder might turn into a gaki.

If the enchanting roll fails the demon will attempt to possess the enchanter and the enchanter is required to roll a Concentration check against TN12+X to mentally fight off the evil spirit. If the enchanter fails this check the demon will possess the character. This might turn the character into a gaki. A successful Concentration check banishes the demon.

List of Apparel Enchantments

Apparel enchantments are applied to clothing, jewelry and other wearable objects. These enchantments are not as powerful as weapon or catalyst enchantments, however there are no restrictions to what the enchantment can be applied to. The only guideline is that the material density must be high enough for the enchantment. There is no exact minimum material density but as a rule of thumb a normal wool shirt and simple wooden necklace can be enchanted but a small copper ring is too small and fragile. Rare metals, such as Lapis Luna, are dense enough even as small jewelry, such as an earring or a stud.

Multiple same apparel enchantment effects won't stack. For example, two Fortitude enchantments won't give a two point injury point reduction. Each armor piece can have a separate Barrier or Aegis enchantment but one armor piece cannot be enchanted with two different enchantments which grant increased armor rating effect.

Absorb

Ritualism Requirement: 7

Creation Modifier: +7

Enchanting Time: 4 hours

Activation: Not required

The apparel gains 1 point damage absorb effect.

Aegis

Ritualism Requirement: 4

Creation Modifier: +3

Enchanting Time: 3 hours

Activation: Not required

The apparel gains 1/1/1 armor rating. If the apparel has an armor rating, it gains +1 to all armor ratings.

Barrier

Ritualism Requirement: 9
Creation Modifier: +9
Enchanting Time: 6 hours
Activation: Not required

The Barrier enchantment can be only applied to apparels with armor rating. The apparel gains +4 to a single armor rating.

Bastion

Ritualism Requirement: 10
Creation Modifier: +9
Enchanting Time: 6 hours
Activation: Not required

The apparel gains 2/2/2 armor rating. If the apparel has an armor rating, it gains +2 to all armor ratings.

Bind

Ritualism Requirement: 7
Creation Modifier: +6
Enchanting Time: 4 hours
Activation: Not required

The character who wears this apparel cannot use channeling or ritualism.

The Bind Enchantment

The Bind ritual is a common enchantment in high quality shackles. This prevents a channeler or a ritualist from using her arcane arts to escape from captivity. Most Tentaikan samurai magistrates are supplied with such equipment.

Chameleon

Ritualism Requirement: 4
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Required

The apparel makes the character wearing it partially transparent when the enchantment

is activated. This increases stealth checks by +1 if the stealth check would require hiding from sight.

Feather

Ritualism Requirement: 5
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Not required

Standard jumping actions won't cost Stamina.

Flux

Ritualism Requirement: 3
Creation Modifier: +3
Enchanting Time: 2 hours
Activation: Not required

The character's movement speed is increased by +1/+2 (Walk, Run) meters.

Fortitude

Ritualism Requirement: 3
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Not required

The enchanted apparel temporarily reduces one injury point from the character wearing it. This effect lasts as long as the character wears the apparel.

Instinct

Ritualism Requirement: 7
Creation Modifier: +7
Enchanting Time: 4 hours
Activation: Not required

The character gains +1 to melee and ranged defense and +1 to Combat Sense.

Mastery

Ritualism Requirement: 10
Creation Modifier: +10
Enchanting Time: 6 hours
Activation: Not required

When enchanting the apparel with Mastery enchantment the enchanter chooses one Combat Skill. The enchantment increases the chosen skill score by +2. The character cannot have more than one Mastery enchantment for one skill at a time, however the character will gain bonuses from multiple different Mastery enchantments as long as they give bonuses to different skills. For example, a character can wear items with Mastery/Swords and Mastery/Martial Arts enchantments and gain bonuses from both.

Protection

Ritualism Requirement: 6
Creation Modifier: +6
Enchanting Time: 4 hours
Activation: Not required

The Protection enchantment can be only applied to apparels with armor rating. The apparel gains +2 to a single armor rating.

Rest

Ritualism Requirement: 4
Creation Modifier: +3
Enchanting Time: 3 hours
Activation: Not required

The character gains an additional +1 point of Stamina each time she recovers Stamina.

Shallow

Ritualism Requirement: 6
Creation Modifier: +6
Enchanting Time: 4 hours
Activation: Required

When the character activates the enchantment she gains the ability to walk on water.

Vim

Ritualism Requirement: 4
Creation Modifier: +3
Enchanting Time: 3 hours
Activation: Not required

The enchanted apparel temporarily reduces one fatigue point from the character wearing it. This effect lasts as long as the character wears the apparel.

Wind

Ritualism Requirement: 5
Creation Modifier: +4
Enchanting Time: 3 hours
Activation: Not required

The character's jumping distance is increased by 3 meters.

Worship

Ritualism Requirement: 6
Creation Modifier: +5
Enchanting Time: 4 hours
Activation: Not required

When enchanting the apparel with Worship enchantment the enchanter chooses a god. The Worship enchantment grants +2 to ritualism rolls for the chosen god's rituals. The character can have multiple Worship enchantments for different gods at the same time.

List of Catalyst Enchantments

The catalyst enchantments are divided into Neutral, Ascendes and Acernos categories. Neutral category consists enchantments which are available for both deities. Secondary enchantments from the weapon enchantments can be applied to the catalysts, however enchantments which directly increase speed, damage or other weapon statistics have no effect on catalysts.

Neutral Deity

Element

Ritualism Requirement: 4
Creation Modifier: +3
Enchanting Time: 3 hours
Activation: Not required

The Element enchantment increases ritualism rolls for the chosen element's rituals by +1. Name of this enchantment changes based on the element type. For example Fire, Water, Light, Shadow.

Attunement

Ritualism Requirement: 7
Creation Modifier: +7
Enchanting Time: 4 hours
Activation: Not required

The enchanted catalyst grants a free Ritual Attunement for the user. This enchantment works as an additional Ritual Attunement Perk (page 70).

Echo

Ritualism Requirement: 8
Creation Modifier: +8
Enchanting Time: 6 hours
Activation: Not required

The enchantment decreases the casting time of a ritual by 1 second after each successive identical ritual casted. The ritual cast time cannot be reduced under 1 second. The effect remains as long as the character does not cast

other rituals or attack in melee or ranged combat or 10 seconds pass without casting the ritual. The character can defend herself without losing the bonus.

Grip

Ritualism Requirement: 5
Creation Modifier: +5
Enchanting Time: 3 hours
Activation: Not required

The enchantment increases any offensive ritual Target Numbers which are targeted to other characters. The Grip increases the TN by +2. This can increase the TN beyond the ritual's maximum value

Guidance

Ritualism Requirement: 15
Creation Modifier: +14
Enchanting Time: 8 hours
Activation: Not required

The character can use Self-Channeling to increase her ritualism roll. The character can channel up to half of her total Self-Channeling output (rounded down) to ritualism. This effect lasts a single round. Multiple Guidance enchantments cannot be used at the same time.

Release

Ritualism Requirement: 6
Creation Modifier: +6
Enchanting Time: 4 hours
Activation: Not required

The character can store a single ritual inside the catalyst. This ritual can be released from the catalyst later. This release cast takes only 1 second instead of the rituals original cast time. It takes ten times longer to store the ritual into the catalyst than it would normally take to cast the ritual.

Ascendes Deity

Accord

Ritualism Requirement: 4
Creation Modifier: +4
Enchanting Time: 4 hours
Activation: Not required

This enchantment adds +1 to all ritualism rolls under Amicia. This enchantment has three levels. Each additional level adds an additional +1 to all ritualism rolls under the deity. Upgrading the level of the enchantment increases the ritualism requirement by +3 and creation modifier by +2.

Azure

Ritualism Requirement: 4
Creation Modifier: +4
Enchanting Time: 4 hours
Activation: Not required

The enchantment adds +1 to all ritualism rolls under Cael. This enchantment has three levels. Each additional level adds an additional +1 to all ritualism rolls under the deity. Upgrading the level of the enchantment increases the ritualism requirement by +3 and creation modifier by +2.

Creation

Ritualism Requirement: 4
Creation Modifier: +4
Enchanting Time: 4 hours
Activation: Not required

The enchantment adds +1 to all ritualism rolls under Matinia. This enchantment has three levels. Each additional level adds an additional +1 to all ritualism rolls under the deity. Upgrading the level of the enchantment increases the ritualism requirement by +3 and creation modifier by +2.

Hope

Ritualism Requirement: 4
Creation Modifier: +4
Enchanting Time: 4 hours
Activation: Not required

The enchantment adds +1 to all ritualism rolls under Libera. This enchantment has three levels. Each additional level adds an additional +1 to all ritualism rolls under the deity. Upgrading the level of the enchantment increases the ritualism requirement by +3 and creation modifier by +2.

Sunlight

Ritualism Requirement: 4
Creation Modifier: +4
Enchanting Time: 4 hours
Activation: Not required

The enchantment adds +1 to all ritualism rolls under Luca. This enchantment has three levels. Each additional level adds an additional +1 to all ritualism rolls under the deity. Upgrading the level of the enchantment increases the ritualism requirement by +3 and creation modifier by +2.

Acernos Deity

Aqua

Ritualism Requirement: 4
Creation Modifier: +4
Enchanting Time: 4 hours
Activation: Not required

The enchantment adds +1 to all ritualism rolls under Agura. This enchantment has three levels. Each additional level adds an additional +1 to all ritualism rolls under the deity. Upgrading the level of the enchantment increases the ritualism requirement by +3 and creation modifier by +2.

Black

Ritualism Requirement: 4
Creation Modifier: +4
Enchanting Time: 4 hours
Activation: Not required

The enchantment adds +1 to all ritualism rolls under Lumia. This enchantment has three levels. Each additional level adds an additional +1 to all ritualism rolls under the deity. Upgrading the level of the enchantment increases the ritualism requirement by +3 and creation modifier by +2.

Crag

Ritualism Requirement: 4
Creation Modifier: +4
Enchanting Time: 4 hours
Activation: Not required

The enchantment adds +1 to all ritualism rolls under Terra. This enchantment has three levels. Each additional level adds an additional +1 to all ritualism rolls under the deity. Upgrading the level of the enchantment increases the ritualism requirement by +3 and creation modifier by +2.

Glory

Ritualism Requirement: 4
Creation Modifier: +4
Enchanting Time: 4 hours
Activation: Not required

The enchantment adds +1 to all ritualism rolls under Inmicus. This enchantment has three levels. Each additional level adds an additional +1 to all ritualism rolls under the deity. Upgrading the level of the enchantment increases the ritualism requirement by +3 and creation modifier by +2.

Requiem

Ritualism Requirement: 4
Creation Modifier: +4
Enchanting Time: 4 hours
Activation: Not required

The enchantment adds +1 to all ritualism rolls under Morte. This enchantment has three levels. Each additional level adds an additional +1 to all ritualism rolls under the deity. Upgrading the level of the enchantment increases the ritualism requirement by +3 and creation modifier by +2.



Social Castes

Tentaika has five distinct castes. These castes are the samurai caste, priest caste, merchant caste, artisan caste and peasant caste.

Samurai Caste

The samurai caste is the ruling caste of Tentaika. Samurais serve their clan and daimyo and each samurai is ranked inside their own hierarchy by their status, renown, heritage, military rank and overall fame and honor they have achieved in their service or by the special ranks granted by the daimyo or shogun himself.

Samurais across Tentaika follow the bushido. The teachings of bushido vary based on the clan ethics and the individual's take on the dogmas. Loyalty to their lords is still a cornerstone of samurai ideology throughout Tentaika, however samurai are often loyal to their close superiors instead of their daimyo

or the shogun, thus when a samurai with retainers shifts her loyalty her subordinates often follow her.

During the last three hundred years a new ideology towards bushido has emerged. This new ideology is seen as a “soft” version of the old bushido code in the eyes of many samurai. The “new bushido” has gained a lot of support in Koshi and Tenshu prefectures and Hohiro and Genkaisha have started slowly to turn to this new ideology as well.

The new mentality sees the virtues of the bushido more as a moral compass instead of something that a samurai should stand for. Loyalty and respect are still considered as virtues which every samurai should follow, however a samurai is not expected to go into extremes when following the bushido. Also the seppuku as a ritual suicide after losing honor or face is considered a waste and many clans attempt to offer samurai another way to find redemption instead of committing a seppuku.



Foreign influence has caused changes in the everyday life of samurai in Tentaika. Samurai are now allowed to earn money in addition to their stipend from the clan which is paid to them monthly or yearly depending of their clan. In addition a samurai can usually own a personal house and even a small piece of land. The clan may tax a samurai if her yearly earnings exceed her income from the clan.

Each samurai is required to show a mon (symbol) of their clan in their clothing. To accompany the mon, some samurai might wear additional symbols which represent their family, status or special organization such as Nanaken or Shin'ei-tai. Samurai carrying a traditional daisho is still common but not required by the law. The use of wakizashi as a ritualistic weapon is still common in Rozūshito, Daisen and Saiki prefectures.

Rōnin

A rōnin is a samurai without a lord or master. A samurai becomes a rōnin when she loses her lord's favor or her lord is killed. Sometimes when a samurai becomes dissatisfied of her lord's actions she might become a rōnin out of their own will. In such scenarios the samurai often seeks a new master to serve, however such action brings the samurai a lot of shame if she has acted on selfish reasons and finding a new master may prove very difficult. Many rōnin will seek opportunities as hired mercenaries and bodyguards for rich merchants. Some clans hire rōnin as demon hunters and the best example of this is the Shinrinki Ranger Corps which offers many rōnin an opportunity as demon hunters and eventually samurai of the clan.

Priest Caste

The priest caste in Tentaika is in a special position. They are right after the samurai caste in the caste hierarchy. Temples receive support from samurai clans as the law of Tentaika requires each samurai clan to financially support each temple within their lands.

The priest caste is divided into two main groups of people. The first group are the actual priests and priestesses who work in public temples and offer health care, religious servic-

es and schooling. The temples are of course religious centers by nature and each temple might offer only one of the said services. The amount of financial support is determined by the value of the services.

Some temples rely only on a small base support and offer no services for the common folk. Such temples often have special purpose, for example some religiously important places might have dedicated temples for them. These temples are often ran by monks who dedicate their lives to a certain deity or teaching.

Monks are the second group of the priest caste. Monks often live a devoted life in their secluded temples which are self-sufficient and only receive a small funding from the samurai clan. Monks are often devoted to follow their god's teachings and each monk community follows their own religious beliefs and their hospitality towards outsiders varies greatly.

Regardless of their name, warrior priestesses are not part of the priest caste. When a person is officially accepted as a warrior priestess she is also granted the title of a samurai, thus making her part of the samurai caste. In almost everywhere in Tentaika warrior priestesses are seen as the most low ranking samurai and some purists don't want to admit they are samurai in the first place. An exception for this is the prefecture of Genkaisha in which warrior priestesses enjoy a more privileged position. If a warrior priestess commits a crime she is usually punished by the harshest punishment possible for a samurai. This is especially true in Genkaisha where warrior priestesses are expected to behave with the same modesty as other priestesses.

Peasant Caste

The peasant caste consists most of the people in Tentaika. The caste is often placed before the merchant and artisan castes as peasants supply the nation with food. Peasants often form strong communities around their villages and the community ensures that the village is able to meet the taxes each season. These communities also hold festivals and favor a collective mindset, thus many villages in Tentaika are suspicious towards outsiders.

The peasant caste often owns their own land and the most successful farmer families can become very wealthy. Such families are very respected even among the samurai caste and they can gain political power in the region. Wealthier farmer families might have rōnin as guards and have a strong support of the village behind them.

Opportunity for wealth and desire to explore the outside world often lure youngsters from their villages to neighboring towns and cities, however the peasants require permission from their ruling samurai clan to travel outside the prefecture.

The role of the peasant caste is in a slow decline in Koshi and Tenshu Prefectures, where the merchant and artisan castes are thriving. Especially the Koshi Prefecture is turning away from the peasant caste because the prefecture makes lots of money through trade with the east and the west Tentaika and Aleria.

Artisan and Merchant Castes

Artisans are often ranked as the fourth caste in Tentaika. Most artisans live in large towns or cities where there is more demand for their services. Artisans are often able to support a relatively high standard of living.

In the past the merchant caste was deemed as the lowest ranking caste in Tentaika. The reason for this was due to the fact that the merchants were able to generate wealth by simply trading goods they didn't produce themselves.

Some members of the merchant caste serve a samurai clan. These servants often manage tea houses, bathhouses, restaurants and inns. Such servants enjoy the respect of the samurai caste but they are often on a tight leash of the samurai clan and share their income with the clan in exchange for a secured life.

The merchant caste is becoming more respected and valued part of the Tentaikan caste system in Koshi and Tenshu prefectures where trade brings the most wealth to the samurai clans. This mentality is spreading to the Rozūshito Prefecture, however the ruling

Satake clan is strongly valuing the old samurai philosophy and as such is in opposition to the rise of the merchant caste. Ichiro and Sakagami clans are profiting the most as they are starting to embrace the new possibilities and agreements with the merchant families in the Rozūshito Prefecture.





Life in Tentaika

Tentaika is split into eight prefectures and each of the prefectures is governed by an autonomic regime. Seven of these prefectures are ruled by samurai clan, the exception is the prefecture of Genkaisha which is governed by the Genkaisha High Council. Tentaika is ruled by the shogun clan which each regime swears their loyalty to.



Mikan Prefecture

The hilly and mountainous Mikan Prefecture is governed by the Onishi Clan. The more populated southern part of the prefecture is densely farmed and it produces a lot of rice, meat and fruits. The prefecture is also known for extensive mining as shirokō and genkaisha steel are plenty in the northern mountains. The mountain area has many temples which hold on to old yamabushi traditions. The secluded mountains are also a home for many creatures and demon races such as Inugami, Baku and Tengu.

Great broadleaf forests mark the southern border with the Rozūshito Prefecture. The prefecture's capital is built next to the Kurokawa River. The city of Mikan is a grand city with many temples, dojos and a strong martial culture. Mikan is also a strong military hub for the fortress line covering the northern Kuro no Mori border. The city





starts a line of fortresses and castles which follow the road to Dorodani and all the way into Shibushi.

Dorodani is built into an important chokepoint in a mountain valley. The city is famous for its many hot springs and pottery. Dorodani is also a home of the renowned Godo clan. Dorodani also continues the strong line of a fortified castles to castle town of Ōyodo and Shibushi. The city of Shibushi was originally a large fortress with a small farming community until a large gold and genkaisha steel vein was found in the nearby mountains. Now Shibushi is a thriving center in the Mikan Prefecture and the samurai clans of the area often fight for the rights to control the mining and supply the rare metals to the densely populated south.

Onishi Clan

The Onishi clan has a long history as a former society of warrior monks and they value their own traditions and autonomy. The clan honors their heritage and this is reflected in their standard samurai garb which resembles

the outfit of a warrior monk. The clan shares a great knowledge of channeling and martial arts, however the clan is secretive about their knowledge.

The clan is obliged to defend the northwest side of Kuro no Mori against demons and outlaws who terrorize the north. The Onishi clan has little obligations outside their guard duty. Pursuits towards human mental and physical perfection are cornerstones of Onishi clan's philosophy and martial arts and meditation are important aspects of a samurai's life in the clan. The clan encourages their samurai to test their ability in duels and independence and vigor are virtues among the Onishi clan. Onishi has always had a mixed loyalty towards the shogun clan.



Genkaisha Prefecture

Genkaisha prefecture is the smallest prefecture in Tentaika and unlike any other prefecture it is not ruled by a samurai clan. Genkaisha prefecture is instead ruled by a five member council. Outside its governmental system Genkaisha prefecture is best known for its mining which produces large amounts of genkaisha steel and black Genkaisha stone. Genkaisha Prefecture is located on a rocky peninsula on the eastern edge of the Black Sea.

The prefecture's capital is well known across Tentaika as the city is the biggest and most important spiritual and religious hub in the entire Tentaika. Genkaisha's priests and priestesses are known for their vast knowledge of channeling and ritualism and thus many wealthy samurai families send their children to train in Genkaisha. The city is also favored by rich artist and they produce a large quantity of

first-class art. The city also offers the services of its demon hunting warrior priestesses for other prefectures.

Genkaisha Pact

Genkaisha prefecture's unique government system is the result of the Genkaisha Pact which was written in 338 A.C. The Genkaisha Pact allows Genkaisha to be ruled by the High Council instead of a warrior clan and the Pact also defines Genkaisha's unique responsibilities. According to the Pact Genkaisha is required to send a small percentage of all priestesses, including warrior priestesses, trained in Genkaisha to serve under the ruling warrior clans of Tentaika. Warrior clans distribute most of the priestesses they receive to serve under the samurai clans in their prefecture. Even though there are set percentages of priestesses each warrior clan must receive, there are usually enough volunteers so that





no one is forced to serve under a warrior clan if they do not wish to.

The priestesses are required to serve the clan they are assigned to a minimum of three years. The priestesses are free to stay after their required service if they wish so and the clan wants to hire them. Priestesses usually spend most of their Genkaisha Pact teaching the local samurai arcane arts. Normal priestesses are also often assigned as healers and teachers at local temples and warrior priestesses are often assigned as combat ritualist or special forces members thanks to their arcane skills.

Government of Genkaisha

Unlike other prefectures Genkaisha prefecture is not ruled by a warrior clan. Genkaisha prefecture is instead ruled by the Genkaisha High Council. Under normal circumstances the High Council has five members, the head of the warrior priestesses, the treasurer, the politician, the religious lead and the mundane lead. The five bodies of Genkaisha are lead by these five members.

The Five Bodies of Genkaisha

The five bodies of Genkaisha are the official governmental organizations of Genkaisha prefecture. These organizations handle different aspects of Genkaisha prefecture's main functions just like in any other prefecture. When in other prefectures all of the official governmental organizations work either directly or indirectly under one person, namely the daimyo of the prefecture's ruling warrior clan, in Genkaisha each body works under one High Council member and these members have almost daimyo-like power over their body.

The organizational structure of a body is similar to any other official organization in Tentaika. The High Council member which leads the body has full authority over the body. Under the council member works a number of lower ranking officials which answer directly to her. These officials are usually given power to make independent decisions on smaller things which fall under their specialization and only the most important decisions are made by the council member.



Official positions in a body are usually granted for life and they cannot be inherited, however it is common that certain official positions stay in a single family for multiple generations. This is because officials can give recommendations for their successor when they are retiring and usually high ranking officials train their heirs for the position they work in.

Selecting the High Council

High Council positions are quite similar to official positions in the bodies. Thus they are granted for life and a retiring council member can recommend a successor for herself. It is also common for these positions to stay in the family for multiple generations. In normal circumstances when a High Council member retires she recommends a successor for herself and in most cases the recommended successor is given the position, however the final decision is made by the officials which worked directly under the retiring council member. It is also quite common that the next council member is selected from these officials.

If for some reason there is no recommendation and the officials which worked directly under the council member are dead or are otherwise unavailable in few months time after the retirement, the remaining members of the high council select the new member. If every other High Council member is dead or not available in addition to the body officials, the new council member is selected by

other high ranking and/or respected members which worked in their body or are otherwise skilled and knowledgeable in the field of the open council position.

Decision Making in the High Council

Each subject that is brought to the high council is discussed by all the council members. If a council member is not present at the city of Genkaisha she always must name a representative for herself amongst the officials working under her. This representative official has the council member's decision making power while the member is absent. A council member or her representative also may not take part in the discussion and not give any kind of opinion on the matter. This must be announced when the subject is brought up or as soon as possible after the council member has heard about the subject. If a council member does not take part in the discussion within a week of hearing about the subject it is taken as a sign of not having an opinion about the matter.

After the subject is discussed and all members or their representatives have given their opinion of the matter, the final decision is made by the council member under whose jurisdiction the matter falls under. This decision is not in any way democratic and thus the opinions of the other members of the councils are only opinions and proposals and they do not obligate the decision maker in any way.

If any matter falls under the jurisdiction of two or more council members the final decision must be approved by all the deciding council members. In these kinds of situations it is also possible for any of the deciding council members to allow the others to make the decision without her. After this is announced her input to the matter is handled like any other non-deciding council member's input. Also if the deciding members don't come to an agreement in a reasonable time, all the five members of the council vote for a person under whose jurisdiction the matter fits the most. In this case it is not possible to vote for oneself and as there are five members in the council there is no possibility for a draw. After the voting, the council member with most votes will do the decision by herself just like the subject would fall completely under her jurisdiction.

Responsibilities of the Five Bodies

This chapter defines the jurisdictions of the Five Bodies. If a person belongs to a body it does not mean that she has any decision making power in that given body, that power is held by the council member and the officials. Belonging to a body just means that a person falls under the jurisdiction of the given body. The definition of what this means depends on the body the person belongs to. Being a samurai is a requirement to being an official or a High Council member except for the religious body and the religious High

Council member. To be an official or a council member in the religious body requires one to be a part of the priest caste.

Warrior Priestess Body

All of the warrior priestesses in Genkaisha belong to the Warrior Priestess Body. The High Council member who governs the Warrior Priestess Body is also the head of the warrior priestesses in general. The officials of the Warrior Priestess Body are usually high ranking warrior priestess officers. It is very rare for any other than a warrior priestess to be selected as an official of the Warrior Priestess Body.

The Warrior Priestess Body is responsible for training and deploying of warrior priestesses. As such the High Council member leading the Warrior Priestess Body is considered one of the more powerful council members. Also during war it is possible for the council member in charge of the Warrior Priestess Body to be given military leadership of the Genkaisha prefecture's soldiers similar to other prefectures' ruling warrior clan's daimyo, however it is also possible for this power to be given to any daimyo of a samurai clan in the Genkaisha prefecture. This decision is made by the High Council but the input from all the daimyos in the prefecture are taken into consideration and the most skilled military leader is selected.

The Financial Body

The Financial Body is responsible for taking care of Genkaisha Prefecture's funds. It is responsible for collecting taxes and then distributing that tax money to where it is needed. The Financial Body does not directly handle tax collection outside the city of Genkaisha but rather delegates it to the daimyos of those areas. The financial body works together with all the other bodies in regular basis as requesting funds from the financial body is the only way of getting funding from the prefecture. The officials of the financial body and the council member in charge of the financial body are usually samurai from the samurai clans in the Genkaisha prefecture or from the warrior priestesses of Genkaisha.



The Political Body

The Political Body is responsible for Genkaisha prefecture's political relationships with all the other prefectures and foreign countries. Usually when a representative from Genkaisha prefecture is requested to visit other prefectures and the subjects discussed are not known beforehand the council member of the Political Body is sent with the approval from the other council members to make all but the most important decisions by herself. Also if someone requests an audience with the High Council without clearly defining a subject which would fall under someone else's jurisdiction she is sent to meet either the council member or an official of the Political Body. After that, she is directed to any other body if needed. As with the Financial Body the council member and the officials are usually from the samurai clans or from the Warrior Priestesses.

The Mundane Body

The Mundane Body is responsible for everything that does not fall directly under any other Body of the High Council. They are responsible for keeping count of the prefecture's population, food storages and such. The Mundane body also distributes needed necessities, such as food, during wartime and famine. Maintaining the city of Genkaisha's buildings and building new ones when needed is also handled by the Mundane Body. All in all they are responsible for a wide variety of mundane tasks.

As with the Financial and Political Bodies the council member and the officials are usually from the samurai clans in the Genkaisha prefecture. Because of the responsibilities of the Mundane Body it is seen as the least powerful of the bodies and as the least powerful council position.

The Religious Body

All the priestesses and priest in Genkaisha belong to the religious body. It is quite common for the Genkaisha High Priestess to be the council member of the Religious Body but being the High Priestess is not a requirement for being the council member. Also the council member and the officials need not be samurai as they can belong to the Priest caste. The council member and the officials are usually selected from the priestesses and

priests in the city of Genkaisha or in rare cases from the warrior priestesses. It is also possible for other members of the priest caste in the Genkaisha prefecture to be selected as an official or the council member of the Religious Body but it is very uncommon.

The Religious Body is responsible for all the religion, channeling and ritualism training in the city of Genkaisha except the Warrior Priestess training. The Religious Body also takes care of all religious request to Genkaisha and they send priestesses and priests to other parts of Tentaika when needed.

The High Priestess of Genkaisha

The High Priestess of Genkaisha is the face of the city of Genkaisha and the most known person in Genkaisha for outsiders. She is also the highest ranking religious official in the whole Tentaika. In the city of Genkaisha she is mostly seen as the face of the religious city.





Hohiro Prefecture

Light broadleaf forests and small lakes span across the Hohiro Prefecture. The flat region around the massive Saiko Lake stretches all the way to the shores of Uchijiro Gulf and to the city of Koshi. The flatlands are fertile and thus heavily farmed and the Saiko Lake itself supports a thriving fishing economy. The city of Hohiro is built on the Saiko Lake's south shore. The city's spacious grid plan expands on both riverbanks and each house in the city has plenty of room for a small garden and a backyard. Even though Hohiro is among the geographically largest cities in Tentaika, its population is quite small when compared to the most populated cities in Tentaika.

The Hohiro Prefecture is well known for the dark and mystic forest which expands on its northern border. Throughout the ages the forest has been an origin of horror stories and its the scapegoat for the blights in northern Tentaika. Kuro no

Mori is an ancient forest which grows larger and thicker than any other forest in Tentaika. The forest's trees are massive and they create a labyrinthine canopy which blocks daylight almost completely. Rocky and hilly terrain makes the traveling dangerously slow in the forest. Kuro no Mori serves as an asylum for demons which rage across the northern borders of Tentaika.

Shinrinki Clan

The Hohiro prefecture has a long and harsh history. The Shinrinki clan gained its status as a warrior clan nearly thousand years ago during the founding days of the Tentaikan Empire. The Shinrinki Clan is respected among other warrior clans due to their history and sacrifices for the nation. The Shinrinki clan is responsible of the most dangerous border region in Tentaika. The Kuro no Mori and uninhabited northern regions behind the dark forest are a constant danger for the people living in the border regions and the samurai of Shinrinki





clan suffer the highest death rate amongst all seven warrior clans. This has led the clan to accept recruits outside the samurai caste to join their ranger corps. The clan often hires demon hunters and rōnin to help their ranger units.

Many clans outside the prefecture disdain the Shinrinki clan due to the fact that the clan enlists recruits from lesser castes. Nevertheless, the ranger corps are respected within the prefecture. The virtues of bushido weigh little in the ranger corps, and this mentality has spread slowly into the samurai clans of the prefecture.

The two most powerful retainer families of the Shinrinki clan are the Kamata clan and the Akamiya clan. Fujô castle town is the home of the Kamata clan. The town also serves as a major garrison for the Shinrinki ranger corps. The Akamiya clan rules the eastern side of Saiko Lake. The city of Uguisu is a relatively large town despite its position next to the dangerous border. The Akamiya clan is also responsible for the border between Hohiro

and Koshi prefectures which runs alongside the river which splits the flatlands. The border region is a relatively peaceful area even though the Akamiya clan has long rivalries against the Takudo clan of the Koshi Prefecture.



Koshi Prefecture

The large Koshi Prefecture bottlenecks the west and east Tentaika and it is an important region in many internal and external conflicts of Tentaika. The city of Koshi is built into the tip of the Uchijiro Gulf. The city was built 310 A.C. to protect the western Tentaika from attacks from the east. The strategic location of Koshi has always made it a centerpiece in large scale wars in Tentaika. The Koshi is also the largest trading hub in the entire Tentaika. The trade and its important role in history has made Koshi the second largest city in Tentaika and it competes with Rozūshito in wealth and size. The city is also known for its many gardens and beautiful architecture. In fact, Koshi is nicknamed “The City of Cherry Blossoms”.

The Koshi Prefecture also controls the two major trade routes between Tentaika’s northern neighbour country Aleria. Majority of Aleria’s trade with Tentaika travels on land

and through the city of Koshi. The city of Hokuto was built after the first war between Tentaika and Aleria to protect the river which runs from Aleria to Tentaika. This river is also a major trade route between these two countries.

The Shokotsu River runs from the Shirokami Yama and marks the border between Koshi and Daisen prefectures. During the winter most of the prefecture is covered in snow. Snowfall starts usually during late winter and lasts until early spring but the winter is by no means as stark as in northern Aleria. Only the Hokuto region suffers from dense snow and weather below minus twenty Celsius.

Kawachi Clan

The Kawachi clan is one of the most influential warrior clans in Tentaika. They are well known for their Shin’ei-tai special police force and a long history with the internal politics in Tentaika. Kawachi clan is pretty tolerant about bushido and the clan does





not force the virtues down to their samurai' throats, however the clan values loyalty and self-improvement. The clan has a long rivalry against the Okano clan, which is the warrior clan of the Daisen Prefecture. Small border skirmishes occur along the Shokotsu River area almost every year between the vassal clans of Kawachi and Okano.

Kawachi clan samurai favor swords over other weapons and the clan is well known for the Hokushin Nito-ryū school which specializes in the use of two swords. Hokushin Nito-ryū teaches the use of a pair of katanas, kodachis or uchigatanas. Also the use of channeling is encouraged even among the low ranking samurai. New clan samurai are evaluated throughout their training and the best and the gifted are often transferred to the elite training dojos.

The famous Shin'ei-tai special police force serves under the Kawachi clan. Shin'ei-tai specializes in counter-espionage and it hunts outlaws who are beyond the ability of standard magistrate samurai. Shin'ei-tai training

is harsh and only a handful of candidates are chosen to serve in the elite police force each year. Shin'ei-tai has an authorization from the shogun to operate in other prefectures and they have a limited authority over the rest of the samurai caste. Kawachi clan will accept candidates to Shin'ei-tai from other prefectures.



Daisen Prefecture

The Daisen Prefecture has a long history which dates back to before Daisen was a part of Tentaika and many old Tentaikan traditions are said to originate from the Daisen Prefecture. The prefecture was originally an independent nation and the Satake clan which united Tentaika was originally from the city of Daisen.

The coast of Daisen Prefecture is heavily populated by many large towns and cities. The city of Daisen is built on an eroded cluster of cliffs by the coast. The natural defense has somewhat hindered the growth of the city and this has given the city an unique form which no other city in Tentaika has.

Large plains open behind the coast and expand all the way into eastern Tentaikan border. The castle city of Hyūga is built next to the Shokotsu River. The city was originally built as a border watch castle before the fertile land around Shokotsu River

attracted farmers and fishers. The region also produces large quantities of high quality silk in Hyūga and Ogawa.

Okano Clan

Virtues of bushido guide the Okano clan and no other warrior clan dedicates their life to bushido in the same extent as they do. The clan is a close supporter of the current shogun clan as they share same old heritage from the Daisen Prefecture. The samurai of Okano clan are very proud of their old traditions and they disdain clans who have grown more slack towards the code of bushido.



Okano clan still upkeepes traditional cavalry regiments and a substantially large military force whereas other samurai clans throughout Tentaika are giving up the idea of cavalry and other military doctrines due to the long period of peace and stability in Tentaika. The large army taxes the common folk and thus the standard of living in the prefecture is little lower than in other parts of Tentaika,





however the constant presence of battle ready samurai maintains the peace and a low level of banditry across the prefecture.

Okano's neighbor warrior clans are Kawachi and Kido. Okano has a sworn rivalry against the Kawachi clan which they believe to have gained too much responsibility and power from the shogun clan. Furthermore, the Okano clan is against the new mentality among samurai which the Kawachi is supporting. The vassal clans of Okano and Kawachi often drift into small scale conflicts in the border regions.



Tenshu Prefecture

Tenshu Prefecture's subtropic climate has spawned great evergreen forests around the vast Aira Yama. Most of the landscape of Tenshu prefecture is dominated by lush forests and hills. Forests are relatively easy to travel due to the almost nonexistent underbrush but the volcanic Aira Yama is full of steep canyons and valleys. This exotic region has a great variety of wild animals unique to the Tenshu Prefecture, such as different big cat predators, pandas and large spiders which are harvested for their valuable spider silk.

Many hidden temples and villages reside in Aira Yama's steep coves and mining is extensive in the Misaki and Hino area which is rich in gemstones and rare metals. The southern tip of the prefecture is sparsely populated and the shady town of Manazuru has a long problem with organized crime and it is a safe haven for outlaws.

The city of Tenshu is built between sharp seashore cliffs. To save precious building space most of the buildings in the city are high pagodas. These high-rising buildings have built-in walkways between the towering structures. Tenshu is known for its beautiful architecture and high standard of living and the city is known for its famous vacation attractions and legalized gambling possibilities.



Kido Clan

The Kido clan is among the smallest of the seven warrior clans, however the clan is wealthy due to the silk, ore and gem trade which generates a lot of wealth for the prefecture. The clan itself is very similar to the Kawachi clan as they are rather lax when it comes to bushido, however they maintain a good relationship with the Okano clan since they supply lots of metals to the Daisen Prefecture where metal is scarce.





The Chōhō Butai is under the direct control of the Kido clan. The intelligence and assassination corps is a secret shinobi organization which was originally formed to serve the 5th Shogun Satake Tessai. The second war between Tentaika and Aleria caused the newly founded corps to fall into the hands of Kido clan with the help of the legendary shinobi Orochimaru. Chōhō Butai is a mysterious shadow organization which is unofficially endorsed by the ruling shogun clan due to their necessary services.





Saiki Prefecture

Saiki Prefecture is the largest prefecture in Tentaika and it covers the entire island belt of the Black Sea. An evergreen jungle masks high hills and volcanic mountains which rise from the subtropic isles. The islands are scantily populated and most of the prefecture's population is centered to the inner coasts of the Black Sea. Boat traffic between the islands consists mostly of fisherman, traders and samurai. People in the Saiki Prefecture are little more tanned compared to other prefectures, especially those in the northern Koshi Prefecture.

Tennoshima is the largest island in the Saiki Prefecture. The mountain range of Tenyama spans across the island and it is known amongst the religious minds as the home of Kyuubi Ryusaki Ume. The island's capital Akegata is considered as the religious center within the prefecture. Akegata has also close ties to Genkaisha.



Because of the enormous size of the prefecture, it is impossible to properly enforce law on all of the thousands of small islands, thus the prefecture has always attracted outlaws, strange cults and demon worshippers. Especially the northern islands and the lone pirate town of Wasure no Wan are safe havens for local pirates and outlaws.

Shimazu Clan

The Shimazu clan rules the single largest prefecture in Tentaika. The Shimazu clan has the highest amount of vassal clans when compared to any other warrior clan in Tentaika. The clan honors old traditions and the bushido is still highly valued within the prefecture. The Shimazu clan is somewhat isolated from the rest of the country and this has led the clan to have more inside issues with rivaling vassal clans and constant issues with pirates and small demon cults across the island belt.





The use of ritualism has changed the nature of naval warfare and the Shimazu clan is well known for their especially skilled naval forces. The clan favors fast and maneuverable strike boats. From these boats ritualists can sink larger transport ships and infantry can be brought into a running distance from enemy ships. The Shimazu trains skilled ritualist who act as a shock force capable of running on the top of the water to board enemy ships.

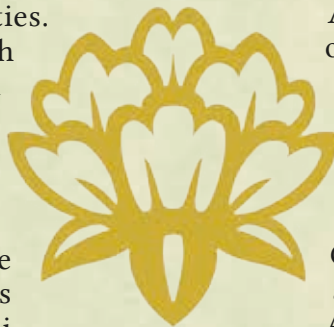
The clan values ritualism for obvious reasons and the study of arcane arts is encouraged among the prefecture. Especially Agura and Luca deities are popular among samurai. Many clans reward their best students to encourage young samurai to push their limits during training.



Rozūshito Prefecture

The Rozūshito Prefecture is the center of Tentaika. The capital city of Rozūshito dates back before the great cataclysm and it is the largest city on the plane of Mundus. The capital has over million inhabitants living in it. Rozūshito has an advanced water system which pumps life into the thriving city which is filled with luxury amenities. The shogun clan rules the city with the help of four vassal clans which each rule a part of the city.

The city of Rozūshito is divided into five large districts. Kogane District is the main administrative district which houses residences for every samurai clan in Tentaika when they are visiting the capital. Each major samurai clan has a part of their family living in the Kogane District. The district also offers relaxation services for the samurai living in it. Kogane District is also the home of the shogun clan and their island fortress.



Kaigan District houses the large commercial docks. Most of the Rozūshito's merchants live in the Kaigan District and it is often referred as "the merchant district". Ichiro clan who governs the district has close relations with the ruling Satake clan and they often get away with their bold moves due to the favor they receive from the shogun clan.

Arata District is the only district outside the main city walls. The district was originally a suburb before the small Kojima clan got a foothold in the prefecture and settled there. The district is often called "the poor man's district". Gambling and shady underground activities are most common in the Arata District and other clans of Rozūshito often criticize the Kojima clan for ignoring the poor reputation of the district.

The renowned Daishi clan rules the Momi-ji District. The district is built around a fortress which is located on the eastern riverbank of the Kurokawa River. The Daishi clan





is famous for its sword saints and kenjutsu dojos in the capital and the city of Taishi from which the clan originates. The clan has a long grudge with the Sakagami clan which rules the Shinju District on the other side of the Kurokawa River.

The Sakagami clan rules the Shinju District. The district is mostly inhabited by artisans, craftsmen and samurai. The Sakagami clan is famed for their legendary swordsmiths throughout the entire Tentaika. They are also partly responsible for helping the Meoki clan into power in the Rozūshito Prefecture. The Sakagami clan shares good relations to Genkaisha and Saiki Prefectures and some rumors tell that the clan is closely involved with Kyuubi Ryusaki Ume.

Outside the capital's walls the prefecture has an idyllic mid-Tentaikan feel with many hills and small villages scattered tightly across the countryside. Banks of the Kurokawa River are densely populated and many beautiful towns reside along the side of it. The town of Goka has a massive military dock and garri-

son which is under the direct control of the Satake clan. The city of Usuki was bestowed to the Meoki clan by the shogun clan when they rose in power few years ago. This accession startled many smaller samurai clans in the area and caused small skirmishes.

Satake Clan

The Satake clan is the ruling shogun clan of Tentaika. The clan has ruled Tentaika from the year 401 A.C. when the clan launched a bold sneak attack from Daisen a decade after the war of the Eastern Alliance. The clan lost their seat for power for few hundred years when Serus, Lord of Bane performed a coup and assumed the rule of Tentaika, however the Satake clan was able to reclaim the throne after many years of exile and civil war in Tentaika.

Satake clan values the bushido and old traditions, however the last three hundred years of peace in Tentaika have kicked a change in the samurai mentality towards bushido. This has caused the shogunate to react to increasing power of the merchant

caste and the new philosophy of bushido's importance in samurai' life. Many clans have started to follow the new bushido ideology which has weakened the clan's relations with many of their old supporters.

Law

The law in Tentaika is enforced by samurai magistrates which are appointed by the local daimyos. The social castes of Tentaika play a major role in the law system. When a samurai commits a crime against a person of a lower caste it is usually disregarded unless the act of crime was significant. Crimes against higher social castes usually favor the higher caste by the nature.

A farmer can say little for her defense if a samurai accuses her for thievery but if another samurai defends the farmer's innocence the magistrate should handle the case as if it was between two members of the same caste. In some cases, such disputes may lead into a duel between the two samurai if enough evidence is not available.

Crime and Punishment

The following table has a list of the most common crimes and their adequate punishments.

Bribery among the samurai caste is a serious crime. A samurai taking bribes and bribing a samurai or a person from a lower caste is equally punishable. The bribery as a crime is usually considered as an even crime with forgery or assault.

Organized Crime

Criminal gangs and bandit parties are not unheard of in Tentaika. The gangs usually consist of a small number of greedy rōnin, desperate peasants, poor merchants fed up of samurai oppression and other people who are after easy money and power.

Each larger city has its own organized criminal activity. Gambling, drug dealing and organized theft are the most common practices of local criminal gangs. Usually samurai disregard this kind of criminal activity as long as it is kept in secrecy and it does not cause major unrest in the city. Major thefts and clear illegal businesses are quickly taken care of.

Shinobi Clans

Several shinobi clans exist in Tentaika. These clans are often considered criminal organizations and thus are extremely secretive about their whereabouts. No one knows the total number of these hidden clans. These clans work for the highest bidder and execute assassinations, sabotage and espionage for their clients. A mere attempt of contacting such a clan may prove challenging and generally

CRIMES AND PUNISHMENTS

Crime	Lessened Punishment (Samurai Caste)	Standard Punishment	Severe Punishment
Pickpocketing	Fine	Fine or Flogging	Flogging
Theft	Fine	Flogging and Forced Labor	Forced Labor or Amputation
Heist	Imprisonment	Fines, Flogging and Forced Labor	Amputation
Forgery	Imprisonment	Forced Labor or Demotion in Caste	Amputation
Assault	Fine or Imprisonment	Flogging and Forced Labor	Demotion in Caste or Amputation
Murder	Fine or Imprisonment	Demotion in Caste or Execution	Execution
Rape	Imprisonment or Demotion in Caste	Demotion in Caste or Execution	Execution
Brutal Murder	Imprisonment or Demotion in Caste	Execution	Execution
Mass Murder	Execution or Seppuku	Execution	Execution
Treason	Execution or Seppuku	Execution	Execution
High Treason	Execution	Execution	Execution

such clans do not tolerate betrayal or deceit from their clients.

Weapon Laws

The weapon law in Tentaika prohibits individuals outside the samurai caste to carry weapons meant to be used by samurai. Members of other castes are only allowed to carry and own small weapons meant for self defense. Such weapons include tanto, kaiken, kodachi and simple staff and axe weapons. Bows are allowed as hunting weapons and many martial arts weapons are easily disguised as farming tools.

Non-samurai are not allowed to carry swords with the blade length equal to a katana or bladed staff weapons, however rōnin are allowed to carry their weapons. This has made it hard to enforce weapon laws as anyone can claim to be a rōnin. Rōnin are often required to describe their original master and lineage to the magistrate samurai.

The Tentaikan weapon law prohibits the use and possession of Alerian shields and crossbows. This edict is in use as the Tentaikan warrior culture despises the use of shield as an act of cowardice and dishonor against the opponent. The second reason behind the banning of shields is the fact that a shield as a military weapon offers a tactical advantage over the Tentaikan military. Crossbows are also illegal due to the fact that they require little training to be used proficiently, thus damaging the image of well trained warriors of Tentaika.

Alerian travellers are allowed to store their shields and crossbows as a part of their luggage as they travel through Tentaika but the use and display of such weaponry is illegal and magistrate samurai will confiscate the weapons if such events occur.



Special Organizations

Tentaika has three major samurai special organizations. These are Shin'ei-tai, Chōhō Butai and Nanaken. They are considered special forces which each carry out different duties.

Shin'ei-tai

The Shin'ei-tai is a special police organization of Tentaika. The Shin'ei-tai was founded in Koshi roughly 800 years ago. Originally the organization dealt with foreign issues in the Koshi Prefecture and the Shin'ei-tai prevented many assassination attempts of high ranking samurai. The Shin'ei-tai uniform consists of a black hakama and a light blue haori with a white mountain shaped trim. Each samurai can wear kimono of any color with the rest of the clothing.

The organization gained a lot of respect and after the Satake clan rose to power the Shin'ei-tai was reinstated into Rozūshito where they served only the shogun clan. Shin'ei-tai was abolished after Serus, Lord of Bane started to rule Tentaika. After Serus was defeated and the Satake clan was able to restore their power as the ruling clan, the Kawachi clan restored Shin'ei-tai. The newly found special police gained a lot of respect among many clans as many of the founding members of the restored force were renowned heroes of the civil war between the puppet government of Serus and the Satake clan.

The new Shin'ei-tai operates from the city of Koshi. The organization is divided into five companies and the first company is led by the Kawachi clan. The first company is also in command of the entire force. The commander of Shin'ei-tai is always the oldest son of the Kawachi clan before he inherits his place as the Daimyo of the Kawachi clan.

The second company is led by the Meoki clan. Currently the Meoki clan resides in Usuki in the Rozūshito Prefecture and they are the vassal clan of Satake. Originally the clan was a minor samurai family directly

under the Kawachi clan, however after few members of the family carried out the assassination of Serus, Lord of Bane, they were given the title of a samurai clan and the shogun clan rewarded them with the city of Usuki. Now only a small portion of the Meoki clan serves in the Shin'ei-tai.

The third company is commanded by the Asari clan which resides in the city of Uchina-da. The clan earned their place in Shin'ei-tai during the civil war against Serus. The fourth company is led by the Shirai clan which is the second most powerful clan in the Koshi Prefecture right after the ruling Kawachi clan and they rule the city of Nemuro. Inside Shin'ei-tai they are responsible of training and recruiting of new candidates. The fifth company is led by the Takudo clan which resides in town of Yakage.

Shin'ei-tai specializes in counter espionage, bodyguard duties and hunting of powerful outlaws. The Shin'ei-tai has high requirements for entry and each member of the force is an especially skilled fighter. Samurais in the organization favor swords and other small weapons over large and unwieldy staves since most of their operations are in tight urban environments. Channeling skills are required from each member and ritualism is somewhat common.

The skill levels of Shin'ei-tai vary greatly. The bulk of the force consists of individuals who are well above normal samurai. The elite samurai are extremely skilled and they often have reached the master level in many of their skills. The Shin'ei-tai operates in the whole Tentaika. Most of their duties outside Koshi Prefecture include protection duties of influential daimyos who have requested the help of the organization.

Chōhō Butai

The Chōhō Butai is a hidden shadow organization which is part of the Kido clan. The organization was founded by the 5th Shogun, Satake Tessai during the same time with Shin'ei-tai. The Chōhō Butai was meant to act as the sword while the Shin'ei-tai acted as the shield of special operations within and outside of Tentaika. Chōhō Butai is often

cautious when dealing with Shin'ei-tai as they both are considered as elite organizations.

Soon after the founding of the Chōhō Butai the organization assassinated the king of Aleria and caused a war between Tentaika and Aleria in which Tentaika almost conquered its northern neighbour. However, Aleria was able to push Tentaika back to the border mountains of Shirokami Yama after the shogun's oldest son used Chōhō Butai to assassinate his father. During the chaos Chōhō Butai was saved by Orochimaru and he aligned the Chōhō Butai with the Kido clan.

The current Chōhō Butai is a shadow organization which is known to exist by the shogun and all warrior clans. The Chōhō Butai offers their services to other warrior clans as long as they don't target the shogun clan or the Kido clan. The organization has small sanctuaries across the entire Tentaika but their main training villages and secret castles are hidden in Aira Yama and the deep forests of the Tenshu Prefecture.

The Chōhō Butai is a feared organization and members of the organization are considered as outlaws by many magistrates. Especially Shimazu and Okano clan samurai don't tolerate any kind of shinobi operations due to the bushido code, however this doesn't mean that daimyos of Okano or Shimazu have not used the services of Chōhō Butai and other illegal shinobi clans.

Chōhō Butai members are ranked in three official levels which are Jōnin, Chūnin and Genin. Jōnins are considered as elite shinobi whom skill is parallel to elite samurai and swordmasters. Jōnins are often placed to leadership positions in villages and they operate alone or in teams of two to four consisting of other Jōnins or Chūnins.

Chūnin rank shinobis are considered experienced shinobis who are talented at least in two forms of arcane arts. Chūnins are equal to experienced Shin'ei-tai samurai but in some cases they can be almost as good as Jōnins.

The lowest rank in Chōhō Butai hierarchy is Genin, which is also the most numerous amongst Chōhō Butai. Genin ranking shinobis consists from newly graduated youngsters

to battle hardened veterans who are unable to reach required level of Chūnin. Genins often work in teams of three to nine lead by a Chūnin rank shinobi.

Outside this hierarchy are Special operations Jōnins who are considered the best and most reliable shinobis of the organization. They often work alone or in small teams. Their tasks often involve extremely dangerous assassinations or dealing with uprisings amongst Chōhō Butai itself. Special operations Jōnins often keep their special rank a secret and take orders only from the commander of Chōhō Butai. The commander of Chōhō Butai is always from the Kido clan. The commander is required to have the rank of a Jōnin and have the required charisma and leadership skills to lead the most feared organization in Tentaika.

Chōhō Butai has training villages in many secret locations across Tentaika. Kage-jō is the headquarters of the organization and it is located in Aira Yama. Kage-jō is an old castle protected by grand illusions and traps.

Nanaken

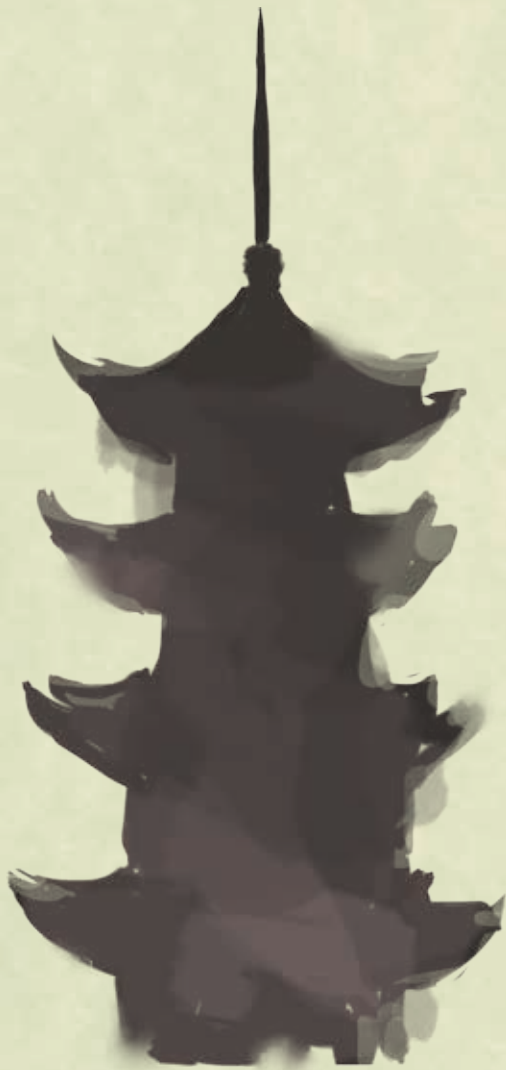
Members of the Nanaken are the seven personal champions of the shogun. These seven champions are hand picked by the shogun himself and each member of the Nanaken is required to be ready to sacrifice herself before the shogun and to be exceptionally skilled. Sometimes the shogun might offer a place in the Nanaken to a samurai of questionable loyalty if she is deemed extremely skilled or otherwise useful enough to compensate for the risk.

In other words the Nanaken has two kind of samurai. Those who are extremely loyal to the shogun, and those who are the most talented warriors in Tentaika. Each member of the Nanaken has as much power as a daimyo and they are often very famous. Many members of the Nanaken are sword saints or have proven their skill otherwise.

While the name of the Nanaken suggests that it has seven members the true amount of the members might vary from four to seven. Shogun attempts to keep the number of

members at seven but if a member of Nanaken dies she is not replaced until the shogun finds a candidate who can prove her prowess and loyalty.

The Nanaken stands above mundane laws, however they are equally punishable if they conduct crimes outside their assigned missions. Nevertheless the Nanaken is usually protected by the shogun himself and all charges against Nanaken members are directed to the shogun who decides if the matter is worth of looking at, thus Nanaken members are often above all laws except for treason.



Services in Towns and Cities

Rich townsfolk use a wide array of various pastime services throughout Tentaika. The most common services in even small towns are tea houses, restaurants and inns which usually offer food, drinks, lodging and entertainment services. Tea houses often offer geisha services for rich customers. Restaurants offer more casual services with public rooms. Small street kiosks which offer quick snack food are also a very common sight in cities. Most inns in Tentaika offer private lodging and they usually have separated buildings for the quests.

Bathhouses are also a common sight. Larger cities often boast many bathhouses for rich and poor separately. More wealthy customers enjoy better services and generally a better quality of bathing experience itself. Onsen (hot spring) bathhouses are also numerous in volcanic areas around Tentaika. Mikan, Koshi, Tenshu and Saiki Prefectures have most hot springs in Tentaika.

Larger towns and cities have many entertainment services. Especially during many festivals in Tentaika theater plays, puppet shows, music and dance are common. Most plays recreate famous hero tales or make fun of local lords with mild satire. Travelling performers are also a common sight in cities during festivals.

Education

Most Tentaikan villages don't have any kind of schooling or other education opportunities. Larger villages usually have a village school which is often managed by local temples. These schools usually have a modest entry fee which farmer families can afford to pay. These schools often teach basics of writing, reading, history, math and oral tradition. The level of teaching varies greatly across Tentaika. Towns and cities often offer additional schooling for wealthier families. The samurai caste enjoys free quality education.



Technology

In Mundus, Ascendes and Acernos the technological advancement has reached the renaissance era technology. Innovations such as printing press and steam power exists but only in most advanced parts of the world. Printing press is rare in Tentaika due to the logographic kanji writing. Latin alphabet is used in some extent in books written in the domini language.

Clocks are invented and they are a luxury of rich folk. Most major cities across the three planes have clock towers which provide pretty accurate time for the townsfolk. Small pocket clocks are rare and very expensive. Clocks are more common in Ascendes and Acernos where technology is a little ahead of the plane of Mundus.

Gunpowder is mainly used in fireworks. Aleria has made some experiments in the form of simple bombs and matchlock weapons, however these weapons are only available after 1310 A.C. Once firearms are introduced, they are very expensive and inaccurate. Use of bows and ritualism is still preferred over the new weapons. Armies of Ascends and Acernos prefer the use of ritualism over gunpowder weapons.

Medicine is well developed, especially in Tentaika and Acernos. Ritualism and channeling arts have reduced the use of traditional medicine as a part of healing of wounds and other damage made to human body as arcane arts are much faster compared to the traditional methods. Traditional medicine is still used a lot to treat diseases and physical exhaustion which the arcane arts cannot cure.



Religion and Gods

At the beginning of time there were ten entities of divine power. These ten powers created two planes of existence. Matinia Goddess of Birth, Libera Goddess of Freedom, Amicia Goddess of Concord, Luca God of Sun and Cael God of Sky created the plane of Ascendes. This world of two eternal suns and grand towering white mountains became the domain of these five gods.

Inmicus God of War, Terra Goddess of Earth, Agura God of Water, Lumia Goddess of Moon and Morte God of Death created the plane of Acernos. The mysterious world of undying night and nebulous sky of two celestial moons was divided between the five gods.

This was a long time before humanity existed. During these ancient times gods created many demigod races. Many wars between the two planes ravaged until from the initiative of Luca and Lumia the plane of Mundus was created.

The plane of Mundus was created with the help of each ten prime gods. The plane was created to share aspects of both planes. A single sun brought daylight to the plane and a sole moon rose to the night sky to lighten up the darkness. The creation of Mundus prevented direct travel between Ascendes and Acernos and Mundus was seen as a neutral ground where the gods should not enter. On the same time the gods gave birth to the human race which would then inhabit this new world.

Mundus itself was created so that if a god would enter the plane, it would start a chain reaction of events which would eventually destroy the plane. Each of the ten prime gods involved in creation of the plane saw this as a good way to prevent them to directly impact to the order of Mundus, however religious worship of the gods of Ascendes and Acernos and eventually ritualism spread to the neutral Mundus.

PRIME GODS		ASCENDES		ACERNOS	
		Sub Gods		Sub Gods	
	Matinia, Goddess of Birth	Matinia	Venus, Goddess of Love	Inmicus	Mephisto, God of Destruction
	Amicia, Goddess of Concord		Genus, God of Lineage		Rigo, God of Tenacity
	Cael, God of Sky		Suvi, Goddess of Sex		Meiyo, Goddess of Honor
	Libera, Goddess of Freedom	Libera	Inae, Goddess of Nihilism	Terra	Igem, God of Mountains
	Luca, God of Sun		Athea, Goddess of Anarchy		Fera, Goddess of Animals
	Inmicus, God of War		Eric, Goddess of Chaos		Sylvia, Goddess of Forests
	Agura, God of Water	Amicia	Fides, God of Coherence	Agura	Ahti, God of Depths
	Lumia, Goddess of Moon		Paxia, Goddess of Peace		Hieme, Goddess of Winter
	Morte, God of Death		Seren, Goddess of Tranquility		Ryūjin, God of Sea
	Terra, Goddess of Earth	Luca	Ignis, Goddess of Fire	Lumia	Noctral, Goddess of Night
			Praseus, God of Order		Siere, Goddess of Shadows
			Lucia, Goddess of Light		Umbra, Goddess of Illusion
		Cael	Aura, Goddess of Wind	Morte	Odin, Father of Valhalla
			Zeus, God of Thunder		Enma, Magister of Souls
			Pluvia, God of Rain		Ankou, Keeper of the Dead

After a millennia, Mephisto, God of Destruction invaded Mundus causing the cataclysm which wiped entire civilizations. Intervention from the other gods and their servants prevented the total destruction of Mundus. Mephisto was defeated and as a punishment for causing the cataclysm he was forced into a mortal body and his true powers were sealed away.

Gods tend to stay out of the way of mortals and let them to govern the worlds. Most gods have taken the role of a bystander. Almost all ten prime gods have chosen their sub gods to represent facets of their nature. These sub gods are independent entities and they have similar powers to prime gods.



Ten Prime Gods

Goddess of Birth

Matinia is the Goddess of Birth and she is one of the five prime gods of Ascendes. As her title suggests, Matinia is responsible for creating new life but she does not directly create it. Instead she recycles souls of the dead and passes them as new life force to Mundus and Ascendes. The presence of this life force then allows new life to be born on those two planes. On Acernos Morte, God of Death takes care of creating this life force instead of Matinia and on Ascendes Matinia takes care of collecting the souls of the dead.

Matinia is a peace loving, gentle and patient goddess. Her avatar is often portrayed as a motherly looking and curvy middle aged woman. Gods rarely take physical form and Matinia is not an exception, however Matinia almost always takes physical form when she talks to her lords and ladies. Unlike Matinia, most gods prefer to telepathically communicate with their lords. Matinia's three sub gods represent Love, Lineage and Sex.



Goddess of Freedom

Libera is the Goddess of Freedom and just like Matinia she is one of the five prime gods of Ascendes. She represents freedom and irregularity in the world. She allows all living things to have the freedom of choice and she counterweights the order and stability all other gods, especially Luca and Lumia, represent.

Libera is generally calm but she is also erratic and quite a trickster. Libera's avatar is usually portrayed as a beautiful, white toga wearing woman. Where other prime gods rarely assume physical form, one might actually run into Libera during a midday walk in her dominion. One notable fact about Libera's dominion is that it is the only dominion in Ascendes that prohibits slavery.

Her three sub goddesses represent Nihilism, Anarchy and Chaos. These three facets of Libera's nature are things which are not apparent from her title or personality, however they are a very important part of what Libera represents as a deity.

God of War

Inmicus, the God of War is one of the five prime gods of Acernos. He is the avatar of war and conflict. He is the symbol of strength, bravery and honor. Gods usually delegate leadership of their dominion to their lords or sub gods, however Inmicus actually actively rules his dominion.

Avatar of Inmicus is portrayed as a tall and muscular man who often clads armor. His character is often described as a self-confident and energetic leader who respects individual prowess. Much like Libera, Inmicus assumes his physical form often as he inspires his legions to war. His hot-headed attitude and affinity towards mortal heroes often leads to him personally blessing war heroes.

His three sub gods are Rigo the God of Tenacity, Meiyo the Goddess of Honor and Mephisto the God of Destruction. Mephisto is one of the four sub gods who are bound to their physical body. Mephisto's physical body is a huge, winged demon and he is the aspect of destruction, violence and other negative facets of war. He is also responsible for the great cataclysm of Mundus over thousand years ago.

Goddess of Earth

Terra is the Goddess of Earth. She is a very passive goddess and she is widely worshipped among common folk such as farmers and hunters. She is usually portrayed as a short and plump woman at her fifties. Her avatar is often illustrated as a gentle and motherly figure. Terra is one of the gods that almost never takes a physical form. Even when she talks to her Lords and Ladies she almost never shows herself.

Terra's three sub gods represent Mountains, Animals and Forests. Terra's sub gods are similar to her in the sense that they are also very passive. Fera the goddess of Animals is responsible for the occasional births of shape shifters. Shape shifters are common humans and demigods who are blessed by Fera and are able to take an animal form. Shape shifters should not be confused with races such as kitsunes and dragons, as they are basically very intelligent demigod animals who are able to take a human form.



Goddess of Concord

Amicia, the Goddess of Concord is the divinity of peace and harmony. She is one of the five prime gods of Ascendes. Amicia represents peace, harmony and pacifistic way of life, however Amicia or her subjects won't shun the concept of war if it leads to peace or the survival of her own dominion. Furthermore Amicia doesn't shun the use of oppression or slavery like Libera.

Amicia's avatar is portrayed as a tall, slender and fair woman. She is often illustrated holding a book or a scroll. This is because she is also seen as the deity of logic and knowledge. She is very calm and friendly goddess. Amicia is rarely seen in her physical form, however she prefers to take a physical when conversing important matters with her Lords and Ladies. Her sub gods represent Coherence, Peace and Tranquility. Amongst scholars, Fides the God of Coherence is seen as the deity of logic and science.



God of Sun

Luca, the God of Sun is one of the five prime gods of Ascendes. As the sun deity Luca has created the sun of Mundus and the two suns of Ascendes. Even though Luca has created all three suns they no more need his constant attention. Luca and his sub gods represent the sun, fire, light, heat and order.

Luca is often portrayed as a dark skinned, bald, tall and muscular man. He usually wears a loincloth and plate greaves and bracers. Most often Luca is portrayed to wield a spear. Luca's personality is close to Inmicus' personality, however Luca is not seen as hot-headed as Inmicus but he is far more proud than the god of war. Luca likes to take a physical form in front of his subjects. Luca's appearances are often very pretentious as he likes to use sun shafts and other light and fire related tricks to impress his spectators.

Luca's sub gods are Ignis, Goddess of Fire; Praseus, god of Order and Lucia, goddess of Light. Praseus represents absolute law and he and his followers try to achieve a totalitarian utopia. Praseus' followers are often fanatic and they try to influence people on Mundus. This is easily seen in Aleria where Praseus has multiple knightly orders.

God of Water

Agura is the God of Water. He is one of the five prime gods of Acernos. Much like Terra, Agura is a very passive god. Acernos is by default a much colder plane compared to Ascendes and Mundus, however with the help of Lumia and Terra, Agura keeps the plane warmer. As the deity of water and winter Agura controls the warm ocean currents and soothes the stark winters of northern and southern Acernos.

Agura is often portrayed as a tall and lean man with a white long hair wearing robe like clothing. He rarely assumes his physical body and seldom displays any emotions when interacting with his demigod servants. Agura has a cold and calculating personality. His sub gods represent depths, winter and sea.

God of Sky

Cael is the God of Sky and he is one of the five prime gods of Ascendes. Cael is widely worshipped amongst common people due to his mundane aspects as a deity. This is because Cael is seen as the god of weather.

Cael is the only god that has never taken a physical form in front of a mortal being and no one really knows why. Because of this some scholars question Cael's existence. Despite of these accusations Cael is like any god, he has his dominion, servants and so on. Regardless of Cael's true form artists are creating paintings and sculptures of him. Cael is a calm and somewhat indifferent god.

Cael's sub gods represent Wind, Thunder and Rain. Because of Cael's passivity his sub gods take more responsibility. They also take care of most of the communication with mortals and Cael's Lords.

Goddess of Moon

The sunless plane of Acernos is the home of the Goddess of Moon, Lumia. Just like Luca is responsible of creating the sun, Lumia has created the moon on Mundus and the two moons of Acernos. The smaller of the two moons, Lumi, acts as a "pseudo-sun". It is not nearly as bright as a real sun but it still emits enough light to illuminate the plane of Acernos. Besides its enormous size the second moon of Acernos is just an ordinary moon.

Lumia is portrayed as a very beautiful, tall and thin woman with black hair and pale or silverish skin. She only shows her physical form to her ladies and a small group of people whom she deems worthy of such honor. Lumia sees herself as a neutral arbiter on her own plane. Her mysterious personality and unpredictable actions combined to her somewhat unique logic make her hard to predict.

Her sub goddesses represent Night, Shadows and Illusions. In addition to the fact that all of Lumia's sub gods are female, she only accepts women as her Lords or in this case as Ladies. As one would guess Lumia and her sub goddesses are often worshiped by assassins and thieves but in Tentaika she is widely

worshiped across all castes as a moon deity. Lumia also sends her servants to Mundus to hunt down rogue demigods which are too powerful for locals to handle.

God of Death

As the God of Death, Morte is responsible for collecting the souls of the dead on Mundus and Acernos. On Acernos, Morte uses his powers to collect souls every ten minutes or so. As Morte can't directly influence Mundus, he sends his demigods to collect the souls of the dead. Morte is also responsible for creating new life on Acernos.

Morte is often portrayed as a bent old man with a long beard and a cane. Morte is rather cranky and somewhat austere and as such he rarely gets along with other gods. He has an especially poor relationship with Inmicus, God of War. Morte makes public appearances extremely rarely as he tends to show his physical form only to his carefully selected elite.

Morte's sub gods are a special case as they all have a permanent physical body and they do not represent anything in the same sense as other sub gods do. Also Morte or his sub gods don't have any lords. Instead each sub god governs his own group of demigods. These demigods are responsible of personally collecting all the souls on Mundus. Each of these groups is responsible for a single nation on Mundus. Ankou and his Grim Reapers are responsible for collecting souls on Alerian soil. The northern lands of Seigrike are governed by Odin and his Valkyries. The last and largest of these groups governs the nation of Tentaika. They are the Shinigamis led by Enma.

Jūkami

Jūkami is the Tentaikan concept of the ten prime gods and the official religion in Tentaika. The nature of the religion and the reason to worship gods varies between common folk and more educated individuals. Common folk see the religion as a cultural tradition where the educated understand the basics of how the gods actually influence the world. The temples in Tentaika are either dedicated to a single god or in smaller towns and villages a single temple is dedicated to all ten prime gods and their subjects.



Souls

Each living being has a soul. The essence of a soul holds the memories and the identity of the person. The soul is one with the body of the being. When the being dies, the soul is separated from the physical body, however the bond between the soul and the body still exists and the soul will follow the body until the body rots away or the soul is collected. The soul cannot move through solid objects so common burials will separate the soul and the body. Souls are invisible and untouchable to almost everyone. To those who can see them, souls are light blue spheres of flaming energy which hover right above the ground. They also illuminate light which is also only visible those who can see souls.

There are four kinds of souls. Animal, human, demigod and Lord souls. Animal souls are different from the other soul types. They are so weak that when the animal dies the soul dissolves and becomes a part of the plane. Planes hold a power to grant souls to animals.

A human soul is a definition of a soul which holds "humanity". These souls are given by the gods to all sentient races, thus a human soul is a common term for a soul which holds greater capacity over a simple animal soul.

Demigod soul is a soul given to demigod races. Demigod souls are similar to human souls with the exception that the demigod souls grant much longer life. Demigods often live up to 300 to 500 years based on the person's channeling skill. People who are reborn as demigods to Ascendes or Acernos are gifted with a demigod soul.

When the soul leaves from the body of a dead person, the soul becomes more fragile. This means that once a person who has reborn dies the second time the soul fractures and the humanity becomes damaged, thus killing the person at soul level.

Lord soul is a term for a powerful soul which is granted to selected few who serve the gods. Lords and Ladies are the most powerful

"mortal" servants of each god. A Lord soul is so powerful that it does not fracture when the Lord dies, thus making the Lords and Ladies nigh immortal in the sense that they can be revived back to life countless of times. This is considered as the ultimate gift to an individual from a god.

Demons

The term "demon" is quite broad. Creatures from Ascendes and Acernos are often referred as "demons" in Mundus and many such creature lives in Tentaika. The Baku is a good example but most commonly the term "demon" refers to creatures created under the influence of godly powers.

Demons can be separated into three categories of power based on their origin. Demons which have formed their own race in the sense that they reproduce within their own species are the weakest as their true demonic powers have faded during many demon generations. Inugamis and Kappas are an example of such demons.

The second category of demons are those who reproduce with other species. These demons are rarer as crossbreeding is often difficult. The most common demon which spreads to other races is akuma. The akuma is also one of the most feared of demons, since they spread corruption which turns infected humans and other species into akumas if the corruption is not cured in time.

The final and most powerful demon category are the arcane demons. These demons are created from arcane rituals and instead of having their own body they possess and control people. These demons are often summoned by skilled ritualists who seek great power which can be granted by a demon soul. A gaki is a common outcome of these experiments as a summoned demon can possess their host if the host's willpower is not strong enough.

MATINIA

MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36

LIBERA

MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36

INMICUS

MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36

TERRA

MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36

AMICIA

MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36

LUCA

MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36

AGURA

MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36

CAEL

MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36

LUMIA

MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36

MORTE

MON	TUE	WED	THU	FRI	SAT
1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36



Chronology

Tentaika and everybody else on the three planes of existence use the same calendar. The calendar is split into ten months which each consists of 36 days divided into six weeks. The months are named after the ten prime gods.

The cataclysm started a new age on the plane of Mundus as most of the recorded history was destroyed. This age is called After Cataclysm, often shortened as "A.C."

Tentaikan Festivals

Festivals are an important part of the Tentaikan culture. Festivals strengthen small communities and give the strict samurai a chance to relax. Most festivals are filled with food, entertainment, music, games and fireworks. Most festivals focus around a single major event. There are countless festivals across Tentaika every year, most of which are local events and traditions. Several festivals are celebrated across the whole Tentaika.

New Year

From the 36th of Morte to the 3rd of Matinia The new year festival is celebrated in the entire Tentaika. The new year is celebrated mostly with family and close friends. On the 36th of Morte families usually gather together and eat local dishes and visit local shrines and temples. From the 1st to 3rd of Matinia people visit their relatives and friends. Friends and families gather together for various activities such as kite flying and various games such as shogi and karuta.

Hadaka Matsuri 22th of Matinia

The Hadaka Matsuri, or naked festival, is a peculiar festival where people (mostly men) strip their clothes to the bare minimum and undergo a purification ritual on Jūkami shrines. The purification ritual is a purely symbolic rite which is believed to relieve stress and guard against evil spirits. The Hadaka Matsuri is especially famous in Genkaisha where the entire city bursts into celebration.

Music Festival 1st of Libera

During the Music Festival local bands and music groups organize a festival filled with music and easygoing attitude. The Music Festival is mostly celebrated in Genkaisha, Koshi and Tenshu Prefectures.

Hanami 4th and 5th of Terra

The Hanami is a flower festival which is a common festival across the whole Tentaika. The Hanami is a two day festival which often starts with a more traditional festival day with events across the cities and towns and then the second day culminates to a banquet with family and close friends under sakura trees. In the city of Koshi the Hanami is considered as one of the most important festivals of the year. Hanami celebrations continue through the night and the city is decorated with paper lanterns and other decorations.

Hōnen Matsuri 4th of Cael

The Hōnen Matsuri is a harvest festival which is held across the whole Tentaika to celebrate rich harvest season, prosperity and fertility. The matsuri is best known for the heavy use of alcohol and a tradition to carry a massive wooden phallus to the local temple.

Hinamatsuri 11th of Cael

The Hinamatsuri is widely celebrated across Tentaika. The festival is also considered as a “Girl’s Day”. During the festival artisans display dolls dressed in various attires and professions. The dolls are said to attract evil spirits and traditionally dolls are floated down the river, thus taking the evil spirits with them. Sake and diamond-shaped rice cakes are also traditionally served during Hinamatsuri.

Tsukimi 15th of Lumia

The moon-viewing festival is dedicated to celebrate the beauty of the moon. White rice dumplings, chestnuts, sweet potatoes and sake are a common delicacy during Tsukimi. These are also given as offerings to Lumia, Goddess of Moon.

Obon

25th and 26th of Morte

The Obon (also known as the Bon Festival) is a festival to honor the ancestors. During the night between the 25th and the 26th of Morte people gather to send lanterns to the sea. These lanterns are often send with messages to their ancestors. This seemingly ritualistic act involves a touching facet. Morte, God of Death actually recreates the exact same lanterns and messages, which will appear in the shores of Morte's Dominion where reborn demigods of Morte can see the fleet of lanterns from their descendants.

Aka Matsuri

5th of Inmicus

The Aka Matsuri is a festival to honor the samurai caste, bushido and Inmicus, God of War. The festival is somewhat limited to Daisen and Rozūshito Prefectures.





Ascendes

The Plane of Ascendes baths in infinite sunlight as two suns circle the plane, only leaving a short roughly an hour long twilight before the next sun climbs to the sky. The native populace of Ascendes is the Sedeum race. The sedeum culture is similar to ancient greek, roman and egyptian cultures. The cultures of Mundus have caused only a little impact to way Sedeum people live. Only Libera's and Cael's dominions have seen major influence from Tentaikan culture where Luca's Dominion is influenced by Alerian culture. The lands of Ascendes are split between five dominions. These dominions are grand nations which are ruled by Lords and Ladies of gods of Ascendes.

Each dominion is divided into small city states which some are ruled by avatars of gods and some by councils and warlords. These city states are centered around a single massive city which is the hub of the state. These cities support hundreds of thousands, if not millions of people. Cities of Ascendes are known for their architectural innovations and technology which makes these massive cities habitable. Slavery is legal and it is part of culture in Ascendes. The extend of slavery varies between each dominion, only Libera's Dominion prohibits slavery completely.

Acernos

The astral plane of Acernos is a world of eternal night. The plane is illuminated by grand auroras and the bright moon called "Lumi". Acernos also has a second enormous moon which follows the smaller Lumi. The plane is generally colder compared to Mundus, however the warm ocean currents and volcanic earth radiates warmth to the world of Acernos.

The main populace in Acernos consists of Ceros whose culture and traditions resemble medieval china and korea. After the creation of Mundus the new cultures have caused a change on the plane. The plane is divided into a five dominions. These dominions are ultimately lead by gods through Lords and Ladies who act as their avatars. In reality most of the decisions are made by faithful Cero clans and their khans.

The culture of Acernos changes based on the dominion. Terra's and Agura's Dominions are most heavily influenced by the traditional Cero culture where Lumia's Dominion has taken a shift to more Alerian and gothic style, especially in their architecture. Inmicus' Dominion is a mix of Alerian and Cero cultures and Morte's Dominion is heavily influenced by demigods and their original cultures.



Traveling Between Planes

Bonfires are used to travel between the astral planes. A Bonfire is a physical object which is imbued with arcane rituals. Bonfires are created in pairs and the Bonfire pair allows travel between the two planes and the exact locations in which the Bonfires are located. Most Bonfires are used by the servants of the gods when they travel to Mundus. Humans rarely control Bonfires, however many legal Bonfires are located at temples which keep them safe so that the servants of the gods can safely enter and leave Mundus. Most commonly a Bonfire is created to a religious object, such as a statue of a god, a torii gate or a stone monument.

Using a Bonfire requires physical contact with the Bonfire object itself. In addition, each Bonfire requires an activation phrase from its user. These phrases can be anything from a simple word to a long incantation or even a song. The activation phrase for a Bonfire is often a well kept secret and even the guardians of the Bonfire on Mundus may not know it. An activation phrase can be changed when needed. When a person activates a Bonfire it allows the person to pass through the Bonfire object to the Void. When the person enters the Void she sees a clear path illuminated in front of her and at the other end of this hallowed path waits a portal to another plane. When the person reaches the other side, she appears from the Bonfire which was linked to the Bonfire she left from.

Another way to create a portal to the Void does not require the knowledge of advanced enchantments. It is possible to open a gateway with vast amounts of energy. A Void Rift can be opened when one or several powerful channelers release a large amount of genki. The energy from common rituals cannot cause Void Rifts to open unless the ritual effect clearly states otherwise. The genki required to open a Void Rift must be concentrated within an area approximately the size of a human head. The energy required is so immense that only those individuals with an enormous life force can achieve it and even then two or more persons are often required.

A Void Rift can be seen from the both sides of the portal. Those trapped inside the Void can escape if a rift is opened near them, however such an event is unlikely to happen. Whenever a Void Rift opens it shrieks a harrowing sound and the rift itself looks like a black maw which distorts reality around itself. Entering and traveling inside the Void is dangerous as exiting from the Void may lead the traveler to anywhere, even to the plane she entered the Void from.

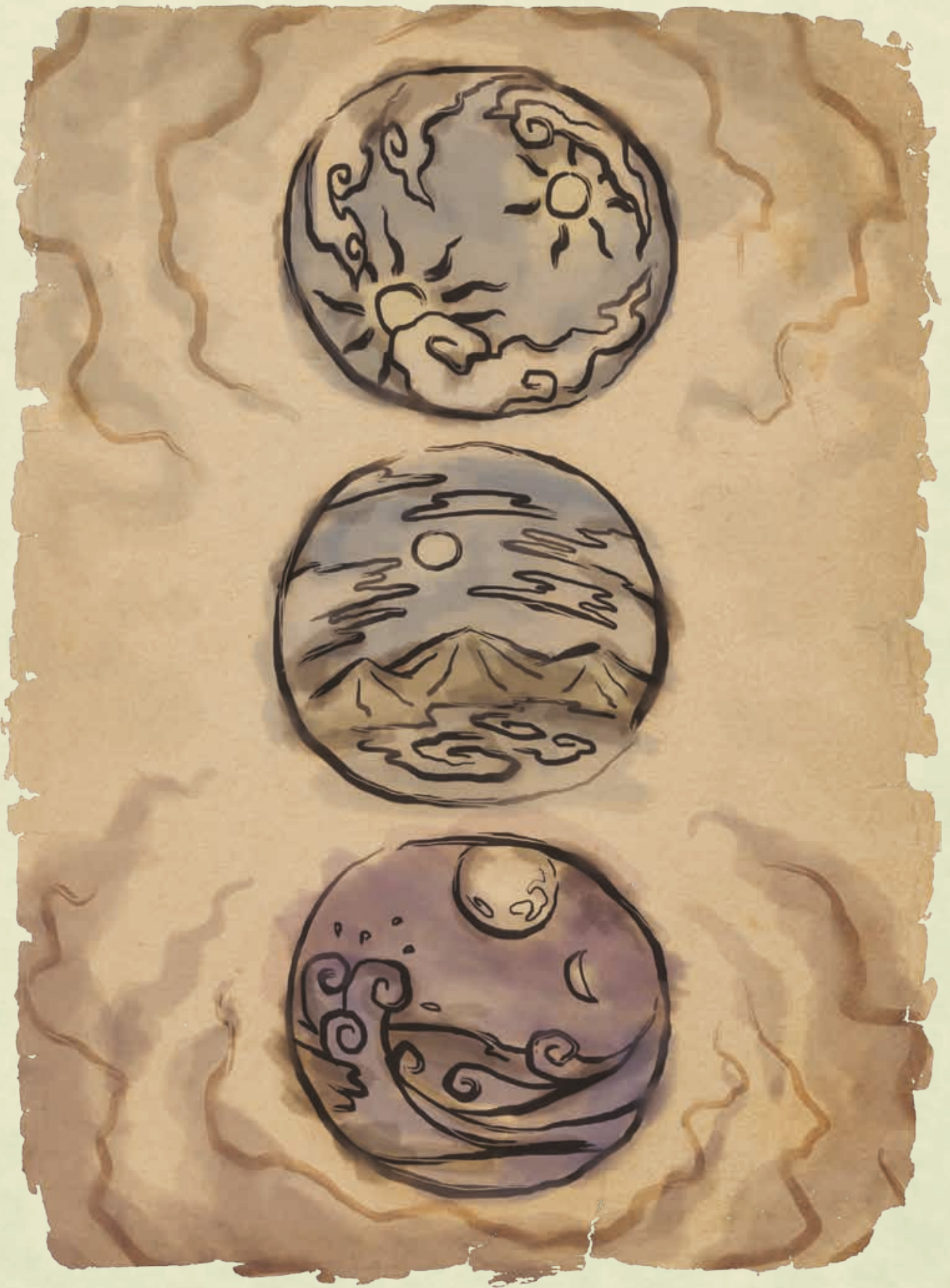
The Void

The Void is an infinite nothingness and another state of reality which surrounds the astral planes and the entire existence of creation. Inside the Void there is no visible ground or sky, all beings inside the Void stand on one straight horizontal floor. The Void has gravity which is roughly half of the gravity on the physical planes. The Void has no light but instead it has total darkness and a strange ambient light illuminates the Void. A more mind boggling fact is that shadows don't exist in the Void. Also time seems to pass five times faster in the Void. This means that a person who enters the Void and, from her perspective, spends an hour there and then returns, seems to have been gone only for 12 minutes to those who waited for her on one of the astral planes.

Void element rituals often use the Void as a tool to cause destruction as Void Rifts can become violent and even the smallest fracture between the Void and a plane reaps matter.

VOID RIFT GENKI REQUIREMENTS TABLE

GENKI REQUIRED	RIFT TYPE AND DURATION
100 pts. of Channeled Genki	Small Rift, 30 seconds
125 pts. of Channeled Genki	Medium Rift, 1 minute
150 pts. of Channeled Genki	Medium Rift, 5 minutes
200 pts. of Channeled Genki	Large Rift, 5 minutes
2000 pts. of Channeled Genki	Unstable Vortex



Timeline of Tentaika

After Cataclysm

- ~250 A.C. Black Sea islands are re-inhabited and the city of Akegata is found.
- ~280 A.C. Kyuubi Ryusaki Ume defeats a great turso of the Black Sea and settles down in Tennoshima. The city of Genkaisha is found.
- ~300 A.C. The City States of Tenshu and Daisen form the Eastern Alliance.
- 307 A.C. Kurohiko Razan founds Rozūshito and names himself the first shogun.
- 309 - 310 A.C. Koshi and Hohiro are found by the first shogun.
- ~325 A.C. The Eastern Alliance conquers Koshi and the War of Koshi begins.
- 329 A.C. War of Koshi ends. The Eastern Alliance controls Koshi.
- ~330 A.C. The Eastern Alliance plunges into a civil war. Rozūshito recaptures Koshi. The monks of Genkaisha master the arcane arts.
- ~335 A.C. A demon horde appears from Kuro no Mori. The shogun Kurohiko Taro leads his armies against the demons. The shogun suffers a mortal wound during the battle but wandering warrior monks find him and take him to Genkaisha.
- 338 A.C. The Shogun Kurohiko Taro recovers and the monks of Genkaisha teach him the arcane arts. The Genkaisha Pact is written. The Eastern Alliance civil war ends.
- 384 A.C. A peace treaty between Rozūshito and the Eastern Alliance is signed between the shoguns Kurohiko Bairei and Aoki Heizo.
- 390 A.C. Shogun Aoki Heizo dies in combat against Satake Katai. Satake claims Aoki's place as the shogun of the Eastern Alliance.
- 401 A.C. Shogun Satake Katai launches a sneak attack against Rozūshito. Satake claims the throne of Rozūshito and forms the nation of Tentaika by uniting Rozūshito and the Eastern Alliance. Genkaisha's arcane teachings spread across Tentaika.
- ~410 A.C. Remnants of the Kurohiko clan merge into the Kawachi clan.
- 412 A.C. Aleria declares a war against Tentaika. Koshi is besieged.
- 414 A.C. The first war between Aleria and Tentaika ends. Koshi endured the siege.
- 420 A.C. Demons attack from Kuro no Mori to Hohiro region. Shogun orders the Shinrinki clan to form the Shinrinki Ranger Corps. Later the demon horde is driven back.
- 455 A.C. A demon army attacks from the eastern plains. Daisen samurai armies are swept away during the onslaught. Daisen and Tenshu burn.
- 457 A.C. The demon army is defeated by the Kawachi clan. The shogun forms the Nanaken.
- 471 A.C. The 5th shogun forms Shin'ei-tai and Chōhō Butai.
- 479 A.C. Chōhō Butai shinobi Orochimarū assassinates the king of Aleria. The army of Tentaika attacks Aleria.

- 481 A.C. Chōhō Butai assassinates the 5th shogun. Aleria pushes Tentaika's army back to the old border. Chōhō Butai becomes part of the Kido clan.
- 485 A.C. The 6th shogun denounces Kyuubi Ryusaki Ume. Genkaisha is sealed.
- 486 A.C. The First Massacre of Genkaisha. The children of Ryusaki Ume flee from Genkaisha as Chōhō Butai and Nanaken hunt them down. Ryusaki Ume returns to Ascendes.
- 490 A.C. The last known kitsune is killed. Genkaisha is left empty.
- 501 A.C. The 6th Shogun "Kenji the Insane" is killed by unknown assassins.
- 510 A.C. Genkaisha rebuild. The monks declare Genkaisha independent state until the return of Kyuubi Ryusaki.
- 531 A.C. The 7th Shogun dies because of a heart attack. His two scions Isei and Takeru fight for the position of the shogun.
- 532 A.C. Satake Isei retreats to Daisen and names himself as the one true Shogun. Tentaika plunges into a bloody civil war.
- 533 A.C. The Battle of Daisen. Isei defeats his brother and becomes the 8th shogun. Sakagami Ryo meets Ryusaki Miya.
- 535 A.C. The 8th Shogun claims Genkaisha as his own. Sakagami Ryo and Ryusaki Miya arrive to witness The Second Massacre of Genkaisha. Sakagami Ryo and Ryusaki Miya flee Chōhō Butai to Ascends.
- 539 A.C. Genkaisha is infested by demons. The 8th shogun is killed by unknown assassins.
- 554 A.C. Satake Oda claims his rightful place as the 9th Shogun. Age of Peace begins.
- ~700 A.C. Okano clan sends scouts to the old capital region in the east. Scouts report a massive horde of demons in the old capital.
- 703 A.C. A demon army reaches Tentaika. Daisen and Tenshu fall. Koshi is besieged.
- 705 A.C. Koshi burns. Tentaika's military retreats to Rozūshito. Sakagami Ryo returns from Ascendes and summons Kyuubi Ryusaki Ume. Sakagami defeats the demon horde with the help of Kyuubi Ryusaki.
- 706 A.C. Genkaisha liberated. Kyuubi Ryusaki Ume returns to Tennoshima. Sakagami Ryo is declared a saint. Sakagamis gain the status of a samurai clan.
- 781 A.C. Shin'ei-tai prevents the assassination attempt of the 13th shogun.
- 782 A.C. Serus, Lord of Bane attacks Koshi. Kawachis escape with the help of Shin'ei-tai. The 13th shogun marches to Koshi and dies in combat against Serus.
- 783 A.C. Satake clan flees from Rozūshito and Kyuubi Ryusaki Ume flees from Tennoshima. Serus establishes a puppet regime. Shin'ei-tai and Nanaken abolished by the new regime.
- 784 A.C. Satake clan meets Kyuubi Ryusaki in Verden.

- 790 A.C.** Satake clan establishes Tentaikan community to Verden. Serus sends assassins after the Satake clan. Demigod assassins and Kyuubi Ryusaki clash, Verden burns. Satake clan and Kyuubi Ryusaki retreat from Verden.
- 794 A.C.** Serus fights Ryusaki Ume in Aleria. Kyuubi Ryusaki returns to Ascendes. Satake clan escapes and Serus retreats to Tentaika.
- ~840 A.C.** Famine kills tens of thousands of people in Tentaika. The Okano clan raises against the puppet government of Serus.
- 842 A.C.** Okano clan is defeated and the uprising ends.
- 881 A.C.** Serus builds the two black towers of Genkaisha.
- 901 A.C.** The Satake clan raises an army of peasants with the help of the Okano clan and liberates the Daisen Prefecture.
- 902 A.C.** The army of the puppet government marches to Koshi.
- 903 A.C.** Aleria attacks Koshi. The armies of Satake, Okano and Kawachi join the siege of Koshi.
- 904 A.C.** The Battle of Koshi. Serus retreats to Kuro no Mori. Koshi is split between Tentaika and Aleria. Satake clan claims the rule of Tentaika. The shogun restores Nanaken.
- 912 A.C.** Kawachi clan restores Shin'ei-tai.
- 942 A.C.** Koshi plunges into an internal war between House Roth and Kawachi clan. Alerian people are banished from Koshi.
- 951 A.C.** Shinrinki Ranger Corps encounter scouts of Serus in Kuro no Mori.
- 952 A.C.** The 14th Shogun sends Nanaken to hunt down Serus.
- 953 A.C.** Nanaken finds and kills Serus.
- 1002 A.C.** Kyuubi Ryusaki Ume returns from Ascendes.
- 1009 A.C.** The Soul of Serus is recovered by his followers.
- 1216 A.C.** Serus is resurrected and he retreats to Aira Yama to recover his strength. Kiyohime, Lady of Revenge joins Serus. Shogun Satake Tsuruki attempts to claim the command of Chōhō Butai. Chōhō Butai enters into a short internal conflict. After the conflict the Chōhō Butai remains under Kido clan. Chōhō Butai enters into an unstable state and small conflicts between shinobi villages break loose. Sakagami clan has a short conflict between the ruling families after the Daimyo Sakagami Taikan is killed by his cousin.
- 1217 A.C.** Serus and Kiyohime have twins. Remnants of Chōhō Butai splinter factions join forces with Serus and Kiyohime.
- 1218 A.C.** Serus is killed by Nanaken member Meoki Ema and her companions. Shogun grants the Meoki family the status of a samurai clan and gives them the city of Usuki. A small portion of the Meoki clan remains in Koshi to serve in Shin'ei-tai and Meoki Shiro becomes the daimyo of the Meoki clan.

- 1219 A.C.** The remains of Chōhō Butai splinter factions are hunted down, rumors about the involvement of Orochimaru, Lord of Venom spread in Tenshu Prefecture.
- 1220 A.C.** A short war last for three months between the Shirai clan and the Minami clan in the Koshi and Daisen Prefectures' border region. Tsukino Kenshin executes the head of the Kojima clan and later the same year the oldest son of daimyo of Kawachi clan is killed by Tsukino.
- 1221 A.C.** Renegade warrior monks from Mikan attack the city of Tone. Rozūshito Prefecture is infested by bandits. Satake clan starts to lose its respect amongst other warrior clans.





What is a Game Master? Running a Campaign

A Game Master (or GM for short) is the player who takes the role of a storyteller and organizer of a roleplaying session. The job of the GM is to come up with interesting scenarios and campaigns for the other players and their characters. Game Mastering can be a daunting and time consuming task, but in return it can be the most rewarding aspect of role-playing games.

As a storyteller the GM is in charge of describing the world for the players. The GM also plays the role of NPC characters. It is the GM's responsibility to describe the outcome of events and be the final judge when it comes to game rules.

We start the process from the very beginning. A GM should inquire the rest of the player group about their expectations and wishes about the campaign. Are the players looking for a short or long campaign? Is the point of the game to just have fun or are the players looking for a serious story driven campaign or a sandbox approach? Are the players telling their character's story or is the GM planning a grand plot around the characters?

If the player group is new, it is good to know your player's comfort zones. This can be a rather difficult question to ask, especially if the group is new. To know what is beyond the comfort zone of each player is crucial. Not every player is okay with extreme violence, sexual themes or even deep in-character interaction. Sometimes it might be interesting to venture outside of the players' comfort zones but this should be carefully discussed with the players.

Preparation

Preparation for a roleplaying session is an essential task. No one will enjoy an ill prepared gameplay session. At worst, a poorly planned session might derail the entire campaign or in the worst scenario end the story or just be a total waste of time for the players and the GM.

Once the group can agree on what kind of a game they are up to, the true preparation for the campaign at hand can start. Each Game Master has their own way to prepare a campaign or a single gameplay session. Some GMs write massive backstories and enjoy creating their own settings and worlds. Other GMs like to have a detailed setting behind them from which they can draw inspiration and content from.

The Mundus RPG rule system depends somewhat heavily on the lore of the universe. Channeling and Ritualism follow the basic rules of the setting. For example, removing the aspect of gods can easily demolish the entire concept of Ritualism without some very creative house rules. On the other hand the world of Mundus RPG offers a sandbox where the GM can add her own content easily. Inside the nation of Tentaika there is a lot of room to play and setting the campaign outside of Tentaika, for example to Acernos, gives the GM even more freedom.

The style of the campaign defines the preparation process. If the campaign is about the player characters the campaign should follow their goals and motivations instead of fixating on other things. For example, a war between two rival samurai clans should not be the main focus, it should rather be a backdrop for a possible adventure for the characters. The war between the two clans can be happening but the story should focus on the player characters. The character creation process should be the first thing to happen when the story revolves around the characters.

When the campaign tells a story the GM should create a rough synopsis before character creation and give guidelines to the play-

ers. The GM should avoid too detailed plans regarding the campaign plot. This is because the players might start feel railroaded through scripted events without much freedom. Also, if the GM has no intention to railroad but wants to have a detailed events and plans for the players to enjoy it should be noted that careful planning can easily be wasted once the player characters start to interact with the gameworld. This can lead to frustration as many hours of planning can be wasted in single instant when the player characters kill an important NPC or act outside the original plan.

If the campaign planning sounds daunting movies, TV-shows, anime, manga, history, fictional stories, player character backstories, game lore and even music can be used to draw inspiration for the campaign. Encourage the players to voice their wishes and inspire the players to create interesting stories and motives for their characters.

Creating NPCs is a very important task. Important NPCs often require a backstory, motivations and interests besides a name, gender and looks. To simply know what the motives and the story of each important NPC is, makes improvising the unexpected turns in the campaign much easier.

Giving key stats for each important NPC or even building them with the point buy system is a good idea. Especially if the player characters are expected to fight against or alongside with them. Keep in mind that roughly a 5 point difference in their attack and defense scores when compared to the players can make them imbalanced. Also much larger Health or Stamina pools may cause imbalance due to the simple difference of available resources.

It is always a good idea to prepare “what-if?” events, if player characters decide to act according the most obvious ways.

Power Levels and Killing Intent

Tentaika and rest of the world is filled with powerful individuals and the player characters are not the only special people around. A good rule of thumb for the GM and the players is that there is always someone who is as strong, or often stronger, than the players.

A scenario in which the player characters end up facing a more skilled opponent in combat is something that the GM can avoid easily by not making a such encounter in the first place. Many campaigns with a clear opponent often culminate into a final battle against the opponent's strongest fighter or fighters. These "boss fights" are often difficult and especially if the opponent is a single strong character she is often considerably stronger than a sole player character.

Balancing such an opponent is often a precise task. The easiest way to increase the difficulty is to increase the opponent's attributes above normal or by giving her larger health and stamina pools. An important factor in battles are the characters' attack and defense values. If two characters have a 3 point difference in these values the character with higher scores has a clear advantage over the other character. These values should take into account the bonuses gained from channeling and combat abilities.

The best way to prepare for a decisive encounter is to make encounters with opponents who are more powerful than the player characters but not as strong as the final encounter. Balancing these encounters and learning from the actual fights is a good way to gain experience with the rule system and as a GM.

When GM'ing a more open sandbox type campaign, the player characters might stumble across powerful persons by accident. For example, if the player characters are in the city of Rozūshito they might encounter, or in the worst case anger, a member of the Nanaken or a master of one of the many sword schools in the city. Especially if the player characters manage to anger such a person they are most likely in mortal danger.

The killing intent is a handy concept which is based on a person's ability to radiate an aura which causes fear and the feeling of danger. This strange aura is often the result of a person's clear murderous intent or her high skills and experience in battle. This aura can be noticed with a Perception or a Combat Sense check and in some cases the GM can decide that the players are able to feel the aura without any checks. It is up to the GM to how to use this ability. It can be handy to the player characters for evaluating their possible opponents or to serve as a warning, however not every powerful or strong person radiates this aura all the time. Even a member of the Nanaken can seem treacherously like a normal samurai at the first glance. Besides the "killing intent", experienced warriors can have an aura or a presence which makes them look menacing or powerful. For example, looking into the eyes of a Nanaken member who is clearly serious can invoke these feelings.



DAMAGE EFFECT AND DESTRUCTION TABLE

DAMAGE DONE	EFFECT
1	Enough for cutting a branch of wood or causing a bruise.
5	Enough for cutting a wrist thick branch or making a crack into stone.
10	Causes a light shock wave due to the heavy impact. Bone breaking blow, enough force to reduce a light wooden wall to pieces.
15	As a cutting attack strong enough to slice a thick tree in half. Energy effect equals to a low caliber cannon shot.
20	An explosive shock wave equivalent to 10 kg of TNT. Enough to reduce a solid stone wall to rubble. Cutting power enough to slice a boulder in half.
30	Equivalent to 20 kg of TNT. Enough to cause a noticeable pressure wave up to 100 m. Mere swings of such attacks cause wind to blow. Metal breaks when hit.
40	Enough force to cause a solid stone structure to shake and fall down if lucky. Energy effect can obliterate a stone wall.
50	Cutting attack can slice dragon bone. Elemental damage can reduce most common structures to ash. Fortified structures suffer major damage. The shock wave can be seen with naked eye.
60	Enough energy to carve a large crater to the ground. Reduces most man made buildings to ash. Only rare metals and heavy structures can withstand the effects.
100	The effect's strength rivals a one kiloton tactical nuclear explosion. Sword swings and other attacks which direct this damage to one direction can slice mountains.

CHANNELED GENKI EFFECTS TABLE

GENKI OUTPUT	EFFECT
1 - 9	No effect
10	Grass waves around the character, dust escapes from the character's feet.
15	In cold climate heat haze forms around the character.
20	A weak air current surrounds the character.
25	A light flash of genki erupts from the character when she starts channeling.
30	A clear pulse of genki flashes from the character when she starts channeling.
35	Dust and small stones are lifted from ground.
40	A strong wind current surrounds the character.
45	A strong air pressure feels heavy around the character.
50	Large rocks are lifted from the ground, characters with weak Concentration feel enfeebled.
75	The genki pressure causes penalties for characters with a low channeling skill or an average Concentration.
100	The genki causes major earthquakes, earth fissures, characters with an average Concentration pass out.

OVERCHANNELING EFFECTS TABLE

WASTED GENKI	EFFECT
4	Light threads of genki escape from the body.
8	A visible aura of genki surrounds the character.
10	A clear genki aura surrounds the character.
20	The genki aura expands greatly around the character.
30	An initial shock wave of energy can break weak objects. Characters without Sense Genki Trait can sense the Genki if they are within a 30 radius from the character.
40	The genki aura causes burns to characters who cannot channel well.
45	The aura shakes the earth around the character.
50	Large rocks and structures are reduced to rubble, weak character's can die because of the escaping genki.
75	A massive pillar of genki burst from the character, rising to great heights.
100	The genki aura expands into a massive size. The aura carves a crater into the ground. Massive earthquakes and unnatural climatic events occur.

Awarding Experience

In Mundus RPG characters gain experience after each gameplay session. Experience is given to characters for multiple different reasons. Each character gains a set amount of XP after each session. This XP serves as the base for other XP awards.

A campaign is often a large plot which expands over many sessions in length. Reward for the campaign should reflect the campaign's total length and difficulty. The experience table's reward example is best suited for campaigns 6 to 10 sessions in length.

XP can also be rewarded for character development. For example, if the character has overcome her own challenges, achieved great things or faced a great change in her life. Good examples for such development can be a masterless rōnin being accepted to new clan, a samurai losing her family and clan in series of events and making through the turmoil or a character overcoming her fears. In cases when a character beats her phobia, compulsion or addiction which is listed as a trait it is possible that the GM lowers or removes the negative trait from the character. This should be achieved only by extensive role-playing.

Good role-playing and staying in-character should always be awarded to encourage role-playing. Rewarding experience for role-playing should be done so that different types of players are treated equally. Characters can also be awarded for exceptionally good performance. For example, defeating a difficult enemy or greatly impacting the campaign.

The GM is advised to keep record of XP given to the player characters. This helps to keep balance amongst the PCs. The total XP given to player characters should remain roughly around 4 to 6 XP per session by default. Giving PCs 10 XP or more per session leads to very fast character advancement and it is ill-advised.

Supernatural and Exceptional Individuals

Player characters are meant to surpass the limits of humans. Level 10 attribute is a threshold of the natural human limit. Those with greater values are considered to be more than mere human. Characters with a skill which level is greater than 10 are regarded as prodigies, saints and legends. These people are rare to come by, nevertheless an NPC with an unnaturally high attribute might make an interesting encounter and skilled enemies are required to keep the gameplay challenging for the player characters.

When creating common NPCs without supernatural abilities, level 8 in attributes and skills is plausible, however level 8 as a skill is much harder to achieve compared to a same level attribute. Most common attribute to be at level 8 is Endurance. It is fairly possible to encounter farmers with level 8 Endurance or even Strength level, however such characters are still considered very physically fit and special amongst normal people.

EXPERIENCE TABLE

Examples	XP Awarded
Completed Session	3 - 5 XP
Campaign Ends	5 - 10 XP
Character Development	1 - 3 XP
Good Roleplay	1 - 2 XP
Exceptional Character Performance	1 - 2 XP

Alcohol Effects

Alcohol affects each person differently as their ability to withstand drunkenness differs. To simplify this the GM can use the alcohol effect table to evaluate the character's current condition. The alcohol type table shortly describes the most common alcohol types available and their effect per serving. Each alcohol strength point equals one alcohol level when the serving is consumed.

Traits like the Poor Drinker and the Alcohol Tolerance have a modifier for how fast the character gains alcohol levels. The alcohol levels are reduced by one point each hour. The Fast Metabolism Trait halves the recovery time and the Slow Metabolism Trait doubles the recovery time.

After alcohol level 12 the character must roll a channeling skill check whenever she attempts to channel. If she fails the check she loses the Stamina used to channel but she does not gain the channeling effect.



ALCOHOLS

Name	Strength	Price (Bronze)	Serving	Cost in Liters (Bronze)
Ale	1	2	0,5 l	4
Strong Ale	2	3	0,5 l	6
Wine	1	3	3 dl	3
Sake	1	2	0,5 dl	40
Moonshine	2	4	0,5 dl	80
Sugar Wine	1	3	0,5 dl	60
Mead	1	2	0,5 l	4
Strong Mead	2	4	0,5 dl	80

ALCOHOL LEVEL TABLE

Alcohol Level	Negative Effects	Positive Effects
30*	-7	-
29	Pass out check -5	Pain Res. +6
28	-6	-
26	-	Removes all phobias
25	Pass out check -4	-
24	-	Pain Res. +5
23	-5	-
21	Pass out check -3	-
19	-	Pain Res. +4
18	-4	-
16	-	Removes level 3 and lower phobias
15	Pass out check -2	-
14	-	Pain Res. +3
13	-3	-
12	Channeling check required when channeling	
10	Pass out check -1	-
9	-	Pain Res. +2
8	-2	Negates the Introvert Trait
7	Pass out check	-
4	-	Pain Res. +1
3	-1	-
2	No effect	-
0	Sober	-

*After Alcohol level 31, roll a pass out check -6 for each new level

Potions and Poisons

Alchemy is rare in Tentaika and alchemical potions and poisons are hard to come by. Potions are consumed by drinking them and poisons require the liquid to enter the bloodstream of the character and they are often applied to weapons to cause the poison effect.

Both potions and poisons have an Endurance TN. For potions the character must pass the check to gain the effect of the potion. If the character fails the potion TN, she suffers a single fatigue point even if potion is harmless to the human body. When the character becomes in contact with a poison, she must roll an Endurance check against the poison TN. If the character passes the check she does not suffer the effect of the poison. If the character fails the check the poison effect is applied without further checks.

Some potions and poisons have attribute values to indicate their effects. These attribute values are determined during potion or poison creation with the creator's attribute level or bonus.

Equipment Destruction

Weapons and armor wear out in use and can be destroyed if their user treats them without care. Proper maintenance and use of equipment is often enough to prevent such situations. Quality materials and good craftsmanship can decrease the chance of equipment destruction further.

Armor should only be damaged or destroyed when it receives damage which is multiple times the amount of the armor's armor rating. With legendary quality armor made out of good materials this value should be from 5 to 10 times the highest armor rating. Even when the armor is damaged it should be repairable.

During gameplay destruction of a weapon by use should be extremely rare and only happen when the character does something very ill-advised with the weapon. Weapons can also be broken when something dramatic happens, for example when a weak character attempts to parry an attack from a clearly more powerful enemy. Indestructible weapons cannot be destroyed in use. The GM may allow the character to roll a weapon skill check to prevent the destruction of the weapon.

POTIONS AND POISONS

POTIONS

Name	Endurance TN	Effect	Cost
Antivenom	8	The potion removes poison effect from the character. Antivenom requires small bits of ingredients used in poison it is made against.	Varies
Vigor	10	Potion effect ignores single fatigue level for next <i>INT.B</i> +2 hours.	2 Silver
Anodyne	10	Potion effect ignores single injury level for next <i>INT.B</i> +2 hours.	3 Silver
Solace	12	Potion effect ignores all addiction traits for next <i>INT.B</i> +2 hours.	1 Silver
Hair Growth Potion	8	Rapid hair growth. Total hair growth is measured by dosage amount.	8 Silver
Hair Dye Potion	8	Causes temporary or permanent change in hair color. Color is decided during potion creation. Small dozes cause one day color change, medium dozes cause one week effect and drinking entire potion causes permanent effect.	20 Silver

POISONS

Sleep Poison	16	Causes severe exhaustion. The character is forced to roll Concentration check TN14 against sudden urge to sleep. The effect lasts <i>INT.B</i> +1 hours.	3 Silver
Paralyzing Toxic	15	The character suffers automatic Paralyze 3 effect.	10 Silver
Crippling Venom	15	Poison causes Endurance check TN15 every half an hour. If the character fails the check, she suffers a single injury point. Each time the character makes movement, attack or defense action she takes 1 point of health damage to torso. This effect lasts <i>INT.B</i> +3 hours.	10 Silver

Normal and fine quality weapons made out of common materials can be damaged or outright destroyed when they are used to deliver large amounts of damage (+30 points). This should only happen when the damage is coming from purely raw strength of the user or the character fumbles or otherwise makes a mistake during combat. In the end it is up to the GM to decide when equipment gets damaged.

Enchanted equipment is often more resistant to destruction. When they are destroyed it happens in a much more flashy way than with normal items as very powerful arcane energy bursts from the destroyed equipment.

Special Campaign Rules

During campaigns the player characters are likely to encounter lesser enemies which can be sent to battle in greater numbers. These NPC characters use the following rules to make combat more fast phased.

Single Health Pool Characters

This rule simply means that the NPC character only has a single health pool which is equal to a normal character's torso health pool. Successful attacks against these characters still require the character to roll a hit location as hand and feet hits deal only 50% damage to target and characters may wear armor. Also torso and head hits still generate critical hits. To reflect the halved health pool in the head hit location these characters suffer double damage from hits to the head.

Total Unconsciousness

Much like the single health pool rule fights can be made faster when fighting multiple enemies if the total unconsciousness is used. With the total unconsciousness rule in effect, once a lesser NPC character is knocked unconscious she will not recover until the end of the fight.

Afterlife

When a character dies on the plane of Mundus her soul remains in the near vicinity of her body as long as it is not separated by burial, destruction of the body or by some item which absorbs souls. Shinigamis are responsible for collecting souls of the dead in Tentaika. They are demigods of Morte, God of Death. When a Tentaikan soul is collected it is sent to Acernos where the soul is judged by Enma, the Magister of Souls. In this state, the soul is measured and if the Enma sees a potential or great power in the soul he lets the soul to have a short chat with him. Enma offers the soul a chance to be born again as a demigod in exchange for servitude under one of the ten prime gods of Ascendes and Acernos.

This offer is only made to exceptional individuals, persons who have achieved great skill, those who sacrificed themselves in the name of their god or when Enma sees great potential in the soul of the individual. Other souls enter to Rengoku, one of the eight hells, where they are purged from their consciousness, personality and experience. After the purging these empty souls are reused to create new life.

Tentaika as a Setting

Tentaika is a vast nation with a lot of room for Game Master to develop her own stories and events. The following chapters give more detailed information behind the current events in Tentaika. These chapters can be ignored if the GM wants to develop her own NPCs, political schemes or separate grand plots to drive the world to a direction of her choice.

The current timeline of Tentaika ends to year 1221 A.C. Tentaika is expected to plunge into a civil war after 1221 A.C. as the Shogun Satake Tsuruki starts to take bolder actions against his political rivals. The player characters might end up mixing into the conflict or avoid it completely as the main fighting is going to happen in the Rozūshito Prefecture. The war can also escalate into a larger all-out-conflict across the Tentaika

Other Countries and Planes

Ascendes, Acernos, Aleria and Seigrike offer broad playground for custom content as their lore is not explored in this book. As general rule of thumb Ascendes and Acernos have much more higher power caps between individuals as most demigod races live longer and their natural limits are higher compared to humans. Aleria and Seigrike offer more traditional medieval europe approach with bits of asian and anime influence.

Foreign Languages

In Tentaika people speak Tentaikan, which closely resembles Japanese, but the players might run into people speaking other languages. The most common foreign languages in Tentaika are Alerian and Domini.

Alerian resembles German and it is the official language of Tentaika's northern neighbor Aleria. Players are most likely to run into Alerian speaking people in the Koshi Prefecture. Most of these people are Alerian merchants and their companions. In

the northern Koshi Prefecture, magistrates' of each larger city usually have at least one or two people who can speak Alerian. In the Shin'ei-tai the basics of Alerian are somewhat commonly known and throughout the northern Koshi Prefecture Alerian is taught to samurai who are part of the border watch.

Domini, also referred as the language of the gods, is the native language of the Sedenums and, more importantly, it is the language used in ritualism. Many old documents and rare arcane and demon scriptures are written in Domini. The language itself closely resembles Latin. In Tentaika many scholars understand Domini and skilled ritualists know at least the basics. Domini is usually taught in temples, especially in Genkaisha. Players are most likely to run into Domini if they try to study high level ritualism books or if they run into demigods working on Mundus. Tentaikan and Alerian people who are reborn as demigods are usually required to learn Domini as it is used as the common language when demigods from different cultures need to communicate.

Cero is the native language of ceros', the demigod race of Acernos, and it closely resembles Chinese. It is rare for players to run into people speaking only Cero, as the ceros living in Tentaika can usually speak Tentaikan. Some demon hunters still decide to learn Cero as the cero communities in Hokuto, Tenshu and some other parts of Tentaika are more welcoming to people who can speak their native language.

The rarest language in Tentaika is Seig. The language resembles Norwegian and it is spoken only in the northern country of Seigrike. As seigs rarely travel to Tentaika, and in general only a small number of people in Tentaika even know that Seigrike exists, the language of Seig is not considered a language worth of learning. Only some extremely specialized priestesses and scholars who study Algid, Lady of Glory might learn Seig, as seigs see Algid as their Goddess and they have written an extensive amount of historical texts and stories about her.

Shogun Satake Tsuruki Nanaken

Satake Tsuruki became the shogun after his father passed away in 1168 A.C. Satake Tsuruki is uncompromising and systematic leader who cannot stand enmity towards his rule. He values bushido and the new bushido ideology is a sensitive subject for him. He grew up listening tales of Tentaikan legends and heroes and he has a strange affinity towards heroes and strong individuals.

In 1221 A.C. Tsuruki is 101 years old. His two sons Yamato and Hibiki are both in their mid fifties and his youngest daughter Hina is on her mid thirties. Tsuruki has not made an official announcement of his successor but his firstborn Satake Yamato is expected to become the shogun in roughly ten years when Tsuruki is predicted to retire. Both of his sons are married, Yamato is married with Okano Asuka and Hibiki is married with Ichiro Ren, however Satake Hina is not yet married. This is because the shogun is somewhat protective about his youngest daughter and wants to find a proper husband for her. Hina has started to become somewhat restless and she acts by her own desires.

The seven members of the Nanaken are the elite of Tentaika, however they are not always the strongest people in Tentaika. The shogun has chosen each member of the Nanaken to serve him for each of their own reasons. This book describes the Nanaken during 1221 A.C. The following chapter describes each member of the Nanaken and gives stats for four of them, leaving three members of the Nanaken open for the GM to balance and build them to fit her campaign. The entire roster of the Nanaken can also be revamped to suit the GM's own needs.

Watanabe Shun

Watanabe is a battle worn samurai from the Hohiro Prefecture. He is well over his forties and he has a long history in the Nanaken. He joined the Nanaken over twenty years ago at the age of 25. Lately he has assumed the position of a mentor for the new members. His dedication and loyalty towards the Shogun has increased during the years. He is often carefree and helpful towards his fellow members.

Watanabe is a people oriented and talkative person. He has started to show a more easy-going attitude during the past few years, nevertheless his dedication and loyalty towards the shogunate is unwavering. He often wears expensive and subtle colored samurai clothing with many ornaments. His long black hair is tied to a ponytail and he upkeep a longish, black chin beard. Thanks to his channeling skills Watanabe looks to be at his early thirties.

Watanabe is a very skilled swordsman and the rest of the Nanaken respects him due to his experience. He carries an extremely expensive Moon Essence katana and often wears armor when going to battle. Watanabe is one of the few members in the Nanaken who acknowledges and respect Tsukino who has gained a lot of ill reputation among feudal lords and fellow Nanaken Members.

Okano Makoto

Okano Makoto is a cousin of the Okano clan's daimyo. He was renowned as skilled naginata user and commander in the Okano clan. Okano clan has supported the ruling shogun clan for a long time and Makoto is very loyal towards the Shogun. The Shogun Satake Tsuruki saw a need for a loyal and skilled retainers in Rozūshito and offered Makoto a seat in the Nanaken.

Makoto's somewhat egocentric attitude makes him seek attention amongst his equals, thus he often attempts to impress his fellow Nanaken members. Makoto is a hard working and focused individual who believes in honesty and mercy. He rarely abuses his Nanaken title and he avoids unnecessary killing.

Despite being at his forties Makoto still retains his young looks. He looks like an ordinary Tentaikan man with a black long hair tied to a samurai knot and dark brown eyes. His common looks hide his experience and true nature. He is not the strongest member of Nanaken but he has much more political influence than most.

Okano Makoto is often responsible for more diplomatic duties of the Nanaken and he travels a lot around Tentaika to keep in contact with the Shogun's allies. The Shogun rewarded him with a small castle and retainers from the Goka region. As a former military commander of the Okano clan Makoto still retains a sizable force of loyal samurai warriors.

Attributes (Level / Bonus)

Strength:	8/+2
Endurance:	8/+2
Agility:	6/+1
Perception:	6/+1
Concentration:	6/+1
Intelligence:	5
Charisma:	7/+1
Fate:	3

Combat Values (Attack/Defense)

HP: 28	Stamina: 46
Melee Score: 36/37 (Staffs)	
Martial Arts: 27/26	
Ranged Defense: 12	
Combat Sense: 9 (Reroll once)	
Self-Channeling: 8	
Outward-Channeling: 2	
Damage Bonus: +7	

Movement

Walk: 3,5 m
Run: 7 m
Swim: 5,5 m
Jump: 7,5 m

Weapon

Kōsei
Dmg: 9/12/8 (1h dmg) 10/14/8 (2h dmg)
Speed: 9 / 12 (1 handed / 2 handed)
Effects: Bleeding 6, Indestructible, War, Precision, Jagged, Legacy
Value: 1292 Silvers (4 kg)
<i>Legendary Lapis Luna Naginata made by the master smiths of the Okano clan.</i>

Armor	Armor Rating	Weigh	Effects	Value
Ō-yoroi Helmet	7/13/4	1,3 kg	Barrier	135 Silvers
Ō-yoroi Cuirass	7/13/4	3,6 kg	Barrier	266 Silvers
Ō-yoroi Pauldrons	7/13/4	1,8 kg	Barrier	160 Silvers
Ō-yoroi Gauntlets	7/13/4	1,0 kg	Barrier	130 Silvers
Ō-yoroi Cuisses	7/13/4	2,0 kg	Barrier	173 Silvers
Ō-yoroi Greaves	7/13/4	1,0 kg	Barrier	130 Silvers

Combat Moves

Momentum
Slam
Whirlwind
Jab
Impale
Cleave

Techniques

Seraphic Flux III

Rituals

Listen Earth
Endure
Lesser Healing
Restore Vigor
Iron Skin

Skills (Level/Bonus)

Acrobatics	8/+1
Combat Sense	6+1
Martial Arts	6
Staffs	10
Raw Power	9/+2
Tracking	4/+1
Ritualism	5/+1
Self-Channeling	7/+1
Outward Channeling	1/+1
Persuasion	5/+1
Leadership	6/+1
Training	4

Secondary Skills

Animal Handling	2
Art/Calligraphy	3
Language/Tentaika	3
Language/Domini	2
Medicine	1
Riding	3
Survival	2
Swimming	2

Traits

Alcohol Tolerance	lvl 2
Fitness	lvl 3
Lightning Reflexes	lvl 1
Pain Resistance	lvl 1
Vitality	lvl 3
Code Bushido	lvl -3
Deep Sleeper	lvl -1
Honor/ Duels	lvl -3
Honor/ Loyalty towards shogun	lvl -3
Pride/ Okano clan	lvl -2

Perks

Only perk levels which force the player to choose between two or more options are shown to save space. Please refer the Perks chapter for the rest of the character's perks.

Power Jump
Martial Style/ Dragon II
Weapon Specialist/ Naginata
Tracking Specialization/ Plains
Diplomacy I

Shimazu Sumiko

Shimazu Sumiko is a samurai from the Saiki Prefecture. She is from a small samurai family and she was later adopted to the Ichiro clan in Rozūshito after a Ichiro samurai saw the potential in the young Sumiko. Sumiko has served in the Nanaken for twelve years and during that time she married Shimazu Haru and strengthened the relations between the Ichiro and Shimazu clans.

She is currently in her late thirties. She has common southern Tentaikan features with a tanned skin and black hair. She often ties her hair into a bun and leaves her front hair loose. Outside her diplomatic duties she devotes a lot of time to hone her capoeira-esque fighting style.

Sumiko is a talented martial artist and ritualist. She lives in the city of Rozūshito with her husband and she is active in the court of the Satake clan. She is often tasked as a diplomatic envoy to Saiki and Tenshu which she has good connections to.

Sumiko is known to be a very peace loving and she is worried about the shogun's harsh actions against his adversaries. She does not directly oppose the shogun's methods but she attempts to drive opposing ideas forwards. The Kawachi clan has attempted to ally themselves with Sumiko, however she even refused to meet the Kawachi clan envoy. She is dedicated to aid the Satake clan in her own ways.

Kurosawa Katashi

Katashi was born in the city of Kurosaki to the renowned Kurosawa clan in the Tenshu Prefecture in 1195 A.C. The Kurosawa clan has a long history with the Chōhō Butai and as a powerful retainer clan under the ruling Kido clan.

He achieved a rank of Jōnin in Chōhō Butai in the age of 26 during the internal conflict of Chōhō Butai. He quickly achieved the position of a special operations Jōnin during the war. After the conflict he joined the Satake clan ranks as a remnant of the Chōhō Butai splinter faction. In few years he was pointed to the Nanaken to take the place of Ichiro Hideyoshi who had died in the battles against Chōhō Butai shinobis. He still bears his Kurosawa family name to honor his heritage.

Kurosawa is 31 years old man who speaks little about his past. Nevertheless all the other Nanaken members know about his past in Chōhō Butai and his "betrayal". Kurosawa has a somewhat mysterious personality, he shows somewhat serious but easy going attitude and he dislikes diplomatic protocol. He expresses himself in a very straightforward way and he is often somewhat rude and disgraceful towards those who attempt to show their superior status over him.

He is an extremely skilled martial artists and ritualist. His trademark weapons are Lapis Luna Daishurikens. He also carries a Lapis Infernos uchigatana which he uses to deliver deadly stealth attacks.

In reality Kurosawa is a sleeper agent. He is keeping an eye on the shogun and the Satake clan as the Kido clan suspects the possibility of a civil war in Tentaika due to the declining respect towards the ruling shogun clan.

Kurosawa's physical features are pretty normal for an average Tentaikan man outside his athletic and taller build. He prefers a short hair and simple clothing over more expensive and glamorous clothing most Nanaken members wear.

Kurosawa has formed a firm alliance with the Daishi and Sakagami clans, which are the two most powerful samurai clans in the prefecture apart from the ruling Satake clan. He is living in Rozūshito at Momiji District with his newlywed bride Daishi Ume.



Meoki Ema

Meoki Ema is the latest and youngest member of the Nanaken. She was born in 1199 A.C. in the city of Koshi. She served in the Shin'eitai before she was drafted to the Nanaken. In 1216 she married with Sakagami Shiro who was seeking allies to battle against his cousin. After almost losing her life in a battle with the Sakagami family, Nanaken member Kazami Mio noticed her exceptional skills. Soon she was drafted to Nanaken by the shogun to take part in a suicide mission.

As her first assignment, she was tasked to hunt down the resurrected Serus, Lord of Bane with the help of her companions. The attempt should have been a near suicide, however Meoki succeeded taking down the weakened Lord. The surprised shogun gave her family the title of a samurai clan and gifted the city of Usuki to the newly found Meoki clan. Originally Meoki was expected to be killed in the fight against Serus but after the impossible the shogun let her remain in the Nanaken.

The Shogun wants to keep her working for him rather than letting her remain in the Kawachi clan.

The Meoki clan has good relations with the Sakagamis and Kyuubi Ryusaki Ume. Rest of the Nanaken is somewhat surprised of her addition to the Nanaken as she is not especially loyal towards the shogun. She is somewhat introverted and quiet person. She is disciplined and loyal towards her friends.

Meoki bears the typical characteristics of northern Tentaikans. She is somewhat taller than an average Tentaikan women. She has bright green eyes and a thick black hair. She is considered as a master of Hokushin Nitoryū school and a talented ritualist. Meoki has been part of the Nanaken for two years. Much like Kazami Mio and Kurosawa Katashi, she is not as active member of the Nanaken as Tsukino, Okano and Watanabe are.

Attributes (Level / Bonus)

Strength:	6/+1
Endurance:	6/+1
Agility:	11/+4
Perception:	5
Concentration:	8/+2
Intelligence:	6/+1
Charisma:	6/+1
Fate:	4

Movement

Walk:	4,25 m
Run:	8,5 m
Swim:	7,25 m
Jump:	7 m

Combat Values (Attack/Defense)

HP:	20	Stamina:	52
Melee Score:	43/48 (With Night activation, 40/44 without)		
Dual Wield:			
Martial Arts:	29/33		
Ranged Defense:	17		
Combat Sense:	10 (Reroll once)		
Self-Channeling:	10		
Outward-Channeling:	6		
Ritualism:	11 (Lumia +3, Agura)		
Critical Hit Bonus:	+1 (Swords)		
Natural Armor:	3/3/3		

Weapons

Gesshoku and Shingetsu (Two Uchigatanas with identical stats)
Dmg: 4/9/0 (1h & 2h dmg, +4 dmg with Night activated)
Speed: 7 / 7 (+2 to speed with Night activated)
Effects: Bleeding 6, Indestructible, Night, Precision, Jagged, Ascend, Legacy
Value: 868 Silvers (2 kg)
<i>Legendary Lapis Luna Uchigatanas</i>

Dragon Bone Catalyst, Black III (Lumia rituals +3)
Resin Catalyst, Release x2

Armor	Armor Rating	Weigh	Effects	Value
Spider Silk Kimono	1/5/1	0,4 kg	Barrier	114 Silvers
Spider Silk Hakama	1/1/1	0,4 kg	Mastery/ Agile	120 Silvers
Studded Leather Gauntlets	0/5/1	0,3 kg		18 Silvers
Leather Tabi Boots	0/1/5	0,7 kg	Mastery/ Acrobatics	24 Silvers
Leather Choker	-	-	Mastery/ Swords	20 Silver

Combat Moves

Coup de Grâce
Jump Attack
Nitō-Batto
Nitō-Iaijutsu
Blade Storm
Two Weapon Feint

Techniques

Celestial Ultimatum III

Rituals

Moonlight Flash
Brand of Dark
Animate Shadow
Black Aurora (Attuned)
Waterwalk
Restore Vigor (Attuned)

Skills (Level/Bonus)

Acrobatics	8/+4
Combat Sense	6
Martial Arts	6
Swords	9
Agile/Dual Wield	10/+4
Stealth	5/+1
Tracking	4
Ritualism	10/+1
Self-Channeling	8/+2
Outward Channeling	4/+2
Persuasion	3/+1

Secondary Skills

Language/Tentaika	3
Language/Domini	2
Riding	1
Survival	2
Swimming	3

Traits

Ambidextrous	lvl 1
Attractive	lvl 1
Fortitude	lvl 4
Lightning Reflexes	lvl 1
Sense Genki	lvl 1
Vitality	lvl 2
Weapon Talent/ Uchigatana	lvl 1
Fragile Body	lvl -1
Introvert	lvl -1
Poor Drinker	lvl -3

Perks

Only perk levels which force the player to choose between two or more options are shown to save space. Please refer the Perks chapter for the rest of the character's perks.

Wall Jump
Martial Style/ Snake II
Weapon Specialist/ Kodachi
Tracking Specialization/ Forests
Ritualism Specialization/ Lumia III
Swordmaster
Kata (Defense)
Two Weapon Defense I (Level 4 Dual Wield)
Weapon Pair II (Level 6 & 8 Dual Wield)
Finesse (Level 10 Dual Wield)
Sense Genki

Kazami Mio

Kazami Mio is a 44 years old warrior priestess and a Sword Saint who has served in the Nanaken for the past ten years or so. Kazami also serves as the head of the warrior priestesses in the Genkaisha High Council. Because of this, Kazami is one of the least active members of the Nanaken. She is usually called to service only when demons or demi-gods are involved. Kazami is not particularly loyal towards the Shogun and instead she is loyal for Genkaisha and the Meoki family.

Kazami has close ties to the Meoki family as she is a childhood friend of Meoki Ema's mother Maru. Kazami's late daughter was also a friend of Meoki Ema. She also has a living daughter, Kazami Aya. Her husband died soon after Aya's birth.

Kazami is known to be a caring and family oriented person who usually bases her decisions on logic, however she is known to do rash decisions and to disregard her own safety when her friends and loved ones are in danger. She is easily recognizable because of her waist long red hair, characteristic for the women of the small Kazami family, and her habit of wearing a miko outfit customized for combat use. She also has pale blue eyes inherited from her Alerian grandfather. Thanks to her partly Alerian descent Kazami has some Alerian facial features.

Attributes (Level / Bonus)

Strength:	6/+1
Endurance:	6/+1
Agility:	6/+1
Perception:	4
Concentration:	11/+4
Intelligence:	4
Charisma:	5
Fate:	3

Movement

Walk:	3 m
Run:	6 m
Swim:	5 m
Jump:	5,5 m

Combat Values (Attack/Defense)

HP:	20	Stamina:	48
Melee Score:	43/43 (+2/+2 with Thunder activation)		
Martial Arts:	24/24		
Ranged Defense:	12		
Combat Sense:	9 (Reroll once)		
Self-Channeling:	14		
Ritualism:	8		
Critical Hit Bonus:	+2 (Swords)		
Damage Bonus:	CON.B+1		
Deity:	Luca (+1), Matinia, Cael		

Weapon

Kaminari

Dmg: (4/6/0) 5/7/0 (1h & 2h dmg +3 Lightning damage with Thunder activated)
Speed: 7 / 9 (+2 to speed with Thunder activated)
Effects: Bleeding 6, Indestructible, Thunder, Surge, Precision, Remembrance, Ascend, Legacy
Value: 754 Silvers (2 kg)
Legendary Shiroko Daikatana, Heirloom of the Kazami Family.

Dragon Bone Catalyst, Sunlight II (Luca rituals +2)

Resin Catalyst, Release x2

Armor	Armor Rating	Weigh	Effects	Value
Dragon Bone Ō-yoroi Cuirass	6/7/5	5,0 kg		520 Silvers
Spider Silk Kimono	1/1/1	0,4 kg	Mastery/ Swords	120 Silvers
Spider Silk Hakama	1/1/1	0,4 kg	Mastery/ Technique	120 Silvers

Combat Moves

The Flowing Water
Swift Strike
Defend
Rend

Techniques

Celestial Ultimatum III
Kendo III
Charged Impulse III

Rituals

Edict Beset
Healing
Restore Vigor (Attuned)
Lightning Spear
Astral Light
Sunburst Seal
Flame Dart
Dull Pain

Skills (Level/Bonus)

Acrobatics	8/+1
Combat Sense	6
Martial Arts	4
Swords	12
Technique	9/+4
Ritualism	8
Self-Channeling	8/+4
Persuasion	3
Leadership	2
Training	6

Secondary Skills

Language/Tentaika	3
Language/Domini	4
Language/Aleria	2
Riding	1
Swimming	2

Traits

Bound Lifeforce	lvl 1
Demon Sensitivity	lvl 1
Fortitude	lvl 2
Lightning Reflexes	lvl 1
Sense Genki	lvl 1
Vitality	lvl 2
Distinctive	lvl -1
Poor Drinker	lvl -1

Perks

Only perk levels which force the player to choose between two or more options are shown to save space. Please refer the Perks chapter for the rest of the character's perks.

Wall Jump
Martial Style/ Crane I
Ritualism Specialization/Cael I
Ritualism Specialization/Luca II
Weapon Specialist/ Daikatana
Swordmaster
Offensive
Combat Meditation (Flowing Water, Speed +1)
Weapon Master/ Daikatana
Sense Genki

Tsukino Kenshin

Tsukino was a young rōnin which no one knew before he dueled and killed Daishi Katsu, the grandmaster of the Shinkaze-ryū school. The duel caused a lot of stir in the capital and angered the Daishi clan. Tsukino managed to work for a few clans and won several duels in the capital area. The Shogun was impressed of the skill of the young rōnin and offered him a job as a hired blade. During a short year of service for the Satake clan, Tsukino was able to reach a position in the Nanaken.

Tsukino is considered a prodigy and among the best in the Nanaken. For some reason Tsukino is unable to learn channeling. This fact frightens many people because being able to achieve such martial skills without the help of channeling is almost unheard of in Tentaika. When Tsukino appeared to Rozūshito he was roughly 18 years old and in 1221 A.C his age is estimated to be some-

where between 23 and 25. The shogun uses Tsukino to kill daimyos who have started to oppose him. This has caused a lot of hate and enmity towards the shogunate and Tsukino himself. Most of the Nanaken also shuns him for the same reason, while understanding that without Tsukino doing the dirty work of the shogun they would be doing it instead.

Tsukino's somewhat distinctive looks often deceive his true intent before inexperienced opponents. Tsukino has a long light copper brown hair and dark brown eyes. His androgynous facial features and slim body combined to his simple clothing make his look harmless. His cold and calculating personality combined to his reputation strike fear to many people facing him.

Attributes (Level / Bonus)

Strength:	6/+1
Endurance:	8/+2
Agility:	13/+5
Perception:	8/+2
Concentration:	8/+2
Intelligence:	6/+1
Charisma:	5
Fate:	4

Combat Values (Attack/Defense)

HP: 16	Stamina: 38
Melee Score: 48/54	
Martial Arts: 32/40	
Ranged Defense: 25	
Combat Sense: 16 (roll with 3d6, pick best two, reroll once)	
Critical Hit Bonus: +2 (Swords)	
Damage Bonus: <i>AGI.B+1</i>	

Movement

Walk: 4,75 m
Run: 9,5 m
Swim: 7,75 m
Jump: 18 m

Weapon

Jinsokuna batsu
Dmg: (4/8/0) 5/8/0 (1h & 2h dmg)
Speed: 10 / 12
Effects: Bleeding 9, Indestructible, Wind, Precision, Potency, Ascend, Jagged, Legacy
Value: 754 Silver (2 kg)
<i>Legendary Lapis Luna Katana, given to Tsukino by the Shogun.</i>

Armor

Armor	Armor Rating	Weigh	Effects	Value
Spider Silk Kimono	1/1/1	0,4 kg	Mastery/ Swords	120 Silvers
Spider Silk Hakama	1/1/1	0,4 kg	Mastery/ Agile	120 Silvers
Spider Silk Tabi	1/1/1	0,2 kg	Mastery/ Acrobatics	60 Silvers

Combat Moves

Feint
 Coup de Grâce
 Feint Iaijutsu*
 Aerial Attack
 Feint Batto*
 Quickstrike

Techniques

Tsukino Evasion*

Rituals

Custom Combat Abilities

Tsukino Evasion III (Combat Technique) 12XP
Level Requirement: Agile: 12 **Special Requirement:** The character is not encumbered
 The character gains +8 to melee defense and +4 to ranged defense rolls.

Feint Iaijutsu

3XP

Level Requirement: 12 **Stamina Cost:** 3
Requirement: *Slashing Attack, Curved Swords, Sheathed Weapon*

The character can use the Feint Iaijutsu when defending against a melee attack. The character can use Feint Iaijutsu only if her both hands are free and her sword is sheathed. The character rolls her defense with sword defense and gains +5 to the defense roll. If the defense roll is successful the character may perform a free attack against the opponent. This attack gains +3 to the attack roll. The character rolls her attack with 3d6 and picks two dice as the final result.

Feint Batto

3XP

Level Requirement: 11 **Stamina Cost:** 2
Requirement: *Slashing Attack, Curved Swords, Sheathed Weapon*

The character unsheathes her sword and attacks. Fast Batto gains +3 to the attack roll. This attack consists the drawing of the sword from scabbard and requires the use of a both hands. The character rolls her attack with 3d6 and picks two dice as the final result.

Skills (Level/Bonus)

Acrobatics	12/+5
Combat Sense	10/+2
Martial Arts	6
Swords	12
Agile	12/+5
Prestidigitation	10/+2
Stealth	4/+1

Secondary Skills

Language/Tentaika	3
Language/Domini	1
Language/Aleria	1
Riding	2
Sailing	2
Survival	3
Swimming	3

Traits

Ambidextrous	lvl 1
Attractive	lvl 1
Fitness	lvl 1
Lightning Reflexes	lvl 1
Code/ Loyalty	lvl -2
Poor Drinker	lvl -1
Slow Metabolism	lvl -1

Perks

Only perk levels which force the player to choose between two or more options are shown to save space. Please refer the Perks chapter for the rest of the character's perks.

Wall Jump
 Martial Style/ Snake II
 Escape Artist II
 Weapon Specialist/Katana
 Swordmaster
 Kata/Defense

Lords and Ladies

Lord/Lady is a term for an extremely powerful demigod who is given an immortal soul by the gods (we use the feminine form, Lady, to refer to Lords and Ladies throughout the rest of this chapter). Ladies act as the avatars of gods amongst mortals. They own lands or even entire prefectures in the dominions of gods. Not every Lady is in direct rule of a land they are given to. A Lady can give the administrative responsibility of their land to the local regime. The main responsibility of a Lady is to act as a champion for her god.

Each deity has nine Ladies. The nine Ladies are split under the prime god's sub god deities and each Lady must have a unique title. This title is a reflection of their speciality, given to them by a god to represent a minor aspect of the deity or simply given them by others for their achievements or in some cases just to have an exalted title.

Few powerful Ladies influence the nation of Tentaika. In general, gods prohibit their demigods to effect the natural state of the plane of Mundus. Servants of Luca and Lumia are responsible for the overwatch of the Mundus for rogue demigods and powerful demons. Demigods of Luca and Lumia are sent to deal with those who break these rules. These rules are hazy, as for example when Serus, Lord of Bane chose a regime to rule over Tentaika as his puppets. Luca and Lumia decided to watch how things proceed on their own weight as Serus didn't directly influenced the regime outside tutoring and occasional sways on certain matters in politics.

Ryusaki Ume, Lady of Fertility

The most famous demigod in Tentaika is Kyuubi Ryusaki Ume. She has a long history with Tentaika. She remained on Mundus to oversee the aftershocks of cataclysm and later gained a permission from her goddess to stay on the plane. Ryusaki Ume attempts to stay as neutral as possible, however many demigods still think that she is enjoying a gratuitous position and staying unpunished for her egoistic status in Tentaika.

Right after the cataclysm Ryusaki Ume was worshipped in the Black Sea region. During the history the worshipping has changed to hate and back to worship. Currently she is held in high respect and some small temples in the Black Sea region still worship her. Ryusaki Ume's half kitsune offspring usually hold advisor and teacher positions in Genkaisha and the Black Sea region.

In her human form Ryusaki Ume is roughly 150 cm tall and petite and because of her strong genes her children usually share her looks, though they are usually taller. She usually has few of her oldest and youngest children near her. Currently one of Ryusaki Ume's younger children, Ryusaki Miki, is married to Meoki Norio, Meoki clan's Daimyo Meoki Shiro's brother in law. Two of Ume's older children, Tsubame and Yui, work in the city of Genkaisha as teachers of history and arcane arts.

Ryusaki usually looks like an airhead at the first glance as her playful and mischievous behaviour masks her true intelligence. What makes Ryusaki even more frightening is her unnatural charisma and her mastery of persuasion and manipulation of people. Victims of her schemes don't usually even know they are played like marionettes by Ryusaki. Even though Ryusaki can make almost anyone do whatever she wants, she usually prefers to ask her friends before she resorts to her charm and manipulation.

Ryusaki Ume

Human Form

Attributes (Level / Bonus)

Strength:	8/+2
Endurance:	12/+4
Agility:	19/+9
Perception:	15/+6
Concentration:	19/+9
Intelligence:	18/+8
Charisma:	20/+10
Fate:	5

Combat Values (Attack/Defense)

HP: 48	Stamina: 106
Melee Score: 88/92 (Martial Arts, +11 dmg, x2 dmg on Miracle)	
Ranged Defense: 40	
Combat Sense: 28 (roll with 3d6 and pick two best, reroll once per fight)	
Self-channeling: 27 (+9 output, -9 cost)	
Outward Channeling: 24 (+1 output, -9 cost, effect lasts entire round)	
Ritualism: 30 (Matinia +1, Amicia, Cael +2; Light & Wind & Lightning +2)	

Kitsune Form

Attributes (Level / Bonus)

Strength:	18/+8
Endurance:	16/+6
Agility:	19/+9
Perception:	16/+6

Combat Values (Attack/Defense)

HP: 56	Stamina: 114
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Other combat values are identical to the human form.

Movement (Human / Kitsune)

Walk: 6,75 m / 9,25 m

Run: 13,5 m / 18,5 m

Swim: 9,75 m / 12,25 m

Jump: 25 m / 25 m

Armor

Natural Armor
Spider Silk Kimono
Spider Silk Obi
Spider Silk Tabi
Res Caelestes Hairpin

Armor Rating

4/4/4
1/5/1
-
1/1/5
-

Effects

Barrier, Mastery/Martial Arts
Mastery/Agile, Mastery/Acrobatics
Barrier, Mastery/Combat Sense
Worship/Cael, Worship/Amicia

Combat Moves

Coup de Grâce
Feint
Aerial Attack
Thousand Strikes
Rising Lotus Kick
Intercept
Three Mist Drops

Techniques

Celestial Ultimatum III
Nine Tails V*

Rituals

All Matinia's rituals from level 5 onwards.
All Amicia's rituals.
Lightning Nexus
Lightning Spear
Waft Whisper
Ball Lightning
Buoyant Field
Reaving Wind
Lightning Brand
Radiant Patronage
Thunder Charge*
Elysian Gleam*

Custom Combat Abilities

Nine Tails V

9XP

Self-channeling Requirement: 17 **Ritualism Requirement:** 17 **Control TN:** 24

The hybrid summons nine faint astral foxtails to the character's lower lumbar region as long as the hybrid remains active. The character gains +32 to Combat Speed and deals +16 Martial Arts damage.

Thunder Charge

3XP

Level Requirement: 15 **Cast Time:** 3 seconds

Range: Self **Element:** Lightning

The ritual charges the character's hand with an electric current. This electricity is discharged when the character delivers her next successful melee attack. This discharge deals *RIT* x2 (m30) lightning damage to the target. Additionally every person within a 5 meter radius from the character is targeted by a lightning bolt which deals *RIT* (m20) Lightning damage. The character rolls a new ritualism attack which is the opposed attack roll against all targeted characters.

Elysian Gleam *(Signature Ritual)*

3XP

Level Requirement: 18 **Cast Time:** 4 seconds

Range: 300 Meters **Element:** Lightning, Light

The rituals shoots a beam of light and lightning. The beam deals *RIT*+*CON* Energy damage and *RIT*+*CON* Lightning damage. The ritual can be shot up to 600 meters, but if done so it only deals half of the damage. This is a Signature Ritual and gains +2 to rolls.

Skills (Level/Bonus)

Acrobatics	15/+9
Combat Sense	15/+6
Martial Arts	20
Agile	15/+9
Prestidigitation	4/+9
Stealth	6/+8
Tracking	6/+6
Ritualism	18/+10
Self-Channeling	18/+9
Outward Channeling	15/+9
Persuasion	18/+10
Leadership	8/+10
Training	15/+8

Secondary Skills

Animal Handling	1
Language/Ancient	3
Language/Domini	4
Language/Tentaika	4
Language/Aleria	2
Language/Cero	2
Crafting	1
Art/Painting	3
Medicine	3
Riding	1
Sailing	2
Survival	3
Swimming	3

Traits

Attractive	lvl 3
Blessed by Matinia	lvl 1
Demon Sensitivity	lvl 1
Fitness	lvl 3
Fortitude	lvl 3
Lightning Reflexes	lvl 1
Resistance/Energy	lvl 5
Resistance/Fire	lvl 1
Resistance/Lightning	lvl 3
Sense Genki	lvl 3
Vitality	lvl 5
Deep Sleeper	lvl -1
Distinctive	lvl -2
Pride/Kitsune	lvl -2

Perks

Only perk levels which force the player to choose between two or more options are shown to save space. Please refer the Perks chapter for the rest of the character's perks.

Wall Jump
Martial Style/Dragon IV
Unarmed Specialist I & II
Custom Style: Weapon Master/Unarmed & Brute I
Diplomacy III
Deception II
Escape Artist I
Ritualism Specialization/Cael II
Element/Light
Element/Wind
Element/Lightning
Tracking Specialization/Forests
Sensei
Kata/Defense
Amplified Channeling
Improved Endurance II
Limb Saver



Serus, Lord of Bane

Serus is an ancient dragon who gained his title as the Lord of Bane after gaining the favor of Eris, Goddess of Chaos a long time before the plane of Mundus was created. Serus is often considered as one of most powerful Lords of Libera, Goddess of Freedom.

Serus is a well known Lord among Tentaikans as he performed a coup over the rule of Tentaika in 783 A.C. The bold decision to invade Tentaika was overlooked by the gods as Serus himself didn't directly rule the nation. The true purpose behind Serus' actions is still a mystery, however his envy towards Ryusaki Ume and her privileged position in Tentaika might have been a part of the reason.

In 904 A.C the puppet regime of Serus was disbanded after a fierce battle in Koshi. Serus himself was severely wounded and he was forced to retreat. Later Serus planned a return but the newly established Nanaken faced him in the borders of Kuro no Mori and defeated him in a grand battle.

The soul of Serus remained in the depths of Kuro no Mori until his servants collected his soul. At this point Serus was already sentenced to imprisonment by the gods, however his soul remained in the hands of his fanatic cultists for the next two hundred years.

Bringing dead back to life is nigh impossible feat from mortals, nevertheless the cult managed to fuse the soul of the Lord of Bane with a living human. The cult used demon rituals to give Serus an ability to devour a soul and take control of the human body.

Serus emerged from his long slumber in a body of a mere mortal human and much weakened by his long stasis in a soul form. Angered to his servants who resurrected him instead of returning him to Ascendes and facing a certain damnation he discarded all hope and dedicated his last moments for revenge against Tentaika and the Satake clan.

Before Serus was able to complete his revenge against the Satake clan, he was stopped by the Nanaken who assaulted his hideout in the Aira Yama. Serus was killed and his soul was returned to Ascendes where his soul faced oblivion.

Before his final revival Serus was a calculating and calm person. He was known as a charismatic leader whose plans were extremely detailed and took into account almost everything. After being forced to a human body by cultist Serus turned desperate, more emotion driven and hasty. Serus' lack of planning combined to his weak mortal body was the only reason Meoki and her companions were able to successfully assassinate him.

Serus, Lord of Bane

Attributes (Level / Bonus)

Strength: 8/+2
Endurance: 8/+2
Agility: 8/+2
Perception: 6/+1
Concentration: 20/+10
Intelligence: 15/+6
Charisma: 17/+7
Fate: 7

Combat Values (Attack/Defense)

HP: 20
Melee Score: 71/71 (+15 dmg)
Ranged Defense: 28
Combat Sense: 21 (roll 3d6 and pick two best, reroll once per combat)
Self-channeling: 22 (+10 output, -10 cost)
Outward Channeling: 22 (+1 output, -9 cost)
Ritualism: 27 (Libera +4, Luca; Chaos +5, Fire +2, Illusion +2)
Stamina: 88

Movement

Walk: 4 m

Run: 8 m

Swim: 8 m

Jump: 16 m

Armor

Spider Silk Kimono

Spider Silk Hakama

Spider Silk Tabi

Dire Wolf Leather Bracers

Armor Rating

1/5/1

1/5/1

1/1/5

0/12/1

Effects

Barrier, Mastery/Martial Arts

Barrier, Mastery/Raw Power

Barrier, Mastery/Acrobatics

Barrier, Mastery/Combat Sense

Combat Moves

Rising Lotus Kick

Hurricane Kick

Intercept

Tiger Claw

Three Mist Drops

Momentum

Titan's Charge

Techniques

Celestial Ultimatum III

Rituals

All Libera's rituals from level 4 onwards.

Flame Dart

Sunburst Seal

Edict Beset

Searing Roar

Sun Embers

Lesser Healing

Restore Vigor

Pandemonium*

Chaos Dart*

Custom Combat Abilities

Chaos Dart

3XP

Level Requirement: 15 **Cast Time:** 3 seconds

Range: 50 Meters **Element:** Fire, Chaos

The caster hurls off a flaming dart of chaos. This ritual deals *CON/2* Fire damage and *CON.B* Energy damage to the target.

Pandemonium

(Signature Ritual)

3XP

Level Requirement: 15 **Cast Time:** 5 seconds

Range: 300 Meters **Element:** Fire, Chaos

Caster summons a massive storm of chaos up to *CON* meter radius from the target. This storm of chaos deals *CON.B* Fire damage, *CON.B* Energy damage and *CON.B* Slashing damage to anyone inside it.

Skills (Level/Bonus)

Acrobatics 13/+2

Combat Sense 13/+1

Martial Arts 18

Swords 8

Raw Power 13/+2

Stealth 6/+6

Tracking 5/+1

Ritualism 18/+7

Self-Channeling 12/+10

Persuasion 15/+7

Leadership 10/+7

Training 8/+6

Secondary Skills

Art/Sculpting 2

Language/Ancient 2

Language/Domini 4

Language/Tentaika 4

Language/Aleria 2

Medicine 3

Riding 1

Sailing 1

Survival 3

Swimming 4

Traits

Blessed by Libera	lvl 1
Dragon Element/Chaos	lvl 3
Fortitude	lvl 5
Lightning Reflexes	lvl 1
Pain Resistance	lvl 3
Sense Genki	lvl 3
Vitality	lvl 1
Weapon Talent/Katana	lvl 1
Weapon Talent/ Long Sword	lvl 1

Perks

Only perk levels which force the player to choose between two or more options are shown to save space. Please refer the Perks chapter for the rest of the character's perks.

Power Jump
Diplomacy III
Deception III
Ritualism Specialization/ Libera III
Element/Chaos
Element/Fire
Element/Illusion
Weapon Specialist/Gladius
Swordmaster
Tracking Specialization/Forests
Brute III
Martial Style/Dragon IV
Unarmed Specialist I & II
Custom Style: Weapon Master/Unarmed & Evade
Mind and Body/ Concentration
Amplified Channeling



Kiyohime, Lady of Revenge

Kiyohime is a relatively new Lady. She was originally the lover of Satake Katai, the first shogun of the united Tentaika. Before Katai became the shogun he married Kiyohime without knowing that she was a young dragon from Ascendes. When Katai became the shogun Kiyohime revealed her true identity. Outraged by this revelation Katai drove her away from him and told her never to return. Deeply saddened Kiyohime drowned herself into the Kurokawa River.

When her soul reached Enma, the Magister of Souls in Acernos, Enma was infuriated by the story and send her soul to Ascendes where Athea, Goddess of Anarchy gave her a new life so she could revenge her fate.

When Kiyohime was revived her revenge was already too late as her soul was found in Goka after drifting in the sea for many years and Satake Katai had already died of old age. She cursed her misfortune and hoped to one day meet her lover again who she believed to be revived much like herself. The fate was cruel indeed, as Athea claimed the soul of Satake Katai and gave him a new life just to be killed by the lover he discarded.

The battle between Kiyohime and the mighty Satake Katai was fierce but in the end Kiyohime was victorious. Kiyohime's actions appealed to Athea which granted her a title of a Lady. Kiyohime has never liked the Satake clan and bushido but she values Tentaikan culture and traditions and she often travels to Tentaika just to be able to enjoy the Tentaikan life. Her city state in Libera's Dominion is modeled after Tentaika and she has many Tentaikan demigods working for her.

When Serus was revived into his human form in 1216 A.C. he contacted Kiyohime as he knew that she would sympathise and help him. Kiyohime gladly accepted to help Serus to bring revenge upon the Satake clan. In 1217 A.C. Kiyohime gave birth to twins, content to have two scions, Serus pushed his plans forward. Soon after Kiyohime returned to Ascendes with her children and promised to Serus that one day his children would rule Tentaika.

Kiyohime, Lady of Revenge

Human Form

Attributes (Level / Bonus)

Strength:	15/+6
Endurance:	12/+4
Agility:	12/+4
Perception:	16/+6
Concentration:	12/+4
Intelligence:	10/+3
Charisma:	11/+4
Fate:	5

Combat Values (Attack/Defense)

HP: 44	Stamina: 116
Melee Score: 88/91 (Swords, 2-handed, +10 dmg, 3pt armor ignore, Bleed +3.)	
Martial Arts: 78/80 (+4 dmg)	
Ranged Defense: 37	
Combat Sense: 33 (roll 3d6 and pick two best, reroll once per combat)	
Self-channeling: 19 (+4 output, -4 cost)	
Outward Channeling: 8 (+1 output)	
Ritualism: 25 (Libera +4, Amicia; Chaos +5, Void +2)	
Throwing: 26 (Large) / 25 (Small) / 41 (Her Sword) Dmg: +2 (L) +1 (S)	

Dragon Form

Attributes (Level / Bonus)

Strength: 18/+8
Endurance: 15/+6
Agility: 12/+4
Perception: 16/+6

Combat Values (Attack/Defense)

HP: 50

Stamina: 122

Other combat values are identical to the human form.

Movement (Human / Dragon)

Walk: 6,75 m / 7,5 m

Run: 13,5 m / 15 m

Swim: 9,75 m / 10,5 m

Jump: 20 m / 20 m

Armor

Natural Armor
Natural Resistance
Spider Silk Kimono
Spider Silk Obi
Necklace
Spider Silk Tabi

Armor Rating

7/7/7
10/6/10 (E/L/F)
1/5/1
-
-
1/1/1

Effects

Barrier, Mastery/Acrobatics
Mastery/Mixed, Mastery/Swords
Mastery/Combat Sense, Worship/Libera
Vim, Fortitude

Combat Moves

Coup de Grâce
Jump Attack
Iaijutsu
Thousand Strikes
Feint
Rising Lotus Kick
Intercept
Three Mist Drops
Counter-Attack
Coiling Dragon
Slam
Momentum
Sweep
Quickstrike
Thousand Petals
Batto
Double Throw
Spinning Ward

Techniques

Celestial Ultimatum III

Rituals

Word of Freedom (attuned)
Mental Prison
Mind Wreck
Occult Conviction
Hollow Void
Chaos Spear
Aegis Sphere
Celestial Shield
Protection from Element
Celestial Prison
Void Spear* (signature ritual, attuned)

Custom Combat Abilities

Void Spear

(Spear Ritual / Signature Ritual)

3XP

Level Requirement: 15

Cast Time: 4 seconds

Range: 100 Meters

Element: Chaos, Void

The caster hurls off a spear made out of grey and black energy. Void Spear deals *RIT* x2 + *CHA* x2 Energy damage (m50). Upon impact the spear creates a void sphere dealing its damage up to 5 meter radius around the target. This ritual can be used as melee weapon.

Melee stats:

Damage: 6 points + *CHA.B*

Weapon Speed: 6 + *CHA.B*

Skills (Level/Bonus)

Acrobatics	15/+4
Combat Sense	15/+6
Throwing	12/+4
Martial Arts	18
Swords	20
Mixed	18/+6
Stealth	6/+3
Tracking	8/+6
Ritualism	15/+4
Self-Channeling	15/+4
Outward Channeling	4/+4
Persuasion	8/+4
Leadership	4/+4

Traits

Attractive	lvl 3
Blessed By Libera	lvl 1
Dragon Element/Chaos	lvl 3
Dragon Skin	lvl 6
Fitness	lvl 5
Fortitude	lvl 5
Lightning Reflexes	lvl 1
Pain Resistance	lvl 3
Resistance/Energy	lvl 5
Resistance/Fire	lvl 5
Resistance/Lightning	lvl 3
Sense Genki	lvl 2
Vitality	lvl 5
Hatred/Satake Clan	lvl -3
Pride/Self	lvl -4

Secondary Skills

Language/Tentaika	3
Language/Domini	3
Survival	3
Swimming	3

Perks

Only perk levels which force the player to choose between two or more options are shown to save space. Please refer the Perks chapter for the rest of the character's perks.

Wall Jump
 Martial Style/Dragon IV
 Unarmed Specialist II
 Custom Style (Martial Arts): Evade, Weapon Master/Daikatana
 Ritualism Specialization/Libera III
 Element/Chaos
 Element/Void
 Weapons Specialist/Daikatana
 Critical Hit II
 Custom Style (Swords): Brute I, Beset I
 Sword Saint II (Strength)
 Tracking Specialization/Forests
 Style Hybrid I/Agile
 Style Hybrid II/Raw Power
 Custom Style (Mixed): Evasive Maneuvers I, Combat Meditation
 Sense Genki
 Amplified Channeling



Campaign Hooks and Major Events

This chapter describes shortly major events and campaign hooks in Tentaika during and before the year 1221 A.C.

Gathering Clouds of Civil War

Shogun Satake Tsuruki has taken bold actions to preserve the old bushido. His personal hitman Tsukino Kenshin has so far killed dozens of feudal lords across Tentaika in the name of the shogunate. Kawachi and Onishi clans are infuriated by these impudent actions and both clans have denoted their discontent of the shogun's methods, however the shogun seems to be ignoring these petite manifestations and driving his cause forward.

Many warrior clans are making preparations to prevent or partake in a civil war. Okano and Shimazu clans are strongly supporting the Satake regime, while Onishi has already started minor hostilities with Satake clan after the renegade general Watari Saburou led his army to the city of Tone and captured it as a revenge for his brother's murder.

Kawachi clan is taking a more diplomatic approach. They have reduced diplomatic relations towards Satake clan and revived their old alliances with the powerful Daishi clan who is also starting to turn against the shogunate. Kawachi has also pulled their garrison of three hundred Shin'ei-tai samurai from the capital as a response to the shogun's impudence.

Shimazu and Okano clans are both preparing to defend Rozūshito and the shogun. Shimazu wields the largest naval force in the entire Tentaika while the Okano clan's cavalry regiments are the finest in the nation.

The Kido clan is also worried about the actions of the shogunate. Kido is stretching towards an unlikely alliance with the Kawachi clan. After the shogun's attempt to

control Chōhō Butai, Kido has lost almost all respect towards the once illustrious regime. The shogun knows that he angered the Kido clan after his failed coup over Chōhō Butai. The Kido clan has many of its best shinobis stationed inside the walls of Rozūshito ready to take action against the regime. This invisible threat has kept the shogun cautious towards the Kido clan.

The Rozūshito Prefecture itself is in turmoil as Daishi clan, which is the second strongest clan in the prefecture, refuses to take back the city of Tone from the invaders from Mikan, while sudden burst of bandits causes problems in the northern parts of the prefecture. The Sakagami clan is working with the new Meoki clan to bolster their power in the southern coastline.

These events start to shake the entire Tentaika. If one of the factions takes action, a chain reaction might lead into a bloody war. A campaign which revolves around these events can easily expand into a long adventure. Player characters should enter to these events from the very beginning to make events truly matter for the players outside of their characters' possible backgrounds before the campaign. The shogun clan is destined to change after these events.

Enmity of Onishi

Matinia 12th, 1221 A.C. the Nanaken member Tsukino Kenshin walks in clear daylight into the palace of the Watari clan and kills the daimyo Watari Yasu. Unable to stop the shogun's hitman, Watari clan is left in distress. The Daimyo's oldest brother Watari Saburou is devastated by the murder and gathers volunteers to join his army at Murata to attack the Rozūshito Prefecture. In few months Watari Saburou has gathered an army of 8,000 ashigaru and 1,000 samurai.

General Watari Saburou leads his renegade troops to the Rozūshito Prefecture in midsummer in an attempt to capture the city of Tone which was garrisoned by five hundred samurai of the Takahashi clan. Only in few months Watari was able to march across the northern prefecture and capture the city of Tone and secure the main road between Tone and Murata. The shogunate requests the powerful Daishi clan to retaliate against the invaders. The death of Daishi Katsu, the legendary sword master is still in fresh memory of the Daimyo Daishi Razan.

Daimyo Daishi Razan is respected and an extremely skillful samurai. He refuses to aid the shogunate unless they deliver the head of Tsukino Kenshin, the murderer of his old sensei Daishi Katsu. Also Daishi clan wants to keep their strong military presence in the capital to protect the clan mansion from possible attacks from the shogunate or the Ichiro clan who is allied with the shogun.

Daimyo Onishi Ryūnosuke is allowing his vassal to occupy Tone while the shogun sends few of his generals to gather an army to drive the invaders from the prefecture. Meanwhile the Takahashi clan who has lost their city and has now retreated to Kamikawa under the protection of the Daishi clan is searching for capable rōnin and shinobis to kill Tsukino Kenshin and thus gaining the favor of the Daishi clan. Unfortunately Tsukino Kenshin is one of the best swordsmen in Tentaika and a member of the Nanaken which is directly under the protection of the shogunate.

Discord of Chōhō Butai

In 1216 A.C. the Shogun Satake Tsuruki issued an order to the Kido clan to return the Chōhō Butai under the direct command of the shogunate. Kido clan refused but at the same time several influential Jōnins defected to the shogunate. Suddenly the Kido clan found itself in a dangerous position where many shinobi villages had suddenly changed their loyalties.

A fierce shadow war is waged in the city of Tenshu between the Chōhō Butai splinter faction and the combined force of Kido clan's best samurai and still loyal Chōhō Butai elite. Chōhō Butai mercilessly destroys the splinter faction and proceeds to subdue the rebelling villages.

This battle is the beginning of a three years long unstable period in the Tenshu Prefecture where the Chōhō Butai special operations Jōnins hunt the remnants of the splinter factions. Campaigns involved to this fighting are most likely consisting player characters who are part of either side of the Chōhō Butai or those who are caught in middle of this discord.

During this time a legendary shinobi Orochimaru, Lord of Venom makes an appearance. Amongst the Chōhō Butai, Orochimaru is seen as a legend and many shinobis would follow him to death. Orochimaru is a Lord who serves under Inmicus, God of War. His true intentions and goals are always a mystery but he sees the Chōhō Butai as his legacy. His skills are parallel amongst the best Lords and Ladies who serve the gods. Orochimaru should not directly engage player characters in combat if they are not on his level, which is unlikely. As long as the player characters work for the Chōhō Butai Orochimaru can assign them to missions against the splinter faction.

Assassination of Serus

In the year 1217 A.C., the Shogun gained alarming information from the Chōhō Butai which indicated that Serus, Lord of Bane had returned to Tentaika. At the same time the Shogun had more than enough worries within his own prefecture as his close ally, the Sakagami clan, had managed to ally themselves with the Meoki family, which is one of the leading samurai families of the Shin'ei-tai. Without hesitation the Shogun Satake Tsuruki made a proposal to the Meoki family. He promised that the Meoki family would gain the title of a samurai clan as his retainers if their elite samurai would perform a dangerous mission to kill Serus, Lord of Bane. Adding more stakes to the deal, the Shogun promised that if they would agree he would name the strongest samurai in their family as a member of the Nanaken. Knowing that this mission would be a suicide the Shogun made sure that the Sakagami clan's attempt to gain a powerful ally against him would be undone.

In the history books, against all odds, Meoki Ema was able to assassinate Serus with the help of her companions. The surprised Shogun kept his promise and turned his failed ruse into his advantage and gifted the newly found clan the city of Usuki.

This history event can be used to send player characters to combat against the feared and infamous lord while he is in his weakened state. To maintain the lore and prevent possible paradoxes, this campaign hook should happen during 1217 - 1219 A.C. Furthermore, the player characters should be at least as powerful as the Nanaken members, thus the actual campaign should have started before this campaign hook. Even if the player characters are as powerful as the Nanaken, the Lord of Bane can still easily kill them in a fair battle. This is a suicide mission after all.

The player characters can be sent with Meoki and her equally powerful companions who include veteran demon hunters, an ex-Chōhō Butai Jōnin and Kazami Mio among others. This group only managed to kill Serus with careful planning and a stealthy approach. Direct combat against Serus and his retainers will surely end with an one sided massacre. In this scenario the player characters should

not feel like they are the companions of the real hero. They should be handpicked by the shogun or other Nanaken members and their purpose on this mission should make them feel like they are equal or more important than Meoki herself.

Another approach to this campaign is to send the player characters alone without Meoki. This will make the players feel like they are the heroes of this historical event. In this scenario Meoki can either not exist or she is tasked with another mission which causes the Meoki clan to be formed.

Whatever the scenario is, as an ancient dragon who has experienced the creation of the plane of Mundus and the Cataclysm, Serus is a formidable opponent even with his skills greatly reduced. He is hiding in the thick forests of Aira Yama in the Tenshu Prefecture where he gathers outlaws and secret shinobi clans and makes contact with his old retainers from the plane of Ascendes. His ultimate goal is to cause a civil war in Tentaika and destroy the current shogunate. He bears no interest to rule or conquer the land.

Serus is using an ancient overgrown city in the middle of a secluded valley as his base of operations. He has roughly two hundred servants protecting the hideout from a direct assault. His closest servants are veteran Sedem warriors who are roughly as powerful as Nanaken members and Kiyohime, Lady of Revenge is making occasional visits. Battling against Kiyohime is even more dangerous as she is in her full strength and able to fight in her dragon form if needed.

Meoki Ema and her companions were able to sneak past the guards to the inner city and deliver a decisive surprise attack against Serus and his few close aides. Still the battle required a lot of luck and coordination from the attackers. The attacking characters should keep their numbers relatively small as the risk of detection increases as the number of the attackers grows larger.

Artifacts

Countless powerful artifacts exist on Mundus, Ascendes and Acernos. This chapter describes those artifacts which are known in legends and annals of Tentaika. Some of these artifacts hold celestial enchantments which are granted by the gods and are nearly impossible to replicate.

Amaterasu, Blade of Sunlight

The Legend of Amaterasu originates during the great cataclysm when the gods walked on Mundus. It is said that Praseus, God of Order appeared in front of a great warlord near the ruins of a great city and presented the brilliant sword known as Amaterasu as a boon from the god of sun.

Amaterasu is a chokutō style sword which has a straight single edged blade and a tsubaless handle. Nowadays the Amaterasu is kept safe in a sacred altar of god of sun inside the shogun's palace at Rozūshito. Amaterasu is made from Sun Essence.

Name	1h dmg	2h dmg	Speed	STR Req	Weight
Amaterasu	18/18/0	20/20/0	20/22	4 / 3	2 kg

Effects

Piercing 6, Indestructible, Sol*, Sun, Cinder, Ascend, Legacy

Sol* (Celestial enchantment)

The weapon deals extra Fire damage based on the wielder's Charisma level. The weapon can also shoot off a jet of fire up to 50 meters. This attack has a 2 meter radius and deals the weapon's base damage plus the wielder's Charisma level amount of Fire damage in 20 point clusters. This attack costs 4 points of Stamina to use.



Memento Mori, Slayer of Gods

Legends tell that a shinigami known as “Nemo” carried this sword gifted by Morte, God of Death. The sword gets its name from the old saying “Remember that you will die”, which is a scantily used proverb in the ranks of the shinigamis and other servants of Morte. This sword is said to bear an unique ability to take the shape of any Tentaikan sword type.

During cataclysm Enma, the Magister of Souls rebelled against Morte, however Nemo slayed the deity. After these events Morte, God of Death formed a secret order of the most powerful demigods under his disposal. Known as the “Orcus Vanguard” this shadow order is kept secret and only a handful of demigods have ever served in it. Memento Mori became the symbol of this order.

Name	1h dmg	2h dmg	Speed	STR Req	Weight
Memento Mori	20/22/0	22/26/0	20/20	6 / 4	3 kg

Effects

Bleeding 8, Indestructible, Morph*, Death, Jagged, Legacy, Ascend

Morph* (*Celestial enchantment*)

The weapon is capable to change its shape to any Tentaikan or Rare sword type. This action takes 10 seconds to perform and requires the full concentration from its wielder. The weapon retains its original damage, speed, weight and requirement values. Only shinigamis may use this enchantment. The weapon gains +5 to speed and +5 to all damage types (calculated to base values).

Kusanagi, The Sword of Gathering Clouds of Heaven

Tentaikan annals describe an immensely powerful uchigatana which was forged during the early days of the Tentaikan nation. It is said to have been forged on the island of Kamijima by the legendary swordsmith Hamasaki Yamato. The annals describe unnatural cloud formations above the island during the creation of the sword. Kusanagi is praised as the best Tentaikan sword ever created.

Kusanagi was lost during 457 A.C. and legends tell that sword shattered into pieces which are trapped inside a gaki who possesses the power to destroy Tentaika. A grand battle took place as Ryusaki Ume, Lady of Fertility and mighty samurai of Tentaika fought against the demon. Unable to defeat the demon, Ryusaki managed to trap the gaki. The gaki was sealed into a secret temple which is guarded by a dedicated brotherhood of monks.

Name	1h dmg	2h dmg	Speed	STR Req	Weight
Tonbogiri	13/0/9	17/0/9	10 / 12	5 / 4	2,25 kg

Effects

Piercing 6, Bleeding 3, Indestructible, War, Blood, Earth, Precision, Jagged, Wisdom*, Legacy

* *INT.B* is not calculated to the weapon's speed

Tonbogiri

The legendary spear of the Okano clan. The spear is said to originally belonged to Aoki Heizo before falling into the hands of the Satake clan. After uniting the Tentaika, the Satake clan gifted Tonbogiri to the Okano clan. A legend tells that when Aoki Heizo wielded Tonbogiri for the first time in battle, the spinning movement of the spear cut many dragonflies in half. Currently Tonbogiri is held in the main temple of Inmicus, God of War in Daisen, waiting for the day when the daimyo of the Okano clan will go to a great war for the shogunate.



Trailing the Calamity

A Campaign

Overview

The campaign is set to Akusekijima which is an island located in the Saiki prefecture. Akusekijima is a large island with a thriving fishing economy. Local Murakami clan rules the island from Hirata-machi, which is the only town on the island. The island has many steep hills and small fishing villages. Most of the island is covered by bamboo forests, and hot springs are a common sight. Shunbetsu is a large inactive volcano that can be seen from any part of the island. Murakami clan is requesting demon hunters to join a hunt to search for a demon which is terrorizing the island.

Hirata-machi

Hirata is a castle town, which is divided into a samurai district, a merchant district and a small red-light district. Townspeople consist mainly of merchants, artisans and samurai. Docks and the red-light district next to them welcome many travellers who pass the island on to their way to Saiki-shi and Wake-machi.

The Demon

Rumors about a demon run wild on the island. The demon has slaughtered villagers and attacked samurai patrols. Few eyewitnesses describe the demon as a possessed samurai.

Common folk turn to local temples and shrines for protection. Murakami clan has lost many good samurai in their fruitless hunt.

Player Characters

The difficulty of this campaign is adjusted to new characters created with 170 XP.

Game Master Section

This campaign follows a group of demon hunters on their quest to slay the demon on Akusekijima. Players start their journey from Hirata-machi. Murakami clan's daimyo Murakami Hibiki has given the group his blessing and a document with daimyo's edict to act on the behalf of the Murakami clan and kill the demon.

The tone of this campaign is not the cheeriest, but it can be adjusted from a simple heroic quest to a dark toned macabre hunt.

The Murakami clan has stated that the urgent task on hand requires their full attention. News about a demon rampaging unchecked would dent the clan's reputation.

Player characters are informed that the demon has henchmen on Hirata-machi. A greedy samurai from the clan, named Moto Katsuro, confessed that he was bribed by a masked rōnin to inform the demon about the clan's movements and actions against it. Moto committed seppuku soon after.

Player characters' first task should be the finding the rōnin behind the bribery as it seems obvious that the demon and the rōnin are somehow linked.

Search for the rōnin

Player characters don't have many clues about the rōnin's whereabouts. Hirata-machi has two tea houses which are popular among samurai and rōnin. One of the tea houses is located in the red light district and the other can be found at the outskirts of the town in the artisan district.

The rōnin which the player characters are after is known as Noboru and he lives in a small hut outside Hirata-machi. He has a messy medium length black hair and simple samurai clothing. Noboru shares his hut with three other rōnin who work for him.

This information can be gathered from two tea houses in the town.

Daimyo

Murakami Hibiki is an old and weathered samurai who is enjoying his second childhood. His clan respects his decisions and leadership. Hibiki's oldest son Murakami Yasu handles most of the running tasks and is often the person whom visitors are directed to.

From the tea house in the artisan district by interrogating the tea house owner and servants: If player characters attempt to use Persuasion skill against the store owner or servants, the TN is 10. If a player character passes the roll, they are informed by the wary store owner or servant that they have seen a rōnin named Noboru speaking with Moto Katsuro. The tea house owner requests that the player characters keep this fact a secret because he fears to receive disdain if people know that demon's henchmen used his tea house as a gathering place.

Showing the edict from daimyo can only make things worse, thus increasing the TN to 12, but if the player characters simply inform the owner that they are demon hunters look-

ing for the demon the owner will tell them to look for a rōnin named Noboru. In this case the owner does not tell them that Noboru might be working for the demon but he does inform the player characters about his whereabouts.

The tea house which can be found in the red light district proves to give more valuable information. If the player characters seek information about Moto Katsuro the tea house owner, who is a middle aged Tentaikan woman, can direct them to a geisha who entertained Moto. The geisha tells the demon hunters that Moto questioned his own motives when he was with the geisha. She also tells that Moto mentioned something about a band of rōnin whom he met. The geisha only remembers the name Noboru, if the player characters ask more about these rōnin. She is pretty sure that the name Noboru belonged to one of the rōnin.

If the player characters seek information about a rōnin named Noboru in the red light district, they learn the following: It seems that Noboru is doing some shady, well paid business for an unknown samurai or rōnin. Some people have seen Noboru with three other rōnin which seem to work for him.



Other rōnin in the town recognize Noboru's name and tell the player characters that he lives in a small hut outside the Hirata-machi. They can give directions to his hut.

Noboru's Hut

The hut is located on top of a small hill. Noboru himself and three other rōnin are keeping a low profile. The player characters can surprise the rōnin during the night when the rōnin have only one guard awake. Rōnin will fight to the death unless Noboru himself is defeated or captured.

If Noboru or one of his henchmen is left alive they will admit that they are working for a gaki. They beg the player characters to spare their lives and offer loot which the gaki has given them. The loot consists mostly of small amounts of bronze, sake and some jewelry from the local temple. Rōnin tell the player characters that the gaki is currently hiding in an old temple on the other side of the island.

Additional questioning reveals that the gaki is in fact the demon they are looking for. Rōnin know little about the gaki himself but they say that the demon has few more rōnin working for him.

The Journey

It should be now clear that the gaki the players are after is hiding at the old temple on the other side of Akusekijima. The players know that the temple is dedicated to Agura, God of Water. Journey to the temple is going to take few days.

The road to the temple travels across a thick bamboo forest. The forest area is near the steep mountainside and this area has many hot springs. Forest road opens up into a heavily farmed plains at the middle of the island. The river which runs from the Shunbetsu mountain splits the grasslands. A wooden arch bridge crosses the river. River crossing offers a possible encounter with Kappas.

In this encounter the bridge might have been destroyed by Kappas or they might have seized the crossing and require a toll. Kappas can be bribed with cucumbers. A sole Kappa

Combat Tip

Noboru can use his Commander ability to give his party a +2 bonus to attack for one combat round. You might also want to roll the rōnin initiative roll with Noboru's Leadership skill which makes the gameplay faster and potentially increases the challenge.

guards the bridge and if the player characters decide to engage in combat, four other Kappas emerge from the river. When a single Kappa is seriously wounded during combat all Kappas will retreat into the river. If the player characters follow, the Kappas will attempt to grapple and drown them. Keep in mind that a Kappa receives a major boost to its stats if it fights in water (these values are shown in brackets).

The Temple

A mossy paved path leads to the secluded temple of Agura. Many torii gates are built on the path as it ascends to the temple. The temple area holds the sacred shrine of Agura. At the front of the paved main yard rises a three story high pagoda which houses the temple's bell. Two living quarters are located on the both sides of the main yard. The Agura's holy shrine is built behind the main pagoda. The temple grounds seem to be awfully quiet.

The Gaki and his minions can ambush the player characters in the main yard or let the players climb inside the pagoda where they can be easily surrounded. At the minimum, the Gaki has three rōnin henchmen. Additional rōnin can be added for more difficulty and an epic showdown. Some rōnin can arm themselves with Yumi longbows.

The Gaki uses the pagoda as his hideout. His henchmen are resting at the pagoda and in the two living quarters. The players may roll a Perception check against a sentry who hides in the main pagoda. Sentry rolls his opposing stealth check with a +3 bonus. The sentry alarms the gaki and his other henchmen if the player characters give away that they have spotted him.



Kappa

Attributes: (Level / Bonus)

Strength: 4 (6/+1)

Endurance: 4 (4)

Agility: 3 (6/+1)

Perception: 4 (4)

Concentration: 6/+1 (6/+1)

Intelligence: 6/+1

Charisma: 4

Fate: 1

Movement:

Walk: 2 m (3 m)

Run: 3,5 m (6 m)

Jump: 2,5 m (3,5m)

Combat Values:

HP: 8 Stamina: 20

Melee Score: 12/13 (15/16) - Martial Arts

Ranged Defense: 3 (4)

Combat Sense: 3 (4)

Damage: 2/2/0 (3/3/0) or 2 (3) points of stamina damage.

Successful melee hit generates Paralyze check TN14.

After the Gaki is defeated a mysterious samurai surprises the player characters. This mysterious man is a Shinigami, servant of Death God Morte. Shinigamis are responsible for gathering the souls of the dead and are well respected and even feared. The Shinigami wears a simple sleek porcelain mask and night blue samurai clothing. Priestess characters (TN10) and trained demon hunters (TN12) may roll an Intelligence check to recognize the person as a Shinigami.

He seizes the initiative and asks suspiciously who or what the player characters are. If the players show him the edict from the Daimyo and tell that they are demon hunters the Shinigami simply thanks them and asks if there are any dead within the temple grounds. If the players respond positively, he then proceeds to the temple grounds to find all the bodies. If the player characters are still watching the Shinigami walks to each body and places his hand near their stomach. He waits for few seconds and then slips something to a hidden pocket inside his sleeve. After visiting each body the Shinigami leaves the temple grounds and disappears into the bamboo forest.

If the players attack the Shinigami, he first defends himself passively and tells them not to attack. If the player characters continue he starts attacking. The Shinigami lets the player characters escape if they are willing.

Return

When the player characters return with the good news the Daimyo gives his thanks and rewards the player characters. Those characters who were in for the money are rewarded with a significant amount of v (15 silvers each). The Daimyo asks if he can show his gratitude in any other way to the other player characters. He can offer small tokens or bestow fame and honor upon the characters.

Special Campaign Rules

Like in many campaigns, the players are likely to encounter lesser enemies which can be sent to battle in greater numbers. These NPC characters use following rules.

Single Health Pool Characters

Lesser NPC characters often use this rule to ensure shorter combat encounters. Successful attacks against these characters still require characters to roll hit location, as hand and feet hits deal only 50% damage to target and characters may wear armor. Also torso and head hits still generate critical hits. To reflect the halved health pool in head hit location, these characters suffer double damage from hits to the head.

Total Unconsciousness

Much like single health pool rule, fights can be made faster when fighting multiple enemies. With Total Unconsciousness rule in effect, once lesser NPC character is knocked unconscious, she will not recover until the end of the fight.

NPC Characters

Rōnin

Attributes: (Level / Bonus)

Strength: 4
Endurance: 4
Agility: 4
Perception: 4
Concentration: 5
Intelligence: 4
Charisma: 4
Fate: 2

Movement:

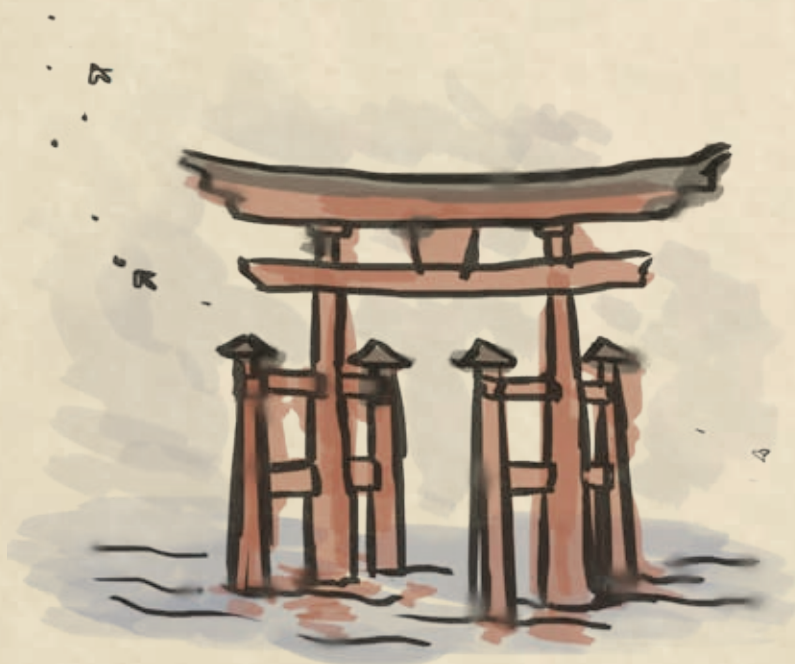
Walk: 2 m
Run: 4 m
Jump: 3 m

Combat Values:

HP: 8 Stamina: 18
Melee Score: 13/12
Martial Arts: 11/10 (Unarmed)
Ranged Attack: 3 (Archery)
Ranged Defense: 4
Combat Sense: 4
+1 to Critical Hit rolls (Swords).

Weapon:

Katana: damage: 3/3/0
Yumi (Bow): Damage: 3/0/0,
Range: 20/50/100/200,
Reload Time: 1 Second,
Shoot Time: 2 Seconds
Iron Arrows: Damage Bonus: 2



Noboru, the Rōnin Leader

Attributes: (Level / Bonus)

Strength: 4
Endurance: 5
Agility: 6/+1
Perception: 4
Concentration: 5
Intelligence: 4
Charisma: 4
Fate: 2

Movement:

Walk: 2,5 m
Run: 5 m
Jump: 3,5 m

Combat Values:

HP: 10 Stamina: 20
Melee Score: 16/16
Martial Arts: 14/14 (Unarmed)
Ranged Defense: 6
Combat Sense: 4
Leadership: 4
Self-Channeling: 1
+1 to Critical Hit rolls (Swords).

Weapon:

Katana: damage: 3/3/0

Armor:

Lamellar Armor Pauldrons (Arms): 2/3/2
Armor Rating

Combat Abilities:

Coup de Grâce: Whenever enemy fumbles her defense check, or you score Miracle on attack, you may use Coup de Grâce. This attack automatically hits the target's torso and ignores all armor.

Iaijutsu: Character may use Iaijutsu only if his weapon is sheathed. Use Iaijutsu when defending against an enemy attack, you gain +2 to the defense roll. If you manage to defend against enemy, you may counter it with an Iaijutsu attack which is a regular attack but does not take any time. Iaijutsu attack doubles the characters *STR* bonus and adds +3 to attack roll. Iaijutsu attack consists drawing the sword.

Commander: Character's party gains +2 to all attack rolls. Performing Commander action takes 2 seconds and the effect lasts for one combat round.

Shinigami

Attributes: (Level / Bonus)

Strength: 6/+1
Endurance: 6/+1
Agility: 6/+1
Perception: 6/+1
Concentration: 8/+2
Intelligence: 5
Charisma: 4
Fate: 3

Movement:

Walk: 3 m
Run: 6 m
Jump: 5 m

Combat Values:

HP: 16 Stamina: 40
Melee Score: 24/24 (Swords)
Martial Arts: 20/21
Ranged Defense: 9
Combat Sense: 7
Self-Channeling: 8
Outward-Channeling: 3
+1 to Critical Hit rolls (Swords).
Damage Bonus: +1.

Weapon:

Fine Genkaisha Steel Daikatana: Damage: 3/4/0, Bleeding 2.
The weapon is made out of black steel and it looks to be of fine quality.

Combat Abilities:

Riposte: Activate when an enemy attacks. If you successfully defended you may perform a free attack. Bonus: +1 to rolls from Combat Meditation perk.

The Gaki Demon

Pale Tentaikan man with a long black hair. He hides his red eyes under a straw hat. He wears a crimson red samurai kimono and a black hakama.

Attributes: (Level / Bonus)

Strength: 6/+1
Endurance: 9/+2
Agility: 6/+1
Perception: 6/+1
Concentration: 9/+2
Intelligence: 5
Charisma: 4
Fate: 3

Movement:

Walk: 3 m
Run: 6 m
Jump: 4 m

Combat Values:

HP: 22 Stamina: 42
Melee Score: 20/19 (Swords)
Martial Arts: 19/19
Ranged Defense: 6
Combat Sense: 6
Self-Channeling: 5
+1 to Critical Hit rolls (Swords).

Weapon:

Fine+ Shiroko Katana: Damage: 3/4/0, Bleeding 2.
The weapon is made out of white steel and it looks to be of fine quality.

Combat Abilities:

Defend: Roll your melee defense roll with 3d6. Pick the best two dice. Bonus: +1 to roll from Combat Meditation perk.





CREATURES & NPCs



This part describes common creatures, animals and demons which can be found in Tentaika. Attributes, skills and abilities of each creature or NPC type are averages and they can differ based on each individual.

Jorōgumo

Jorōgumos are sensual female spider demons which are known to seduce men into their doom. Jorōgumos are able to take a form of a beautiful woman in order to disguise their true macabre nature. Their kisses paralyze men who fall to their seduction, leaving them vulnerable. Jorōgumos will often play with their prey before consuming the victim. Sometimes jorōgumos will cocoon their victims for later use.

Jorōgumos will often use desolate houses, caves and other hideouts as their lair. They store their cocooned victims in their lairs, where they will be devoured later or used as hatching platforms for their offspring. Jorōgumos are very intelligent and somewhat cautious. They will rarely attempt to seduce samurai or demon hunters and prefer to keep a low profile. Jorōgumos are somewhat rare demons and they prefer to live amongst small communities or roads with decent traffic.

Jorōgumo (Spider Form)

Attributes (Level / Bonus)

Strength: 10/+3
Endurance: 10/+3
Agility: 8/+2
Perception: 8/+2
Concentration: 8/+2
Intelligence: 8/+2
Charisma: 8/+2
Fate: 3

Combat Values (Attack/Defense)

HP: 20 **Stamina:** 48
Unarmed: 27/29
Ranged Defense (Acrobatics): 8
Combat Sense: 7
Self-channeling: 5
Ritualism: 12

Movement

Walk: 4,5 m
Run: 9 m
Swim: 7,5 m
Jump: 5 m

Bonuses

Stealth (Assassin): +1

Size Modifier: +1

Combat Abilities

Stimulate Compulsion page 146
Bent Poise page 147
Mind Wreck page 147

Skills (Level/Bonus)

Tracking 4/+2
Stealth 6/+2
Persuasion 5/+2

Secondary Skills

Survival 1
Swimming 3
Language/Tentaika 3

Traits

Attractive (Human Form) lvl 2
Fortitude lvl 2

Akaoni

Akaonis are an ogrish demon race and they often have a red or reddish brown skin and they are roughly three to four meters tall. Scholars believe that akaonis are somehow linked to Rengoku, one of the eight hells. They lead a nomadic lifestyle and they move across the lands in small tribes. Akaonis are most common in the eastern Tentaika and they prefer open plains and light forests. They often steal cattle from villages or threaten

villagers to give them food. Sometimes the akaonis might kill or enslave humans, on the other hand akaoni tribes living in harmony with secluded villages which keep the onis happy with occasional sacrifices are not unheard of.

Attributes (Level / Bonus)

Strength:	14/+5
Endurance:	14/+5
Agility:	4
Perception:	5
Concentration:	4
Intelligence:	3/-1
Charisma:	3/-1
Fate:	2

Combat Values (Attack/Defense)

HP: 36	Stamina: 36
Axes: 19/19	
Unarmed: 18/18	
Ranged Defense (Acrobatics): 4	
Combat Sense: 5	

Movement

Walk: 4,5 m
Run: 9 m
Swim: 5,5 m
Jump: 3 m

Bonuses

Damage: +1

Size Modifier: +2

Combat Abilities

Berserk 1	page 133
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Weapon

Oni Kanabō (2-handed)
Dmg: 0/0/8
Speed: 2

Skills (Level/Bonus)

Tracking	2
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Secondary Skills

Survival	3
Swimming	1
Animal Handling	1
Language/Tentaika	3

Traits

Pain Resistance	lvl 1
Vitality	lvl 2
Fitness	lvl 1



Akuma

Akumas are humans and demigods who are twisted by the demonic powers of the God of Destruction, Mephisto. These demons are cunning and organized and they bear a strong hate against the rest of the world. Akumas organize into tribes and war parties and they often heavily fortify their camps. Akumas carry an infectious disease which corrupts the untainted. Akumas often coat their weapons with their own blood to cause corruption amongst their victims. This corruption slowly turns its victims into an akuma.

The corruption increases the muscle mass of the victim and turns her skin coal dark or dark purple. The victim's head turns gaunt and her entire skin is covered in blunged red veins. The victim's eyes turn gore red and her ears often take a pointed shape and they grow in length. As an akuma grows older she gains more demonic features and she start to grow horns in her head and sometimes in other parts of the body.

Akumas are most common in the Kuro no Mori region and in other parts of the northern Tentaika. Akuma's initial talent is based on the victims skills, however they will gain more endurance, strength and pain resistance as they become more demonic.

Akuma raid parties tend to capture the survivors of their raids and use them as slaves until they turn into akumas. Akuma tribes and war parties rarely contain female akumas as akuma raid parties usually rape and leave behind the women. If these women turn into akumas they are easy prey for demon hunters as they don't have the protection of an akuma tribe. If they manage to get treated there is still a chance they will give birth to a despised half-akuma.

When a character suffers a successful attack from an akuma, she must roll an Endurance check against TN18. If the character fails she takes a single corruption point. After that the character must roll an addi-

tional Endurance check against the same TN every day as long as she has at least a single corruption point. When the character has more corruption points than her total Endurance level she will turn into an akuma.

This corruption can be healed with Ritualism and Outward Channeling. Outward Channeling check against TN20 will heal a single corruption point per day. If a character receives successful channeling treatment for the corruption she doesn't need to roll the Endurance check during that day. Standard Ritual "Cure Corruption" under the Ascendes deity can remove all corruption points from a character as long as she is still human.



Akuma

Attributes (Level / Bonus)

Strength: 8/+2
Endurance: 7/+1
Agility: 5
Perception: 5
Concentration: 5
Intelligence: 4
Charisma: 3/-1
Fate: 1

Combat Values (Attack/Defense)

HP: 14 **Stamina:** 24
Swords: 17/17
Staffs: 17/18
Unarmed: 14/14
Ranged Defense (Acrobatics): 5
Combat Sense: 5

Movement

Walk: 3,25 m
Run: 6,5 m
Swim: 5,25 m
Jump: 3,5 m

Bonuses

Damage: +1
Critical Hit Bonus (swords): +1
Stealth (Assassin): +1

Size Modifier: None

Combat Abilities

Charge page 128
Momentum page 128

Weapons

Machete (2-handed)
Dmg: 1/4/0
Speed: 3

Spear (2-handed)

Dmg: 4/0/1
Speed: 3

Skills (Level/Bonus)

Stealth 4
Tracking 4

Secondary Skills

Survival 3
Swimming 2
Language/Tentaika 3

Traits

Pain Resistance lvl 2
Akuma Corruption lvl 1

Baku

Bakus are mysterious nocturnal beasts with the body of a bear, a trunk of an elephant, an ox tail and three pairs of legs. Bakus are said to devour dreams, leaving only nightmares in their wake. An unthreatened baku is the size of a large cat but if it is threatened it grows to the size of a large horse.

Bakus are extremely agile, fast and they have great strength. A baku is able to hypnotize people with its macabre gaze, leaving their victims in a nightmarish torment. The bakus are often associated with Lumia. Bakus are most common in the center and northern Tentaika and they often habit hills and stark forests.



Draugr

When the forefathers of the seigmen first fled from Aleria to beyond the frozen sea, their guardian Algid, Lady of Glory cursed her people. This curse exists in the soul of each seigman. When a seigman dies this curse turns her into a draugr unless she died in battle. When a seigman dies outside a battle, the curse shatters her soul and turns her into a mindless undead who seeks battle. Draugrs won't attack each other and they usually mass into a horde. Draugrs have the ability to regenerate their body even if it is chopped into tiny pieces. Only immense elemental damage which can disintegrate the cursed flesh can kill the draugr. Draugrs are very uncommon in Tentaika. Sometimes samurai patrols encounter a few stray draugrs in the northern Shirokami Yama.

Algid's Curse (Special Trait)

Algid's Curse restores *END* Health to all hit locations per each day. This ability can slowly restore cut off limbs, organs and pretty much any part of the draugr.



Gaki

Gaki is a common term for a demon which is created when a ritual implants a demon soul into a living human and the demon soul devours the victim. Gakis look like normal humans and they often attempt to blend into civilization. Gakis are driven by negative emotions and often commit murder and physical assault. As a gaki grows stronger its demonic features start to show. The most dominant feature of a gaki is their red or purple eyes which often start to show up right after the possession of the body. Later the eyes start to glow and their skin starts

to get increasingly pale. Old and powerful gakis will also grow a pair of horns. Gakis are expected to live hundreds of years and during that time they will gradually become more powerful. Gakis can be encountered in almost every part of Tentaika. In general a gaki is an uncommon encounter especially in densely inhabited regions which they avoid.

Attributes (Level / Bonus)

Strength:	6/+1
Endurance:	5
Agility:	5
Perception:	6/+1
Concentration:	5
Intelligence:	4
Charisma:	4
Fate:	1

Combat Values (Attack/Defense)

HP: 10	Stamina: 40
Swords: 16/16	
Unarmed: 12/12	
Ranged Defense (Acrobatics): 5	
Combat Sense: 6	
Self-channeling: 4	

Movement

Walk: 2,75 m
Run: 5,5 m
Swim: 4,75 m
Jump: 3,5 m

Bonuses

Critical Hit Bonus (swords): +1
Stealth (Assassin): +1

Size Modifier: None

Weapon

Katana
Dmg: 3/3/0
Speed: 3

Skills (Level/Bonus)

Stealth	4
Tracking	4/+1
Persuasion	3

Secondary Skills

Survival	3
Swimming	2
Language/Tentaika	3

Traits

Demon Soul (20)	lvl 1
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Gōrai

Gōrais are small and simple-minded child sized demons which usually travel in large hordes. Their skin oozes nasty slime which can paralyze their victims. Gōrais prefer humid and wet environments such as marshlands and rainforests. Gōrai hordes travel the countryside and leave destruction behind as they target farms and small villages for food. A gōrai's life expectancy is somewhat short as they are often hunted by samurai clans and demon hunters alike. If a gōrai manages to survive few years and devour enough food it will start to evolve into a much more feared Umibōzu demon. Gōrais are common in the warm parts of Tentaika. Unlike Kappas and other common demons, prevalence of gōrais varies unpredictably.

Gōrai Leadership (Special Trait)

Gōrai hordes are often controlled by a single gōrai with a simple handmade flag. These leaders gain Leadership level 3 skill. If the leader is defeated, any gōrai can assume the position of the leader by taking the flag.

Attributes (Level / Bonus)

Strength:	3/-1
Endurance:	3/-1
Agility:	4
Perception:	4
Concentration:	4
Intelligence:	3/-1
Charisma:	3/-1
Fate:	1

Combat Values (Attack/Defense)

HP: 6	Stamina: 14
Unarmed: 4/4	
Ranged Defense (Acrobatics): 1	
Combat Sense: 1	

Movement

Walk: 1,75 m
Run: 3,5 m
Swim: 4,75 m
Jump: 3 m

Size Modifier: -1

Combat Abilities

Gōrai Slime

Each successful hit from the gōrai causes a Paralyze 2 check to the target.

Skills (Level/Bonus)

Tracking	1
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Secondary Skills

Survival	1
Swimming	3





Inugami

Inugamis are humanoid canine demons. They are almost two meters tall creatures which have great strength and high perception. Inugamis were once dogs and wolves which were possessed by demons. They are very territory sensitive tribal creatures and they prefer mountains and large hills and they will rarely disrupt the life of humans. Inugami tribes will often mark their territory with banners and if someone travels through their territory they will often attack the trespassers. Inugamis mimic the samurai and the aesthetics of Tentaikan culture. They are often seen carrying Tentaikan armor and weapons. Inugamis are uncommon demons and they prefer forests and hills for their tribe's home.

Kageoni

Kageonis are very powerful and intelligent demon spirits. These demons attempt to possess a person and devour their soul, thus becoming the master of a physical body. Kageonis have the unique ability to travel into the Void at will. Like gaki, the Kageoni has a tremendous life force and sometimes the power hungry or the desperate will attempt to control a Kageoni demon inside their body to gain access to this power and the unique ability to travel into the Void.

Kageonis often plan their moves far ahead. Their plans often revolve around gathering power and lesser demons as their minions. Lesser gakis often work for a more powerful Kageoni demon. Kageonis have the potential to become very powerful demons. Most demon hunters and scholars describe them as

the most dangerous combatants from all of the common demon types. This is the reason why rumors about Kageonis are taken seriously among the demon hunters and often even the most experienced demon hunters are not able to deal with them.

When a Kageoni spirit takes the possession of a human body, the body starts to show off demonic features. First the skin turns pale and the person's eyes turn vile red, purple or orange. Later when the demon reaches a certain point in its power, a dark demonic skin starts to creep over the withering human skin and sinister horns puncture from the demon's forehead. This transformed Kageoni is an extremely dangerous opponent and can devastate entire towns without any effort. Much like gakis, Kageonis often attempt to infiltrate the society. Most Kageonis are able to hide their presence against demon sensitive individuals. Each Kageoni has a unique "Disguise Aura" trait which level acts as a TN for characters with the "Demon Sensitivity" trait. This trait level varies around 10 to 30 based on the demon's age. Much like a gaki, Kageonis are expected to live a long time and the most powerful Kageonis can live over a millenia. Furthermore Kageonis require little food and other necessities which keep mortals alive.

Kageoni Void Walk (Special Trait)

A Kageoni or a character controlling a Kageoni soul has the unique ability to open a personal portal to the Void. Using this ability costs 20 points of Stamina and takes 5 seconds to perform. If this is used during combat the Kageoni enters into the Void at the end of the combat round and during the round she cannot move from her current location. The Kageoni is still able to use acrobatics defence against non-AoE attacks when opening a void portal. A Kageoni cannot move other characters inside the Void with this ability. A Kageoni also has a limited understanding of the Void and can travel between planes at will, however the soul of a Kageoni is still bound to the plane she was created on.



Kageoni

Attributes (Level / Bonus)

Strength: 10/+3
Endurance: 10/+3
Agility: 12/+4
Perception: 8/+2
Concentration: 9/+2
Intelligence: 6/+1
Charisma: 5
Fate: 3

Combat Values (Attack/Defense)

HP: 32 Stamina: 86
Swords: 31/35
Unarmed: 30/34
Ranged Defense (Acrobatics): 17
Combat Sense: 12
Self-channeling (output/cost): 12/8
Ritualism Score: 13

Movement

Walk: 5,5 m
Run: 11 m
Swim: 8,5 m
Jump: 15 m

Bonuses

Damage (swords): +5
Critical Hit Bonus (swords): +1
Double Bleeding Damage: -
Absorb Blows (natural armor): 3/3/3
Stealth (Assassin): +1

Size Modifier: None

Combat Abilities

Coup de Grâce page 122
Jump Attack page 123
Iaijutsu page 123
Level 1 - 10 Lumia Rituals page 163
Celestial Ultimatum III page 173

Weapon

Exceptional Katana (often enchanted and better quality)
Dmg: 4/4/0
Speed: 5

Skills (Level/Bonus)

Stealth 8/+1
Tracking 6/+2
Training 2/+1

Secondary Skills

Survival 3
Swimming 3
Medicine 2
Language/Tentaika 3

Traits

Fortitude lvl 3
Vitality lvl 3
Sense Genki lvl 3
Disguise Aura lvl 12

Kappa

Kappas are a small goblin like creatures which live in streams, rivers and lakes in Tentaika and in Agura's Dominion in Acernos. Kappas are the most common demon in Tentaika, mainly because they tend to cause little harm compared to other demon races and are thus often leaved to be, however these creatures cause mischief and terror among the fishers and unwary travellers. Kappas are known to drown and rape their victims. Kappas are intelligent and often prioritize their survival over the wrath of demon hunters. They are also talented in medical knowledge and their love for cucumbers is a widely known fact. Pacts with kappas to heal wounded in exchange for cucumbers are not unheard of.

Attributes* (Level / Bonus)

Strength:	4 (6)/(+1)
Endurance:	4 (4)
Agility:	3 (6)/(+1)
Perception:	4 (4)
Concentration:	6 (6)/+1 (+1)
Intelligence:	6 (6)/+1 (+1)
Charisma:	4 (4)
Fate:	1

Combat Values (Attack/Defense)

HP: 8	Stamina: 20
Unarmed: 12/13	
Ranged Defense (Acrobatics): 3	
Combat Sense: 3	

*A kappa gains a major boost to its stats if it fights in water (these values are shown in brackets).

Movement

Walk: 2 (3) m
Run: 3,5 (7) m
Swim: 6 (9) m
Jump: 2,5 (3,5) m

Size Modifier: -1

Skills (Level/Bonus)

Tracking	2
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Secondary Skills

Survival	3
Swimming	4
Language/Tentaika	3
Language/Domini	2
Medicine	3





Tengu

Tengus are humanoid bird demons which live in forestry mountains and stark hills. An old legend in the Mikan Prefecture tells a story according to which tengu were once mountain monks of Cael, God of Sky until they were cursed by their god. Tengus are naturally extremely skilled swordsmen and swordsmiths. They are known to gift humans who have proven their prowess by teaching them the art of sword fighting, by gifting them powerful swords and protective amulets.

Tengus are an all male species and they reproduce with human females. They can live over 200 years. Tengus are somewhat common in Mikan Prefecture and more uncommon in the rest of Tentaika. Tengus are often hated as they steal women and have imperious attitude over common folk.

Attributes (Level / Bonus)

Strength:	6/+1
Endurance:	6/+1
Agility:	8/+2
Perception:	5
Concentration:	6/+1
Intelligence:	4
Charisma:	4
Fate:	2

Combat Values (Attack/Defense)

HP: 12	Stamina: 36
Swords: 26/30	
Unarmed: 19/20	
Ranged Defense (Acrobatics): 8	
Combat Sense: 6	
Self-channeling: 5	

Movement

Walk: 3,5 m
Run: 7 m
Swim: 4,5 m
Jump: 4 m

Bonuses

Damage: +1
Critical Hit Bonus (swords): +1
Double Bleeding Damage: -
Absorb Blows (natural armor): 2/2/2

Size Modifier: None

Combat Abilities

Coup de Grâce	page 122
Jump Attack	page 123
Iaijutsu	page 123
Aerial Weave I	page 173

Weapon

Exceptional Katana
Dmg: 4/4/0
Speed: 5

Skills (Level/Bonus)

Stealth	3
Tracking	4
Training	3

Secondary Skills

Survival	3
Swimming	1
Medicine	1
Language/Tentaika	3

Traits

Fortitude	lvl 2
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Umibōzu

Umibōzū are mythic demons which dwell in the marshlands and deep seas. These demonic abominations are said to possess a form of a huge corpulent human with limbs of a demonic squid. The umibōzū are extremely intelligent and cautious and they are very fast for their size. Their slime numbs human senses and body and causes them to fall into a paralyze and makes the use of channeling arts harder. Umibōzū are said to breed with humans which in some extend proves their demonic powers.

Umibōzu

Attributes (Level / Bonus)

Strength:	13/+5
Endurance:	13/+5
Agility:	10/+3
Perception:	6/+1
Concentration:	11/+4
Intelligence:	10/+3
Charisma:	4
Fate:	2

Combat Values (Attack/Defense)

HP: 42	Stamina: 72
Unarmed: 40/40	
Ranged Defense (Acrobatics): 11	
Combat Sense: 11	
Ritualism Score: 14	

Movement

Walk: 5,75 m
Run: 11,5 m
Swim: 9,75 m
Jump: 3 m

Bonuses

Tentacles: +2 to grapple
Stealth (Assassin): +1

Size Modifier: +2

Combat Abilities

Umibōzu Slime

Each successful hit from the Umibōzu causes a Paralyze 4 check to the target and the target must roll a Concentration check TN15 when she uses channeling in order to gain the channeling output.

Level 1 - 12 Libera or Agura Rituals

page 146 or page 160

Skills (Level/Bonus)

Stealth	5/+3
Tracking	5/+1

Secondary Skills

Survival	4
Swimming	4
Language/Tentaika	3
Language/Domini	3

Traits

Pain Resistance	lvl 3
Vitality	lvl 4
Fortitude	lvl 4
Sense Genki	lvl 3

Stone Giant

Stone giants are arcane creatures which are created by master ritualists of Terra, Goddess of Earth. Stone giants are roughly 8 meters tall humanoids which are made out of animated stone. Stone giants are purely created to obey their summoner.

Attributes (Level / Bonus)

Strength: 16/+6
Endurance: 17/+7
Agility: 4
Perception: 4
Concentration: 4
Intelligence: 2/-2
Charisma: 1/-3
Fate: 0

Combat Values (Attack/Defense)

HP: 54 **Stamina:** 72
Unarmed (Blunt Damage): 45/42
Ranged Defense (Acrobatics): 8
Combat Sense: 10
Elemental Resistance: 0/10/10

Movement

Walk: 5 m
Run: 10 m
Swim: 5 m
Jump: 11 m

Bonuses

Damage: +10
Stone Skin Trait Armor: 5/5/5
Cannot Become Unconscious: -

Size Modifier: +4

Combat Abilities

Momentum page 128
Crush page 128
Titan's Charge page 129

Traits

Pain Resistance lvl 3
Vitality lvl 5
Fitness lvl 5
Stone Skin lvl 5
Resistance/Fire lvl 5
Resistance/Lightning lvl 5

Animals

This chapter gives statistics for most common animals found in Tentaika. Most animals deal their unarmed damage in form of piercing or slashing damage (bites and claws).

Cat, Fox and Dog

While somewhat different, these animals share same attributes and abilities. Their combat values and skills vary based on their need to prey animals or their training as guard animals.

Strength: 3 - 5 **Health:** 4 to 8
Endurance: 2 - 4 **Stamina:** 12 to 16
Agility: 6
Perception: 12
Concentration: 4
Intelligence: 2
Charisma: 3

Tiger, Jaguar and Other Big Cats

These large felid creatures are an uncommon sight in Tentaika outside the Saiki and Tenshu prefectures.

Strength: 6 - 8 **Health:** 8 to 12
Endurance: 4 - 6 **Stamina:** 16 to 20
Agility: 10
Perception: 12 **Melee Attack/Defense:** 15/17
Concentration: 4 **Ranged Defense:** 6 (Acrobatics)
Intelligence: 3
Charisma: 3

Wolf and War Dog

Wolves are common predators in middle and northern Tentaika, they often hunt in packs and avoid large human settlements. War dogs are somewhat common in Hohiro, Koshi and Daisen Prefectures.

Strength: 6 - 8 **Health:** 6 to 12
Endurance: 3 - 6 **Stamina:** 16 to 20
Agility: 4 to 8
Perception: 12 **Melee Attack/Defense:** 14/15
Concentration: 4 **Ranged Defense:** 3 to 6 (Acrobatics)
Intelligence: 3
Charisma: 3

Bear

Bears are common in Tentaika, especially in Koshi and Hohiro Prefectures. Bear meat is a traditional food in the Hohiro Prefecture, however the hunting of bears is often allowed only in small numbers as bears are considered as kamis by common folk and they are an iconic animal of Terra, Goddess of Earth.

Strength: 8 - 10
Endurance: 8 - 10
Agility: 4
Perception: 10
Concentration: 4
Intelligence: 3
Charisma: 3

Health: 16 to 20
Stamina: 24 to 28
Melee Attack/Defense: 13/12
Ranged Defense: 2 to 3 (Acrobatics)
Size Modifier: +1

Dire Wolf

Dire wolves are a very rare sight in Tentaika if not nonexistent. Dire wolves primarily live in Seigrike and the northern parts of Aleria. Dire wolves are only seen in Tentaika as companion animals.

Strength: 8 - 10
Endurance: 8 - 10
Agility: 8
Perception: 12
Concentration: 4
Intelligence: 3
Charisma: 3

Health: 16 to 20
Stamina: 24 to 28
Melee Attack/Defense: 16/16
Ranged Defense: 4 to 5 (Acrobatics)



Non-Player Characters

Non-Player Characters, or NPCs for short, are characters controlled by the Game Master. These are basic examples of different NPCs. Keep in mind that there are numerous variations of these characters and their combat values can change based on each individual.

Bandit or Ashigaru

Attributes (Level / Bonus)

Strength:	4
Endurance:	4
Agility:	4
Perception:	4
Concentration:	4
Intelligence:	4
Charisma:	4
Fate:	2

Combat Values (Attack/Defense)

HP: 8	Stamina: 16
Swords: 11/11	
Staffs: 11/12	
Martial Arts: 9/9	
Ranged Defense (Acrobatics): 3	
Combat Sense: 4	
Archery: 3	

Movement

Walk: 2 m
Run: 4 m
Swim: 4 m
Jump: 2,5 m

Bonuses

Damage: +1
Critical Hit Bonus (swords): +1
Stealth (Assassin): +1

Size Modifier: None

Weapons

Katana (2-handed)
Dmg: 3/3/0
Speed: 3

Yari (2-handed)

Dmg: 4/0/1
Speed: 3

Bow

Yumi (range: 20/50/100/200)
Dmg: 3/0/0
Reload/Shoot: 1/2

Iron Arrow

Dmg: 2

Skills (Level/Bonus)

Stealth	4
Tracking	3

Secondary Skills

Survival	2
Swimming	2
Language/Tentaika	3

Armor

Kikko

Armor Rating

1/2/1

Shinobi

Attributes (Level / Bonus)

Strength:	4
Endurance:	6/+1
Agility:	7/+1
Perception:	4
Concentration:	6/+1
Intelligence:	4
Charisma:	4
Fate:	2

Combat Values (Attack/Defense)

HP: 12	Stamina: 30
Swords: 16/19	
Martial Arts: 19/24	
Ranged Defense (Acrobatics): 9	
Combat Sense: 6	
Throwing: 4	
Self-channeling: 5	

Movement

Walk: 2,75 m
Run: 5,5 m
Swim: 5,75 m
Jump: 4,5 m

Bonuses

Damage: +1
Critical Hit Bonus (swords): +1
Stealth (Assassin): +1

Size Modifier: None

Combat Abilities

Double Throw	page 132
Hurricane Kick	page 126
Seraphic Flux I	page 174

Weapons

Katana (2-handed)
Dmg: 3/3/0
Speed: 3

Kodachi (2-handed)

Dmg: 2/3/0
Speed: 3

Kunai

Dmg: 2/0/0
Speed: MA

Shuriken

Dmg: 0/1/0
Speed: MA

Kusarigama

Dmg: 2/1/2
Speed: MA

Skills (Level/Bonus)

Stealth	5
Tracking	3
Persuasion	4

Secondary Skills

Survival	3
Swimming	3
Language/Tentaika	3

Traits

Fitness	lvl 1
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ITEMS & EQUIPMENT



This chapter covers the rules behind the weapons, armor and other equipment. The game system uses simple bronze, silver and gold currency system in which one hundred bronze coins equal one silver coin and one hundred silver coins equal one gold coin. Tentaika and other nations have their own coinage but they follow the same principles of value per coin. This means that Tentaikan merchants can buy merchandises from Aleria with Tentaikan coins. Tentaikans also use koku as a medium of exchange and measurement of price. Koku is the amount of rice which feeds a single person for a year. A single koku is equal to 25 silver coins.

Weapons

Weapons are split into five categories which are axes, martial arts weapons, shields, staffs and swords. These categories are further separated by the origin of the weapon. These are Tentaikan weapons, Alerian Weapons, Cero Weapons and Rare Weapons.

Weapons have three damage types which are separated by slashes. These damage values are always showed in Piercing/Slashing/Blunt format. Melee weapons have a speed value which represents the weapon's agility, maneuverability and overall quality. Martial arts weapons are an exception since they receive their Speed value from the Martial Arts skill. Both damage and speed have values for one-handed and two-handed use of the weapon.

Other weapon values are the weapon's Strength requirement, weight and cost. The Strength requirement displays the required Strength to wield the weapon in one-hand and in two-hands. For example, if a weapon has the Strength requirement of 8 / 6 it would mean that the character needs 8 Strength to wield the weapon in one-hand and 6 Strength to wield it in two-hands. The weapon's weight is counted towards the Equipment Encumbrance (page 105).

Weapon Quality Bonus

Almost all weapons have a quality bonus or bonuses. This bonus is applied as an additional effect to the weapon if it is crafted well enough. The quality bonus has three levels, Fine, Exceptional and Legendary. Each quality level cumulates the bonus. For example, a fine quality katana has a Bleeding 3 bonus and an Exceptional level katana has a Bleeding 6 bonus.

Weapon quality bonus is a keyword. Most of these keywords represent a damage effect.

Bleeding

Bleeding bonus makes the weapon cause severe bleeding more easily. This increases the TN of Bleeding checks equal to the Bleeding bonus value. For example, a Fine Katana has Bleeding 3, which means that the default Bleeding check TN12 is increased by 3.

Piercing

Weapons with a Piercing bonus gain armor penetration bonus when they deal piercing damage. The Piercing bonus determines the amount of armor ignored. For example, a Fine Tanto has Piercing 2, which means that piercing attacks ignore 2 points of armor before the damage is applied to the target.

Shatter

Weapons with a Shatter bonus increase the TN of the Shatter damage effect.

Knockdown

Weapons with a Knockdown bonus force the target to roll a Knockdown check. If the Knockdown bonus has a number it is added to TN. If a weapon with a Knockdown bonus without a value is crafted to Exceptional or Legendary, the Exceptional and Legendary bonuses are 1 and 2.

Defense

Weapons with a Defense bonus simply add bonus to Melee defense rolls as long as the weapon is used to defend. If the character dual wields two weapons with a Defense bonus the bonuses don't stack. This Weapon Quality Bonus can also be negative. A nega-

tive value does not change regardless of the weapon quality, thus even standard quality weapons will have the negative modifier.

Attack

Weapons with an Attack bonus simply add bonus to Melee attack rolls as long as the weapon is used to attack. If the character dual wields two weapons with an Attack bonus the bonuses don't stack.

Some weapons have a standard quality bonus. When these weapons are crafted into Fine, Exceptional or Legendary levels they lose their original quality bonus and receive their Weapon Quality Bonus. For example, a Jitte has Defense 1 value as a standard quality weapon and its Weapon Quality Bonus is Defense 1. This means that a Fine Jitte would have Defense 1 value and an Exceptional Jitte would have Defense 2 value.

Tentaikan Weapons

This section introduces Tentaikan weapons and points out any special traits or features of these weapons.

Tsuba - A hand guard

Tsuka - A handle

Saya - The Scabbard of the sword

Kagi - A hook shaped guard of a jitte

Tentaikan Swords

Bokken

The bokken is a wooden training sword which can be built to resemble any variant of the Tentaikan sword archetypes.

Chokutō

The chokutō is considered to be the first Tentaikan sword. The chokutō dates back to the pre-cataclysm era. The sword has a long single edged straight blade and a short tsuka designed to be wielded in one hand. Due to its over millennia old design chokutō is a rare weapon among Tentaikan warriors. These weapons are mainly preserved as artifacts among the samurai caste. The Blade of Sunlight, Amaterasu, is a chokutō.

Daikatana

The daikatana is similar to a standard katana but with a slightly longer blade and tsuka. The daikatana is a less balanced weapon compared to the katana. It is often favored by slightly taller samurai or those who prefer a longer blade and better cutting power over versatility.

Jitte

The jitte is a small dagger sized weapon which is often used by magistrate and Shin'ei-tai samurai. The jitte originates from the Shin'ei-tai and it has spread across Tentaika as a popular law enforcement weapon. The blade of a jitte is often blunt and it is used to subdue the opponent with the help of an overextending kagi.

Kaiken

The kaiken is a short dagger which is used as an easily concealable self-defense weapon. The length of a kaiken ranges between 20 and 25 centimeters.

Katana

The katana is a traditional slightly curved single edged longsword. The katana is the most common weapon in Tentaika due to its versatile and balanced design.

Kodachi

The kodachi is a short sword variation of the katana. Unlike the wakizashi, the kodachi can still be used effectively in two-hands thanks to its katana length tsuka.

Nagamaki

The nagamaki is a rare hybrid weapon which has roughly one meter long tsuka and an equal length blade. The nagamaki is a somewhat rare weapon due to its unusual shape. The weapon is most common in the Saiki Prefecture from which it originates. The Nagamaki is a special weapon because it can be wielded with both the Swords and the Staffs skill.

- Nagamaki can be used with both the Swords and the Staffs skill.



Ninja-to

The ninja-to is similar to the katana, except the ninja-to has a straight blade instead of a curved one like most Tentaikan swords. The ninja-to is often considered as a modernization of the ancient chokutō. The sword's blade is slim and slightly shorter than a katana's and it is clearly designed as a thrusting weapon.

Nodachi

The nodachi is considered a greatsword. Originally designed as a cavalry weapon the nodachi was soon adopted by demon hunters. The sheer size of the nodachi and the unique production requirements have made the sword somewhat rare outside certain sword schools which teach nodachi techniques.

Tanto

The tanto is a slightly curved long dagger which length varies between 15 and 30 centimeters. The tanto is often considered a short sword.

Uchigatana

The uchigatana is the katana's predecessor. The uchigatana has a slightly thinner, wider and longer blade when compared to the katana but its somewhat shorter tsuka decreases the total length of the uchigatana making it as long as the katana. Many nitōjutsu (two sword techniques) favor the uchigatana over the katana.

Wakizashi

The wakizashi is similar to the katana. Its tsuka and blade are shorter than the katana's. The wakizashi is often used as backup weapon for the katana and other long swords. Together with a katana a wakizashi forms the official daishō weapon pair.

Tentaikan Axes

Kanabō

The kanabō is a club weapon which is often made out of wood or metal with a striking end covered with metal spikes.

Masakari

The masakari is a battle axed designed to slash through heavy armor. The masakari is widely used among the Sakata Clan in the Saiki Prefecture.

Oni Kanabō

The oni kanabō is a massive club which requires great strength from its user. The weapon is most commonly wielded by Oni demons.

Ono

The ono is a Tentaikan hatchet which is mainly used as a tool.

Ōtsuchi

The ōtsuchi is a large mallet which is mainly used as a breaching tool by samurai when entering into fortified structures. The ōtsuchi also sees some use in the Sakata and Onishi Clans as a melee weapon.



Tentaikan Staffs

Bamboo Spear

This makeshift weapons is made out of a shaft of sharpened bamboo. Mostly used as a last resort weapon by poor peasants and rōnin.

- A bamboo spear breaks if the character fumbles her melee attack or defense roll.

Bō

The bō is a long staff weapon which is most often constructed from wood or bamboo. This makes the bō an extremely affordable weapon.

Ekū

The ekū is an extremely uncommon weapon which resembles an oar. Mastering the use of ekū is difficult due to its unbalanced form. The weapon techniques consists wide circular swings which drive the momentum of this weapon around its user.

Jō

The jō is a short staff weapon with a shaft length between one to one and half meters. This weapon resembles a walking stick. The Onishi Clan teaches fighting techniques which are based around dual wielding two of these short staff weapons.

Nagamaki

The nagamaki is a rare hybrid weapon which has roughly one meter long tsuka and an equal length blade. The nagamaki is a somewhat rare weapon due to its unusual shape. The weapon is most common in the Saiki Prefecture from which it originates. The Nagamaki is a special weapon because it can be wielded with both the Swords and the Staffs skill.

- Nagamaki can be used with both the Swords and Staffs skill.

Naginata

The naginata is a common pole weapon which has a long shaft with a curved blade. The blade is forged in similar fashion to traditional Tentaikan curved swords. The naginata often has a tsuba similar to the katana. The naginata is a common weapon amongst samurai women and warrior monks.

Sansetsukon

The sansetsukon is an unconventional three-sectioned staff weapon. The Sansetsukon has three short wooden or metal shafts which are connected with metal rings or a rope. The weapon is most used by the Chōhō Butai, the Shin'ei-tai and the Onishi Clan.

Sasumata

The sasumata is a staff weapon which is mainly used by samurai magistrates to arrest and subdue criminals.

- The Sasumata can be used to deliver a grapple action with the Staffs skill. The weapon gains +2 to grapple rolls if the target is knocked down.

Yari

The yari is the most common staff weapon in Tentaika. The length of a yari varies greatly from long six meter ashigaru spears to shorter three to four meters tall spears.

Tentaikan Bows

Daikyū

The daikyū is a longer version of the yumi bow. Unlike the yumi, which is a little longer than its user, the daikyū is at least one fifth longer compared to a yumi meant for a similar sized person. The size of this weapon makes it nigh impossible to use while on horseback.

Hankyū

The hankyū is a Tentaikan short bow. This short bow is designed to be used in thick forests and as a skirmisher weapon.

Yumi

The yumi is the standard Tentaikan bow. It is used by peasant hunters and samurai alike. Like all Tentaikan bows the yumi has an asymmetric shape with its grip located two thirds from the upper tip of the bow. The standard size of the yumi is usually measured by its user's height.

Tentaikan Throwing Weapons

Daishuriken

Also known as an “Ōshuriken” this weapon is a larger version of the standard shuriken. The daishuriken was developed by the Chōhō Butai as a throwing weapon against heavily armored samurai and strong demons. The daishuriken’s diameter is approximately one meter and it weights staggering two kilos, which makes it difficult to handle without proper training and strong muscles. Like the shuriken, the daishuriken is just a definition of a standard throwing weapon, thus the shape of this weapon may vary based on the preference of its user. Most common daishuriken types are the classic star and blade designs.

Kusari-fundo

The kusari-fundo is an unconventional throwing weapon which is mostly used by special forces and samurai magistrates as a subduing weapon. The kusari-fundo is a metal chain with a metal weight at each end.

Black Eggs

Black eggs are hollow eggs which are filled with powdered glass and pepper. As their name suggests the black eggs are usually painted black due to their ties to shinobi operations. Black eggs are designed to be thrown into the eyes which causes blindness for a short duration. Black eggs are crushed before throwing to increase the chances that the blinding dust hits the eyes.

- Black eggs have an effective range of 3 meters and they suffer -2 to the Attack roll.
- Black eggs cannot be recovered after use.

Shuriken and Bo-shuriken

The shuriken is the most common throwing weapon in Tentaika. These small throwing weapons come in many shapes and sizes. The two main types are the standard star shaped shuriken and the spike shaped Bo-shuriken.

Kunai

The kunai is essentially a tool used by the peasant caste. The kunai was later developed into a multipurpose tool and weapon among samurai and shinobis. The kunai ranges from 10 to 30 centimeters in length and it is mainly used as a throwing or an martial arts weapon.

Rope Dart

The rope dart is a special throwing weapon which is essentially a dart or a knife which is attached to a long chain or rope. This weapon originates from the plane of Acernos where it is used by martial artists.

Tentaikan Martial Arts Weapons

Hanbō

Hanbō means half-staff. This simple weapon can be easily produced and it is a common improvised weapon. A well-crafted hanbō made out of strong wood can still cost for its user but for a short use any relatively straight shaft of wood or metal can serve as a substitute weapon.

Kama

The kama originates from a simple farming tool as it is basically just a small hand sickle. This weapon is mainly used by shinobis and some martial arts schools.

Kusarigama

The kusarigama is one of the most famous weapons of ninjutsu. The kusarigama has two parts, the kama section which is basically a slightly curved sickle and a long metal chain with a metal weight at the end. The chain can be used to extend the range of the kusarigama to deliver either end of the weapon up to the chain's length.

- The character can support a chain length up to her Agility level in meters.

Neko-te

The neko-te is a general term for a martial arts weapon which adds claw-like tips to fingers. The neko-te is often part of a glove or it is strapped to the hand.

Nunchaku

The nunchaku is a martial arts weapon consisting of two wooden or metal sticks connected by a short rope or chain.

Ōshuko

The ōshuko is an intimidating weapon which is worn as a glove. The weapon has two or more long metal blades attached above the user's knuckles. This weapon is mainly used in ninjutsu.

Sai

The sai is a simple thrusting dagger with two curved prongs as handguards. The sai is designed to pierce through heavy armor and it is mainly used as a shinobi weapon.

Shuko

The shuko is a simple multipurpose tool and a weapon for ninjutsu operations. The shuko is worn as a glove or padding on the user's palm. Three to six curved metal spikes which protrude from the user's palm are used to improve grip while climbing or as slashing weapons in hand to hand combat.

Tekko

The tekko is a Tentaikan term for brass knuckles.

Tonfa

The tonfa is a simple martial arts weapon which is basically a roughly forearm length wooden stick with a perpendicular handle. Tonfas are commonly used in pairs.

War Fan

The war fan is a rarely used martial arts weapon. The most common use for the war fan is as a self defense weapon for a samurai or a shinobi when they are not permitted to bring their main weapon with them. The war fan relies on fast waving moves.

Armors

Armors are divided into three armor categories which are Light, Medium and Heavy armors. The armors are also split into Tentaikan and Alerian armors.

Armors have three armor rating values which represent the armor's ability to protect the wearer against the three damage types. These damage types are Piercing, Slashing and Blunt damage. These damage values are always showed in Piercing/Slashing/Blunt format. Armors are separated into six pieces and each protects one of the character's hit locations. These parts are Helmet (Head), Cuirass (Torso), Pauldrons (Arms), Gauntlets (Hands), Cuisses (Legs) and Greaves (Feet).

Tentaikan Armors

This section introduces Tentaikan armor types

Kikko Armor

The kikko armor is constructed from small hexagon shaped metal or hardened leather plates. These plates are connected with a loose ringmail, cloth or thin leather. This armor is often hidden under an additional layer of cloth. Kikko armor is often worn by ashigaru soldiers, rōninis and poor samurai.

Karuta Armor

The karuta is a medium armor built from small rectangle metal plates. These plates are connected by light chainmail or leather. The karuta armor is used by ashigaru soldiers and samurai.

Lamellar Armor

The lamellar is constructed from rectangular armor plates which are often hardened leather and metal. These plates are laced together to form a flexible and strong armor. Lamellar armor is often worn by the samurai caste.

Ō-yoroi

The ō-yoroi is a heavy samurai armor which was originally constructed as a bulky cavalry armor. After 900 A.C. the ō-yoroi armor was also put into infantry use and the bulky design saw many modernizations. The construction of an ō-yoroi armor varies based on prefecture it is built in. In the middle Tentaika lighter ō-yoroi variant which features design choices learned from Alerian armors is preferred. The looks of these ō-yoroi variants are still very Tentaikan-like even if more sleek shapes are introduced to the traditional armor. Eastern and western Tentaika still uses more traditional ō-yoroi design but the original bulky cavalry armor is only used in the Daisen Prefecture.

ARMOR LOCATIONS TABLE

Armor Type	Location
Helmet	Head
Cuirass	Torso
Pauldrons	Arms
Gauntlets	Hands
Cuisses	Legs
Greaves	Feet

List of Tentaikan Weapons

TENTAIKAN SWORDS

Name	1H Dmg	2H Dmg	1H / 2H Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Bokken	0/0/1	0/0/2	2 / 3	3 / 3	1	30 Bronzes		Shatter 1
Chokutō	2/1/0	3/2/0	2 / 3	4 / 3	2	10 Silvers		Piercing 1
Daikatana	2/3/0	3/4/0	1 / 3	6 / 4	2	30 Silvers		Bleeding 2
Jitte	1/0/1	1/0/1	4 / 1	2 / 2	0,5	5 Silvers	Defense 1	Defense 1
Kaiken	1/0/0	1/0/0	4 / 1	1 / 1	0,2	1 Silver		Bleeding 1
Katana	2/3/0	3/3/0	2 / 3	4 / 3	1,5	20 Silvers		Bleeding 3
Kodachi	2/2/0	2/3/0	3 / 3	3 / 2	1	17 Silvers		Bleeding 1
Nagamaki	2/2/0	3/5/0	0 / 2	6 / 4	3	45 Silvers		Bleeding 2
Ninja-to	2/2/0	3/2/0	3 / 3	3 / 2	1	10 Silvers		Piercing 1
Nodachi	2/3/0	4/6/0	0 / 2	8 / 6	3	45 Silvers		Bleeding 2
Tanto	2/1/0	2/1/0	4 / 1	2 / 2	0,4	6 Silvers		Piercing 2
Uchigatana	2/4/0	2/4/0	2 / 2	6 / 4	2	30 Silvers		Bleeding 2
Wakizashi	2/2/0	2/2/0	3 / 1	2 / 2	0,8	15 Silvers		Bleeding 1

TENTAIKAN AXES

Name	1H Dmg	2H Dmg	1H / 2H Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Kanabō	0/0/4	0/0/5	1 / 2	7 / 6	6	10 Silvers		Shatter 2
Masakari	0/4/1	0/5/2	1 / 3	6 / 5	5	20 Silvers		Bleeding 1
Oni Kanabō	0/0/5	0/0/8	0 / 2	14 / 10	10	20 Silvers		Knockdown, Shatter 2
Ono	0/2/1	0/3/1	3 / 3	5 / 5	3	5 Silvers		Bleeding 1
Ōtsuchi	1/0/4	1/0/7	1 / 2	10 / 8	8	30 Silvers		Shatter 2

TENTAIKAN STAFFS

Name	1H Dmg	2H Dmg	1H / 2H Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Bamboo Spear	1/0/0	2/0/0	2 / 3	2 / 2	0,5		Breaks on fumble	
Bō	0/0/1	0/0/2	2 / 3	2 / 2	1	30 Bronzes		Defense 1
Ekū	0/0/1	0/0/2	0 / 1	7 / 5	3	25 Bronzes		Shatter 1
Jō	0/0/1	0/0/2	2 / 2	3 / 3	2	9 Silvers		Shatter 1
Nagamaki	2/2/0	3/6/0	0 / 2	6 / 4	3	40 Silvers		Bleeding 2
Naginata	2/3/1	3/4/1	2 / 3	7 / 5	4	30 Silvers		Bleeding 2
Sansetsukon	0/0/2	0/0/3	2 / 4	3 / 3	3	25 Silvers		Defense 1
Sasumata	0/0/1	0/0/2	2 / 2	2 / 2	1	5 Silvers	+2 to grapple roll	Knockdown
Yari	2/0/1	4/0/1	2 / 3	5 / 4	3	15 Silvers		Piercing 2

TENTAIKAN MARTIAL ARTS WEAPONS

Name	1 Handed Damage	1 Handed Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Hanbō	0/0/1	4	2 / 2	1	10 Bronzes		Shatter 1
Kama	2/1/0	4	3 / 3	0,5	5 Silvers		Bleeding 2
Kusarigama	2/1/2	4	3 / 3	1	20 Silvers	Chain	Knockdown 1 or Bleeding 2*
Neko-te	Converts dmg to Piercing		1 / 1	0,5	5 Silvers		Defense 1
Nunchaku	0/0/1	4	2 / 2	0,5	5 Silvers	Attack +1	Attack 1
Ōshuko	Converts dmg to Slashing		2 / 2	1	15 Silvers		Bleeding 2
Sai	2/0/1	4	3 / 3	1	10 Silvers	**	Piercing 1, Defense 1
Shuko	Converts dmg to Slashing		2 / 2	0,4	4 Silvers		Defense 1
Tekko	Converts dmg to Blunt		1 / 1	0,4	2 Silvers		Knockdown
Tonfa	0/0/1	4	2 / 2	0,5	5 Silvers	Defense +1	Defense 1
War Fan	0/1/0	4	3 / 3	0,3	5 Silvers		Bleeding 1

*Blunt damage causes Knockdown and Piercing / Slashing deals Bleeding

**Additional defense 1 regardless of quality

TENTAIKAN LARGE THROWING WEAPONS

Name	1H Dmg	Throwing Dmg	1H Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Daishuriken	2/2/0	4/0/0	4	6 / 6	2	20 Silvers		Bleeding 2
Kusari-fundo	0/0/2	0/0/2	3	4 / 4	1	1 Silver		Shatter 1

TENTAIKAN SMALL THROWING WEAPONS

Name	1H Dmg	Throwing Dmg	1H Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Black Eggs	0/0/0	0/0/0		1 / 1	0,1	10 Bronzes	*	
Bo-shuriken	1/0/0	1/0/0	4	1 / 1	0,1	5 Bronze		Piercing 1
Kunai	2/0/0	2/0/0	4	1 / 1	0,2	10 Bronze		Piercing 1
Rope Dart	2/0/0	2/0/0	4	1 / 1	0,5	5 Silver	Chain	Piercing 1
Shuriken	0/1/0	1/0/0	4	1 / 1	0,1	5 Bronze		Bleeding 1

*Blinds target for 1d6 turns, -2 to attack. Max throw distance 3 meters.

TENTAIKAN BOWS

Name	Damage	Range	STR REQ	Weight (kg)	Cost	Reload Time	Shoot Time	Special
Daikyū	4/0/0	30/60/150/250	5	1,5	4 Silvers	1 second	3 seconds	*
Hankyū	2/0/0	15/30/60/100	3	0,5	1 Silver	1 second	2 seconds	
Yumi	3/0/0	20/50/100/200	4	1	2 Silvers	1 second	2 seconds	

*Cannot be used on horseback

Alerian Weapons

ALERIAN SWORDS

Name	1H Dmg	2H Dmg	1H / 2H Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Bastard sword	2/3/1	3/4/0	2 / 3	6 / 5	3	30 Silvers		Bleeding 1
Broadsword	2/2/0	2/3/0	3 / 2	4 / 3	2	15 Silvers		Bleeding 1
Claymore	2/3/0	4/5/0	1 / 3	8 / 6	5	40 Silvers		Knockdown, Bleeding 1
Dagger	2/1/0	2/1/0	4 / 1	2 / 2	0,4	5 Silvers		Piercing 2
Estoc	3/2/0	4/2/0	2 / 3	5 / 4	2	30 Silvers		Piercing 3
Executioner's Sword	0/3/0	0/5/0	1 / 1	8 / 5	5	22 Silvers		Bleeding 1
Falchion	1/2/0	1/3/0	3 / 2	5 / 4	2	25 Silvers		Bleeding 2
Great Sword	2/4/0	3/6/1	0 / 2	10 / 8	6	50 Silvers		Knockdown, Bleeding 2
Knife	1/0/0	1/0/0	4 / 1	1 / 1	0,2	1 Silver		Bleeding 1
Long Sword	3/2/0	3/2/0	2 / 3	5 / 4	2	20 Silvers		Piercing 2
Rapier	3/1/0	3/1/0	3 / 1	3 / 3	1	18 Silvers		Piercing 2
Scimitar	1/3/0	1/3/0	3 / 2	4 / 3	1,5	30 Silvers		Bleeding 3
Short Sword	2/2/0	2/2/0	3 / 1	3 / 3	1,5	10 Silvers		Bleeding 1

ALERIAN AXES

Name	1H Dmg	2H Dmg	1H / 2H Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Battle Axe	1/4/1	2/5/2	1 / 2	6 / 5	4	20 Silvers		Knockdown
Battle Hammer	1/0/4	1/0/7	1 / 2	10 / 8	15	20 Silvers		Shatter 2, Knockdown
Battle Sickle	1/3/0	1/4/0	2 / 3	5 / 3	2	15 Silvers		Bleeding 1
Club	0/0/1	0/0/2	2 / 2	3 / 2	1	10 Bronzes		
Flail	0/0/4	0/0/4	3 / 1	5 / 5	4	15 Silvers	Defense -2	Defense -2, Shatter 2
Giant Axe	0/5/3	0/7/4	0 / 1	16 / 10	20	1 Gold		Knockdown
Great Axe	0/4/0	0/6/0	1 / 2	9 / 7	14	35 Silvers		Knockdown, Bleeding 1
Hammer	0/0/2	0/0/2	2 / 1	4 / 3	3	3 Silvers		Shatter 1
Hand Axe	0/2/1	0/2/1	2 / 2	4 / 4	2	50 Bronzes		Bleeding 1
Hoe	0/1/0	0/1/0	1 / 1	4 / 4	3	20 Bronzes		
Long Axe	0/2/1	0/4/2	1 / 3	5 / 4	4	15 Silvers		Bleeding 1
Mace	0/0/3	0/0/3	2 / 1	5 / 4	4	5 Silvers		Shatter 1
Morning Star	0/0/3	0/0/4	3 / 1	6 / 5	4	18 Silvers		Shatter 2
War Axe	0/3/1	0/3/1	3 / 3	5 / 5	3	15 Silvers		Bleeding 1
Warhammer	2/0/3	2/0/4	2 / 2	5 / 3	5	8 Silvers		Shatter 2

ALERIAN STAFFS

Name	1H Dmg	2H Dmg	1H / 2H Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Battle Scythe	1/3/0	1/5/1	1 / 3	8 / 6	4	30 Silvers		Bleeding 3
Glaive	2/3/1	4/4/1	1 / 2	7 / 5	5	25 Silvers		Bleeding 1
Polearm	1/3/1	3/4/1	1 / 2	6 / 5	5	20 Silvers		Bleeding 1
Scythe	1/2/0	1/3/1	1 / 2	5 / 3	3	5 Silvers		Bleeding 2
Short Polearm	1/2/1	2/3/1	2 / 3	5 / 5	4	15 Silvers		Bleeding 1
Short Spear	2/0/1	3/0/1	2 / 3	3 / 3	2	10 Silvers		Piercing 2
Spear	2/0/1	4/0/1	2 / 3	5 / 4	3	15 Silvers		Piercing 2
Staff	0/0/1	0/0/2	2 / 3	3 / 3	2	30 Bronzes		Defense 1

ALERIAN SHIELDS

Name	1H Dmg	Armor Rating	1H Speed	Location	STR REQ	Weight (kg)	Cost	Quality Bonus
SMALL SHIELDS								
Buckler	0/0/1	4/4/4	4	Hand	3	2	15 Silvers	Defense 1
Light Buckler	0/0/1	2/2/2	4	Hand	3	1,5	10 Silvers	Defense 1
Reinforced Round Shield	0/0/1	3/3/3	3	Hand, Arm	4	3	5 Silvers	Defense 1
Round Shield	0/0/1	2/2/2	3	Hand, Arm	3	2	1 Silver	Defense 1
MEDIUM SHIELDS								
Bladed Shield	1/3/2	6/6/6	2	Hand, Arm	7	7	35 Silvers	Defense 1, Bleeding 1
Kite Shield	0/0/2	6/6/6	2	Hand, Arm	6	5	23 Silvers	Defense 1
Knights Targe	0/0/2	6/6/6	3	Hand, Arm	5	4	30 Silvers	Defense 1
Light Kite Shield	0/0/2	5/5/5	3	Hand, Arm	5	3,5	25 Silvers	Defense 1
Spiked Shield	2/0/2	5/5/5	2	Hand, Arm	6	6	30 Silvers	Defense 1, Piercing 1
Targe	0/0/2	4/4/4	3	Hand, Arm	5	4	20 Silvers	Defense 1
LARGE SHIELDS								
Board Shield	0/0/1	5/5/5	0	Hand, Arm, Leg	4	4	8 Silvers	Defense 1
Pikemans Board Shield	0/0/1	4/4/4	0	Hand, Arm, Leg	4	3	3 Silvers	Defense 1
Seig Kite Shield	0/0/1	6/6/6	1	Hand, Arm, Leg	5	4	50 Silvers	Defense 2
Tower Kite Shield	0/0/1	8/8/8	1	Hand, Arm, Leg	6	8	45 Silvers	Defense 2
Tower Shield	0/0/1	10/10/10	0	Hand, Arm, Leg	6	10	40 Silvers	Defense 2

ALERIAN MARTIAL ARTS WEAPONS

Name	1 Handed Damage	1 Handed Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Brass Knuckles	Converts dmg to Blunt		1 / 1	0,1	5 Silvers		Knockdown
Fist Blade	2/0/0	4	2 / 2	0,3	15 Silvers	*	Piercing 1
Spiked Whip	1/0/1	3	2 / 2	0,5	10 Silvers	**	Bleeding 1
Whip	0/0/1	3	1 / 1	0,3	2 Silvers	***	

*Weapon is hidden until the first attack (+1 to attack roll). Folding the blade takes 2 seconds

**Can only deliver Stamina and Piercing damage, Range of 6 meters

***Can only deliver Stamina damage, Range of 6 meters

ALERIAN LARGE THROWING WEAPONS

Name	1H Dmg	Throwing Dmg	1H Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Throwing Axe	0/3/0	0/4/0	3	4 / 4	2	10 Silvers	*	Bleeding 2
Throwing Spear	2/0/0	5/0/0	2	4 / 4	1	1 Silver		Piercing 2

*Can be used in melee with Axes Skill

ALERIAN SMALL THROWING WEAPONS

Name	1H Dmg	Throwing Dmg	1H Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Throwing Knife	2/0/0	2/0/0	4	1 / 1	0,2	10 Bronzes		Piercing 1

ALERIAN BOWS

Name	Damage	Range	STR REQ	Weight (kg)	Cost	Reload Time	Shoot Time	Special
Short Bow	2/0/0	15/30/60/100	3	1	1 Silver	1 second	2 seconds	
Composite Bow	3/0/0	20/50/80/160	4	1	10 Silvers	1 second	2 seconds	
Longbow	3/0/0	20/50/100/200	5	1,5	2 Silvers	1 second	3 seconds	
Recurve Bow	4/0/0	30/60/150/250	6	1,5	20 Silvers	1 second	3 seconds	
Siege Bow	10/0/0	60/140/200/320	10	8	30 Silvers	4 seconds	4 seconds	*

*Bow must be deployed before firing, deploying takes 5 seconds. Can only shoot Siege Bow Arrows

ALERIAN CROSSBOWS

Name	Damage	Range	STR REQ	Weight (kg)	Cost	Reload Time	Shoot Time	Special
Crossbow	5/0/0	50/100/200/300	4	2	10 Silvers	15 seconds	2 seconds	+1 to attack roll
Small Crossbow	3/0/0	20/30/40/50	3	1,5	8 Silvers	3 seconds	2 seconds	+1 to attack roll
Repeating Crossbow	2/0/0	15/25/30/40	6	2	25 Silvers	1 second	2 seconds	*
Heavy Crossbow	10/0/0	70/150/220/350	7	6	20 Silvers	30 seconds	2 seconds	**

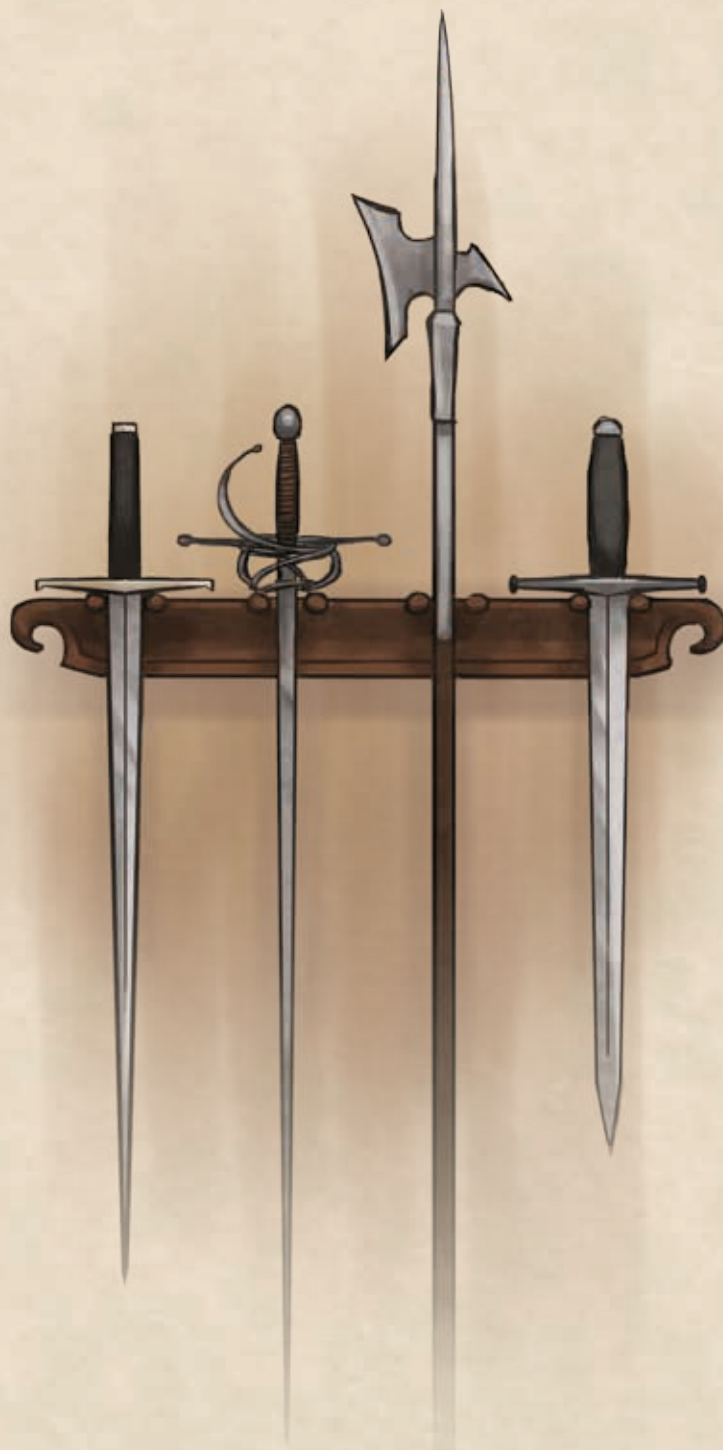
*Reload costs 1 stamina, holds 10 bolts. Reloading the bolts takes 15 seconds

**Character is Encumbered (Unless character has STR of 10), +1 to attack roll

ALERIAN MATCHLOCK WEAPONS

Name	Damage	Range	STR REQ	Weight (kg)	Cost	Reload Time	Shoot Time	Special
Matchlock Musket	6/0/0	8/16/38/74	4	6	100 Silvers	30 seconds	2 seconds	*
Matchlock Carbine	6/0/0	5/15/30/60	3	4	120 Silvers	30 seconds	2 seconds	*
Matchlock Pistol	6/0/0	3/10/20/35	3	1,5	80 Silvers	30 seconds	2 seconds	*

*-3 to attack roll beyond short range, Piercing 2, Available after 1310 A.C.



Acernos Weapons

ACERNOS SWORDS

Name	1H Dmg	2H Dmg	1H / 2H Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Butterfly Sword	1/2/1	1/2/1	3 / 1	3 / 3	0,7	10 Silvers		Bleeding 1
Dadao	1/3/0	1/4/0	2 / 2	5 / 4	2,5	20 Silvers		Bleeding 2
Dao	2/2/0	2/2/0	3 / 2	3 / 3	1	15 Silvers		Bleeding 2
Hook Sword	0/2/0	0/2/0	3 / 2	4 / 3	2	25 Silvers		Defense 2
Jian	3/2/0	3/2/0	3 / 2	4 / 3	1	20 Silvers		Piercing 2
Miao Dao	2/3/0	2/4/0	2 / 3	7 / 5	3	30 Silvers		Bleeding 2
Zhanmadao	2/4/0	2/5/0	0 / 2	8 / 6	4	35 Silvers		Bleeding 2

ACERNOS STAFFS

Name	1H Dmg	2H Dmg	1H / 2H Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Crescent Moon Spade	0/3/1	0/4/1	2 / 3	5 / 4	3	25 Silvers		Bleeding 2
Gun	0/0/1	0/0/2	2 / 3	3 / 3	2	30 Bronzes		Defense 1
Qiang	2/0/1	5/0/1	2 / 3	5 / 4	3	20 Silvers		Piercing 3
Guandao	0/2/1	0/5/1	2 / 3	7 / 5	4	30 Silvers		Bleeding 3

ACERNOS MARTIAL ARTS WEAPONS

Name	1 Handed Damage	1 Handed Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Katar	2/1/0	4	3 / 3	1	20 Silvers		Bleeding 3

ACERNOS LARGE THROWING WEAPONS

Name	1H Dmg	Throwing Dmg	1H Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Dragon Beard Hook	1/1/0	2/2/0	3	3 / 3	1,5	15 Silvers	Chain	Knockdown 2, Bleeding 1
Meteor Hammer	0/0/2	0/0/3	3	4 / 4	2	2 Silvers		Knockdown 2

ACERNOS SMALL THROWING WEAPONS

Name	1H Dmg	Throwing Dmg	1H Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Chakram	0/2/0	0/2/0	4	2 / 2	0,2	1 Silver		Bleeding 1

Uncommon Swords

Name	1H Dmg	2H Dmg	1H / 2H Speed	STR REQ	Weight (kg)	Cost	Effects	Quality Bonus
Giant Machete	1/4/0	1/5/0	1 / 2	9 / 6	6	30 Silvers		Bleeding 2, Knockdown
Giant Sword	2/5/0	3/7/1	0 / 1	15 / 10	15	80 Silvers	Knockdown	Knockdown 2
Machete	1/3/0	1/4/0	2 / 3	7 / 5	4	15 Silvers		Bleeding 1
War Cleaver	0/3/0	1/5/0	1 / 2	8 / 6	6	40 Silvers		Bleeding 3

Ammunition

ARROWS

Name	Damage	Cost
Wooden Arrow	-1	2 Bronzes (10 kpl)
Stone Arrow	0	2 Bronzes (5 kpl)
Bronze Arrow	1	2 Bronzes
Iron Arrow	2	4 Bronzes
Rare Metal Arrow*		
Siege Bow Arrow**	4	20 Bronzes

*Consult the rare metal arrows and bolts table

**Only the Siege Bow can use this arrow type

CROSSBOW BOLTS

Name	Damage	Cost	Special
Bronze Bolt	1/0/0	2 Bronzes	Piercing 2
Iron Bolt	2/0/0	3 Bronzes	Piercing 2

Rare Metal Bolt*

*Consult the rare metal arrows and bolts table

RARE METAL ARROWS AND BOLTS

Material	Dmg Bonus	Cost per Arrow	Special*
Genkaisha Steel	3	10 Bronzes	
Dragern	4	10 Bronzes	-2 to rolls
Shirokō	3	20 Bronzes	
Mithril	3	120 Bronzes	Piercing 1
Virtuleum	3	60 Bronzes	Bleeding 1
Dragon Bone	5	2 Silvers	Piercing 2
Lapis Infernos	4	2 Silvers	Piercing 1
Res Caelestes	5	4 Silvers	Piercing 3
Obsidian	4	30 Bronzes	-1 to rolls
Lapis Luna	4	2 Silvers	Piercing 1

*Crossbow Bolts gain additional Piercing 2 value

MATCHLOCK AMMUNITION

Name	Damage	Cost
Musket Ball and Powder	0	20 Bronzes

Common Armors

Name	Armor Rating	Type	Weight (kg)	Cost
Leather Armor	0/1/1	Helmet	0,5	4 Silvers
<i>Light Armor</i>		Cuirass	1,5	8 Silvers
		Pauldrons	1	5 Silvers
		Gauntlets	0,5	3 Silvers
		Cuisses	1,5	5 Silvers
		Greaves	1	4 Silvers
Fur Armor	1/1/2	Helmet	0,5	5 Silvers
<i>Light Armor</i>		Cuirass	2,5	10 Silvers
		Pauldrons	1,5	6 Silvers
		Gauntlets	0,5	4 Silvers
		Cuisses	2	6 Silvers
		Greaves	1,5	5 Silvers
Studded Leather	0/2/1	Helmet	1	8 Silvers
<i>Light Armor</i>		Cuirass	3	12 Silvers
		Pauldrons	2	9 Silvers
		Gauntlets	1	6 Silvers
		Cuisses	2	9 Silvers
		Greaves	1,5	8 Silvers

Special Armors

Name	Armor Rating	Locations	Weight (kg)	Cost
Full Mask	2/2/2	Head	1	10 Silvers
Half Mask	2/2/2	Head	1	5 Silvers

Tentaikan Armors

Name	Armor Rating	Type	Weight (kg)	Cost
Kikko	1/2/1	Helmet	2	9 Silvers
<i>Light Armor</i>		Cuirass	3,5	15 Silvers
		Pauldrons	2,5	10 Silvers
		Gauntlets	1	8 Silvers
		Cuisses	2	10 Silvers
		Greaves	2	10 Silvers
Karuta	1/3/1	Helmet	2	12 Silvers
<i>Medium Armor</i>		Cuirass	4	16 Silvers
		Pauldrons	2,5	12 Silvers
		Gauntlets	2	11 Silvers
		Cuisses	2,5	12 Silvers
		Greaves	2	11 Silvers
Lamellar Armor	2/3/2	Helmet	2,5	13 Silvers
<i>Medium Armor</i>		Cuirass	6	22 Silvers
		Pauldrons	2,5	12 Silvers
		Gauntlets	2	12 Silvers
		Cuisses	2,5	13 Silvers
		Greaves	2	12 Silvers
Ō-yoroi	3/4/2	Helmet	2,5	14 Silvers
<i>Heavy Armor</i>		Cuirass	7	25 Silvers
		Pauldrons	3,5	16 Silvers
		Gauntlets	2	14 Silvers
		Cuisses	4	17 Silvers
		Greaves	2	14 Silvers

LOCKS AND LOCK PICKING TN

Lock Type	Cost	Prestidigitation TN*	Rarity & Notes	Creation Requirement
Latch	10 Bronzes	7	The most common locking mechanism	Smithing: 0 or Crafting: 1
Warded Lock	10 Silvers	15	Common in cities	Smithing: 5 or Crafting: 2
Pin Lock	30 Silvers	18	Uncommon	Smithing: 8 or Crafting: 3
Combination Lock	1 Gold	22	Rare	Smithing: 10 or Crafting: 4
Genki Lock	10 Golds	33	Almost non-existent on the plane of Mundus. The Shogun's main vault door is secured by this lock. Only characters with a specific genki can open the lock by channeling to it.	Smithing: 10 or Crafting: 15

*Good or poor quality versions of these locks increase or decrease the TN by 2. Good quality also increases the price by 50%. Poor quality locks are not sold. Their poor quality is because of manufacturing defects or wear.

Special Tentaikan Armors

Name	Armor Rating	Locations	Weight (kg)	Cost
Happuri	0/1/1	Head	0,3	5 Silvers
<i>Happuri covers the forehead and cheeks.</i>				
If worn with a Helmet, ignore the armor rating from the Happuri and add +1 to all armor ratings of the helmet.				
Menpō	1/1/1	Head	0,4	10 Silvers
<i>Menpō covers the face from the nose down to the chin.</i>				
If worn with a Helmet, ignore the armor rating from the Menpō and add +1 to all armor ratings of the helmet.				
Somen	2/2/2	Head	0,5	20 Silvers
<i>Somen covers the entire face.</i>				
If worn with a Helmet, ignore the armor rating from the Somen and add +1 to all armor ratings of the helmet.				
Leather Tabi Boots	0/1/1	Feet	1	5 Silvers
<i>Common footwear amongst the Shin'ei-tai and the Chōhō Butai.</i>				
Shōzoku	1/1/1	Feet, Legs, Torso, Arms	3	20 Silvers
<i>Shōzoku is an uncommon reinforced overall worn by Shinobis and Specific Martial Arts Schools.</i>				
Character can wear Shōzoku while still gaining bonuses from Absorb Blows perk. Shōzoku is considered as light armor.				



Alerian Armors

Name	Armor Rating	Type	Weight (kg)	Cost
Ringmail	0/3/0	Helmet	1	10 Silvers
<i>Light Armor</i>		Cuirass	3	17 Silvers
		Pauldrons	2	12 Silvers
		Gauntlets	1	10 Silvers
		Cuisses	2	13 Silvers
		Greaves	2	11 Silvers
Hauberk	1/3/0	Helmet	2	12 Silvers
<i>Medium Armor</i>		Cuirass	4	16 Silvers
		Pauldrons	2,5	12 Silvers
		Gauntlets	2	10 Silvers
		Cuisses	2,5	12 Silvers
		Greaves	2	10 Silvers
Scalemail	2/3/2	Helmet	2,5	14 Silvers
<i>Medium Armor</i>		Cuirass	4,5	20 Silvers
		Pauldrons	3,5	14 Silvers
		Gauntlets	2	12 Silvers
		Cuisses	3,5	14 Silvers
		Greaves	2	12 Silvers
Platemail	4/4/1	Helmet	3	15 Silvers
<i>Heavy Armor</i>		Cuirass	7	26 Silvers
		Pauldrons	3,5	18 Silvers
		Gauntlets	2	14 Silvers
		Cuisses	5	19 Silvers
		Greaves	2	15 Silvers
Gothic Armor	5/6/2	Helmet	3,5	23 Silvers
<i>Heavy Armor</i>		Cuirass	9	36 Silvers
		Pauldrons	6	28 Silvers
		Gauntlets	3,5	23 Silvers
		Cuisses	7	25 Silvers
		Greaves	5	20 Silvers

Other Equipment

LOAD BEARING EQUIPMENT

Name	Notes	Weight (kg)	Cost
Small Bag	5 litres of space		2 Silvers
Belt Bag	2 litres of space		1 Silver
Large Bag	10 litres of space		3 Silvers
Arrow Quiver	20 Arrows	0,5	1 Silver
Large Arrow Quiver	50 Arrows	1	2 Silvers
Bolt Quiver	10 Bolts	0,3	1 Silver
Large Bolt Quiver	40 Bolts	1	2 Silvers
Knife Belt	10 Small Throwing Weapons	0,5	2 Silvers
Knife Holster	4 Small Throwing Weapons	0,2	1 Silver
Javelin Bag	5 Throwing Spears	1	3 Silvers
Potion Belt	4 Potions	0,2	1 Silver
Single Knife Holster	1 Small Throwing Weapon	0,1	30 Bronzes

SURVIVAL EQUIPMENT

Name	Notes	Weight (kg)	Cost
Lantern	Use oil or candle	0,5	10 Bronzes
Torch	Burns one hour	1	2 Bronzes
Lantern Oil	Flask of oil which burns for 6 hours	0,2	10 Bronzes
Candle	Burns for 8 hours	0,1	2 Bronzes
First Aid Kit	Bandages, stitching equipment	0,3	50 Bronzes
Compass	Navigation equipment	0,1	5 Silvers
City / Town map	Paper, leather or cloth map of certain city or town	0,1	10 Silvers
Prefecture Map	Paper, leather or cloth map of certain prefecture in Tentaika	0,1	5 Silvers
Grand Map of Tentaika	Paper, leather or cloth map of entire Tentaika. Showing major roads and towns.	1	20 Silvers
Sleeping Bag	Simple cloth sleeping bag	0,4	50 Bronzes
Sleeping Bag (fur)	Warm sleeping bag for winter use	0,6	2 Silvers
Tent (Small)	Supports 2 people	2	1 Silver
Tent (Large)	Supports 4 people	10	3 Silvers
Tent (Staging Tent)	Supports 12 people	50	5 Silvers
Flagon	Holds one liter of liquid	0,1 (empty)	20 Bronzes
Cooking Equipment	Contains pan, pot, kettle and cutlery	2	2 Silvers
Tinder	Pack of fire starters	0,1	2 Bronzes
Flint and Steel	Fire making tools	01,	10 Bronzes
Telescope	Magnified blurry image	0,3	15 Silvers

TENTAIKAN CLOTHING

Name	Cost
Tabi	20 Bronzes
Hakama	50 Bronzes
Uwagi	75 Bronzes
Sleeveless Uwagi	50 Bronzes
Haori	1 Silver
Hanten	1 Silver
Sleeveless Plain Kimono	75 Bronzes
Plain Kimono	1 Silver
Kimono	20 Silvers
Fabulous Kimono	1 Gold
Happi	50 Bronzes
Scarf	25 Bronzes
Straw Sandals	5 Bronzes
Geta	10 Bronzes
Bamboo Hat	5 Bronzes
Cheongsam	15 Silvers

AVERAGE FOOD PRICES

IN TOWNS

Name	Cost
Mochi	2 Bronzes
Takoyaki	5 Bronzes
Cup of Rice	5 Bronzes
Rice and Fish	7 Bronzes
Miso Soup	7 Bronzes
Ramen	10 Bronzes
Okonomiyaki	10 Bronzes
Sushi	50 Bronzes

ARCANE EQUIPMENT

Name	Notes	Weight (kg)	Cost
Soulstone	Capable of holding a normal soul	0,05	50 Bronzes
Demigod Soulstone	Capable of holding a demigod level soul or a powerful mortal soul	0,1	5 Silvers
Lord Soulstone*	Capable of holding a lord or lady level soul	0,3	5 Golds
God Soulstone**	Capable of holding a soul of a lesser god	10	Priceless
Common Ritual Book	Explains the basics of ritualism. Teaches level 1 - 4 rituals. Usually contains all 1 - 4 level rituals from a single god.	1 to 3	5 Silvers
Uncommon Ritual Book	Teaches 4 - 10 level rituals. Contains up to 10 rituals. Content varies.	1 to 3	20 Silvers
Rare Ritual Book	Teaches 10 - 20 level rituals. Usually contains up to 4 rituals. Content varies greatly.	1 to 3	1 to 10 Golds

*Very rare and considered illegal

**Ultra rare and considered highly illegal

Buildings and Construction

Building construction and purchases are somewhat rare in Tentaika as most major construction work is commissioned by samurai clans. Only real private construction services ran by merchant or artisan castes are located in prefecture capital areas. These services are often directly under the local ruling samurai clan. Common folk often build their own houses and other buildings as a community and they are rarely required to pay for their houses. This communal work effort is very common amongst the farmer caste.

Construction cost includes payments and upkeep for the entire workforce and actual materials. More expensive buildings such as mansions, palaces, castles and grand temples include walls, moats and many buildings. Palaces, castles and large temple complexes are often build in several phases across many years. Most expensive castles are great construction projects for even the shogun or rich warrior clans such as Kido and Kawachi.

BUILDING COSTS

Building	Construction Cost
Shack	1 - 10 Silvers
House	0.5 - 10 Golds
Temple	1 - 1,000,000 Golds
Mansion	1,000 - 20,000 Golds
Palace	10,000 - 100,000 Golds
Castle	500,000 - 4,000,000 Golds



CREATION



Skills such as Smithing and Crafting grant the character an ability to create weapons, armor, clothing and other objects from raw materials. In addition of creating new items characters can create their own Rituals and Combat Abilities.

Equipment Creation

Smithing and Crafting skills determine the character's ability to create new items. The Smithing skill consists the skill of producing arms and armor whereas the Crafting skill consists of producing almost everything else. The Smithing rules are more detailed than Crafting rules which simply give rough estimates of how difficult and time consuming the most common tasks would be.

Rounding Numbers

In Mundus RPG all numbers, with the exception of movement speed values, are rounded up to the nearest whole number unless otherwise mentioned.

Smithing

Smithing skill rules focus on creating new weapons and armor. In addition to this, the Smithing skill can be used to create any items which would require similar skills as weapon and armor production.

Weaponsmithing

Weapon production always requires a forge and materials for the weapon. To keep crafting simple the smith is required to acquire only a single type of material for the weapon. This material is often the metal which the weapon's blade or striking part is built of.

Other pieces such as wood, decorative parts and so on are considered to be free and the smith either manufactures them himself during the creation process or the smith obtains them from other craftsmen. Decorative aspects of the weapon require a Crafting or Art skill.

Each weapon requires metal equal to its weight. Since most weapons are not entirely made out of the required material the excess material is disposed as unusable or used to create decorative parts for the weapon. This lost value also compensates the other materials the weapon and the crafting requires.

The time consumed to craft a weapon is calculated based on the weapon's own creation time plus the time the smith wants to use to improve the weapon. The crafting time is calculated in days and each day represents approximately eight hours of work. The improvement time is dependent of the material used for the weapon. Each improvement increases the Smithing skill roll by +1. The smith can apply up to her Smithing skill score

plus Concentration level of improvements to the weapon. For example, a character with the Smithing skill score of 5 and the Concentration level of 6 can use up to 11 improvements to the weapon, thus applying +11 to her Smithing roll.

The character wants to produce a katana from Virtuleum metal and to apply the maximum amount of improvement time to it. The character has the Smithing skill score of 5 and the Concentration level of 6 and she wants to craft a katana which has the creation time of 6 days. The Virtuleum metal has the improvement time of 6 days so the total time spend to craft the katana is 72 days (Katana base time 6 days + Virtuleum improvement 6 days multiplied by 11).

When the smith has spent the total time required to craft the weapon she will roll her Smithing skill check and add any bonuses from perks, improvement time and other modifiers. The result of this roll is called the Creation Score. The final Creation Score will determine the quality of the weapon and which bonuses it receives. Consult the weapon crafting table for weapon qualities and bonuses.

CREATION SCORE TABLES

WEAPONS

CREATION VALUE	EFFECT
<7	Crafting Failed
15	Add Fine Weapon Quality Bonus, Value +50%
20	+1 to speed or +1 to rolls. Value +25%
25	Add Exceptional Weapon Quality Bonus, Value +25%, +1 to all damage types, +1 to speed or +1 to rolls.
30	+1 to speed or +1 to rolls. Value +50%
35	Add Legendary Weapon Quality Bonus, Value +150%, +1 to all damage types. The weapon is Indestructible.
40	+1 to single damage type, +1 to speed or +1 to rolls. Value +100%

ARMOR

CREATION VALUE	EFFECT
<7	Crafting Failed
15	Value +25%, -10% to weight
20	Armor Bonus , -10 % weight, Value +50%
25	Value +25 %, Armor Bonus
30	Value +50%, -10% to weight, +1 to single armor value
35	Value +150%, Armor Bonus x2
40	Armor Bonus , Value +100%

The Weapon Quality Bonus

The Weapon Quality Bonus stacks on each quality level. A katana's quality bonus is "Bleeding 3" and thus Fine, Exceptional and Legendary katanas would have the following values: Bleeding 3, Bleeding 6 and Bleeding 9. Normal weapons don't have a quality bonus.

Indestructible

When the weapon's Creation Score is equal or higher than 35 the weapon gains the indestructible effect. An indestructible weapon cannot be destroyed by normal means. The weapon also retains its sharpness much longer and requires much less maintenance, however the weapon still requires occasional maintenance. The weapon's core does not erode or break. Only by throwing the weapon into lava, flames of hell or into other places which cause high amounts of constant damage it is possible to wear down the weapon in few weeks.

Statistics Calculation

The final statistics of the weapon are calculated by the following formula:

1. Add bonuses from the material to the base weapon statistics.
2. Add Creation Score bonuses to the weapon.
3. Add bonuses from the character's Smithing perks to the weapon.

Note that weapon's damage values of zero cannot be increased. For example, a katana has 2/2/0 one-handed damage and 3/3/0 two-handed damage. The katana's blunt damage cannot be increased beyond 0 by any means during crafting or enchanting.

Martial Arts weapons without a speed value cannot gain speed or "+1 to rolls" bonus from the Creation Score nor do they gain damage bonuses. These weapons gain the weapon Quality Bonus as they become better quality.

Bows and Crossbows gain only "+1 to rolls" bonus and damage bonus from the Creation Score since they don't have a Quality Bonus.

Arrows and other ammo types cannot be improved and they do not gain any bonuses from the Creation Score.

The weapon's value is calculated by the following method:

1. Weapon's normal value multiplied by one plus the used material's Smithing skill requirement divided by ten. For example, a skill requirement of 6 would mean that the value is increased by 60%.
2. Add the increased value percentage from the Creation Score. The final increased value percentage is calculated by adding all separate increased value percentages together.
3. Add the total cost of materials used to craft the weapon.
4. If the weapon was made out of cheaper materials than steel (3 silvers per kg) reduce the difference between the used material's value and steel's value. For example, if the weapon is made out of bronze and it weighs 2 kg the total reduction is 4 silvers (2 kg in steel is 6 silvers and 2 kg in bronze is 2 silvers).

Shield Crafting

Shields are a special weapon type as they gain both the armor rating bonuses from armor crafting and the speed and damage bonuses from weapon crafting. Shields gain heavy armor equivalent Armor Bonus (+1/+1/+1) but their armor ratings cannot be converted as explained in the armor crafting section. Any material bonuses to weapons and armor both apply to shields. For example, a Shirokō shield would gain +25 % bonus to one damage type and +1 to single armor rating value.

Special Weapon Traits

The smith can add special traits to the weapon. These increase the crafting time and may require additional materials. These effects are applied at the end of the smithing process.

Jagged Blade

Crafting Time: +1 day
Smithing Level Requirement: 3
Requirements: None

The Jagged Blade trait adds a Bleeding 2 effect to the weapon and decreases the weapon's Slashing and Piercing damages by 1 point.

Chain

Crafting Time: +2 days
Smithing Level Requirement: 7
Requirements: 1 kg of material for the chain.

This trait adds a chain to the weapon's handle. The wielder of the weapon can control a chain with the length up to her Agility level in meters. Once the chain trait is added to the weapon the character can replace the chain with a new chain when needed. The character using a chained weapon can attack with melee attacks up to the distance of the chain as long as there is room to spin the weapon (this room is roughly 10% of the chain's total length). When a chain weapon gains additional points to speed or +1 to rolls it gains those bonuses to ranged attack rolls as well. It is a good idea to have a separate bonus value for ranged attacks with chained weapons. For example, an Exceptional Kusarigama would have a speed value of 6 and +2 to ranged attacks.

Reinforced Arch

Crafting Time: +2 days
Smithing Level Requirement: 6
Requirements: Bow or Crossbow, +1 kg of additional materials.

This trait increases a bow's or crossbow's Piercing damage by 1 point but also increases the Strength requirement of the weapon by 2 points.

Long Handle

Crafting Time: +1 day
Smithing Level Requirement: 5
Requirements: Two-handed speed equal to or faster than the one-handed speed, Swords only.

The Long Handle trait lengthens the handle of the weapon. The smith chooses to increase the weapon's two-handed speed or all two-handed damage types by 1 point. This reduces the weapon's one-handed speed by 1 point.



Armorsmithing

Much like producing weapons, armor production requires a forge and tools. The rules for crafting armor follow the same basics as weaponsmithing. The smith requires materials equal to the weight of the armor being produced and the time spend to crafting the armor is calculated by adding improvement time to the armor's base creation time.

Unlike weapons, armors don't have distinct quality levels, instead they will gain Armor Bonuses and decreased weight based on the final Creation Score. The armor's type determines the Armor Bonus. Light Armor gains +1 to a single armor rating, Medium Armor gains +1 to two armor ratings and Heavy Armor gains +1 to all armor ratings. Unlike weapons, armors can increase their armor ratings with the base value of 0. The value of an armor is calculated similarly to weapons.

Once the Smithing skill roll is resolved the smith can convert armor rating values from one armor rating to another. This cannot be done with shields. This conversion is done when all bonuses from the Creation Score bonus, materials and Smithing skill perks are applied to the armor. Armor ratings can be converted by taking a total of 2 points of armor from one or two armor types and adding 1 point of armor to another armor type. For example, if an armor has 3/4/3 armor rating the smith can take 3 points from both Piercing and Blunt armor ratings and add a total of 3 points to Slashing rating, thus the final armor rating would be 0/7/0. This method lets the smith to craft specialized armor which protects against a single damage type. While giving better armor rating against a single damage type this reduces the total armor rating of the armor, thus the theoretical maximum value of the armor is reduced.

A smith may produce special armor for Cuissees. Armored Skirt, Short Skirt and Kilt options modify the base armor ratings of Cuisse type armors. Also the Armored Skirt option increases the protection of the armor to Greaves part as the skirt reaches the character's ankles. This does not prohibit the wearer to use boots or other greaves. A Normal Armored Skirt gains an additional +50 % to its weight.

<u>Armor Class</u>	<u>Armor Bonus</u>
Light / Clothing	1 to single armor value
Medium	1 to two armor values
Heavy	1 to all armor values
Conversion Rule:	Remove 2 points of armor, add one point to any armor value



Armor Variation	Armor Rating	Locations	Weight Modifier	Crafting Level
Armored Skirt	-1/+1/+1	Cuissees, Greaves	+50%	6
Armored Short Skirt / Kilt	-1/+1/0	Cuissees		6

Materials

Each material has three different effects for weapons, armor and archery weapons. Materials have a rarity rating which gives a guideline for their availability on the plane of Mundus.

Dire Wolf Fur and Leather

Dire wolves are somewhat common animals in the northern Rim Oyer and tundras of Acernos. Dire wolf fur and leather is rarely traded to Tentaika. The easiest way to obtain it is through trade in the Koshi prefecture.

Ironbark Oak

Ironbark oak is a somewhat uncommon species of trees in Aleria and Seigriке.

Genkaisha Steel

A high quality steel type found only in the Genkaisha and Mikan Prefectures. The metal is very dark toned.

Dragern

A heavy and durable metal which can only be found in the northern mountains of Seigriке.

Black Wood

A rare dark tree species found in Kuro no Mori and other ancient forests across Mundus and other planes.

Spider Silk

A generalized term for silk harvested from an iron spider species found in the rainforest regions of Mundus, Ascendes and Acernos.

Shirokō

A snow white metal which is widely mined in Shirokami Yama and in the eastern Tentaika.

Mithril

A lightweight silver-like metal which is found in the mountains of Aleria and Shirokami Yama.

Virtuleum

An azure blue crystal-like metal. The main veins of Virtuleum are scattered across Mundus and Acernos.

Lapis Infernos

A rare gore red metal. Can be found in Acernos and in some rare veins on Mundus.

Lapis Luna

A lightweight metal which is very rare on the plane of Mundus. Lapis Luna is an uncommon metal in Acernos.

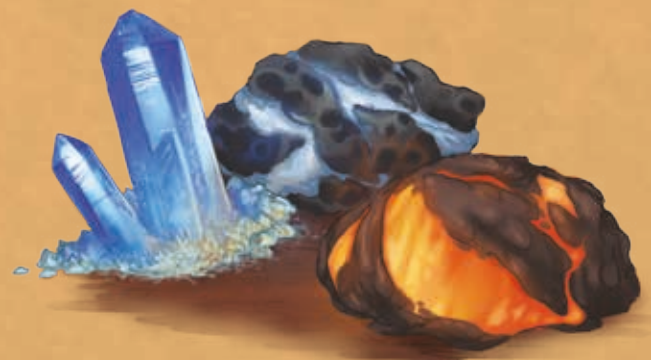
Res Caelestes

A pale silverish metal which is extremely rare on all three planes. The only major veins are located in Ascendes.

Moon and Sun Essence

Pieces of sun and moon. These materials can only be acquired from meteors fallen from the sky. Moon Essence and Sun Essence are extremely rare materials which are highly priced for their radiant essence which is used in jewels, decorations and weapons for their unique ability to deal elemental damage.

Meteors containing Moon or Sun Essence are more likely to fall during Luca's and Lumia's months. They are still very rare and usually only a single meteor falls to Tentaika every five years or so. The meteor often contains roughly 5 kg of material. The total weight of the material in the meteor can be also rolled with either 1d6 or 2d6. The meteor looks like a clear shining lump of molten metal with varying amounts of molten stone covering it. Once the metal is forged it turns slightly transparent. Sun Essence color varies from bright yellow to flame orange where Moon Essence varies from light blue to dark abyss blue and silver.



Material Properties

Wood

Price of one kg: 20 Bronzes

Rarity: Common

Effects on Weapons: If used instead of metal for edged weapons removes slashing damage and reduces piercing damage by 2 points. Legendary weapons won't gain the indestructible effect.

Effects on Armors: -2 to all armor values.

Effects on Bows and Crossbows: None

Enchant Requirement: Legendary

Smithing Skill Requirement: 0

Improvement Time: 1 Hour

Bronze

Price of one kg: 1 Silver

Rarity: Common

Effects on Weapons: -25 % to one damage value. Legendary weapons won't gain the indestructible effect..

Effects on Armors: -1 to all armor values.

Effects on Bows and Crossbows: Cannot be used.

Enchant Requirement: Exceptional

Smithing Skill Requirement: 0

Improvement Time: 3 Days

Leather

Price of one kg: 1 Silver

Rarity: Common

Effects on Weapons: Cannot be used.

Effects on Armors: None

Effects on Bows and Crossbows: Cannot be used.

Enchant Requirement: Exceptional

Smithing Skill Requirement: 1

Improvement Time: 2 Days

Iron

Price of one kg: 2 Silvers

Rarity: Common

Effects on Weapons: Legendary weapons won't gain the indestructible effect.

Effects on Armors: -1 to one armor value.

Effects on Bows and Crossbows: Cannot be used.

Enchant Requirement: Exceptional

Smithing Skill Requirement: 1

Improvement Time: 2 Days

Steel

Price of one kg: 3 Silvers

Rarity: Common

Effects on Weapons: None

Effects on Armors: None

Effects on Bows and Crossbows: Cannot be used.

Enchant Requirement: Exceptional

Smithing Skill Requirement: 1

Improvement Time: 2 Days

Stone

Price of one kg: Free

Rarity: Very Common

Effects on Weapons: -25% to all damage values. +50% to normal weapon weight. Speed -50%. Breaks on fumble. Legendary weapons won't gain the indestructible effect.

Effects on Armors: -2 to all armor ratings. +50% of normal armor weight.

Effects on Bows and Crossbows: Cannot be used.

Enchant Requirement: Legendary

Smithing Skill Requirement: 1

Improvement Time: 4 Days

Dire Wolf Fur

Price of one kg: 10 Silvers

Rarity: Uncommon

Effects on Weapons: Cannot be used.

Effects on Armors: +1 to one armor rating value, Increased resistance against cold weather.

Effects on Bows and Crossbows: Cannot be used.

Enchant Requirement: Exceptional

Smithing Skill Requirement: 2

Improvement Time: 2 Days

Dire Wolf Leather

Price of one kg: 8 Silvers

Rarity: Uncommon

Effects on Weapons: Cannot be used.

Effects on Armors: +1 to one armor rating value.

Effects on Bows and Crossbows: Cannot be used.

Enchant Requirement: Exceptional

Smithing Skill Requirement: 2

Improvement Time: 2 Days

Ironbark Oak

Price of one kg: 4 Silvers

Rarity: Uncommon

Effects on Weapons: If used instead of metal for edged weapons removes Slashing damage and reduces Piercing damage by 1 point. +25% to blunt damage.

Effects on Armors: +1 to all armor ratings for shields made out of Ironbark Oak. -25% to armor weight.

Effects on Bows and Crossbows: +50 % to Piercing damage.

Enchant Requirement: Fine

Smithing Skill Requirement: 3

Improvement Time: 3 Days

Genkaisha Steel

Price of one kg: 5 Silvers

Rarity: Uncommon

Effects on Weapons: -25 % to weapon weight, Speed +25 %.

Effects on Armors: -25 % to armor weight.

Effects on Bows and Crossbows: Cannot be used.

Enchant Requirement: Fine

Smithing Skill Requirement: 4

Improvement Time: 3 Days

Dragern

Price of one kg: 15 Silvers

Rarity: Uncommon

Effects on Weapons: +75% to two damage values. +50% to weapon weight.

Effects on Armors: +25% to armor weight. +3 to two armor ratings.

Effects on Bows and Crossbows: Cannot be used.

Enchant Requirement: Fine

Smithing Skill Requirement: 4

Improvement Time: 3 Days

Black Wood

Price of one kg: 10 Silvers

Rarity: Rare

Effects on Weapons: If used instead of metal for edged weapons removes Slashing damage and reduces Piercing damage by 1 point. +25% to blunt damage.

Effects on Armors: +2 to armor rating to shields. +1 to single armor rating for armors.

Effects on Bows and Crossbows: +100% to Piercing damage, Reduce shoot time by 1 second, minimum to 1 second.

Enchant Requirement: Fine

Smithing Skill Requirement: 4

Improvement Time: 4 Days

Spider Silk

Price of one kg: 20 Silvers

Rarity: Rare

Effects on Weapons: Cannot be used.

Effects on Armors: +1 to all armor ratings if used to make cloths. Clothing is unflamable and cannot be destroyed by flames. Cannot be used to make armor.

Effects on Bows and Crossbows: Cannot be used.

Enchant Requirement: Normal

Smithing Skill Requirement: 4

Improvement Time: 4 Days

Shirokō

Price of one kg: 10 Silvers

Rarity: Rare

Effects on Weapons: +25% to one damage value.

Effects on Armors: +1 to one armor rating value.

Effects on Bows and Crossbows: Cannot be used.

Enchant Requirement: Fine

Smithing Skill Requirement: 5

Improvement Time: 4 Days

Mithril

Price of one kg: 20 Silvers

Rarity: Rare

Effects on Weapons: -50% weapon weight, Speed +50%.

Effects on Armors: -25% to armor weight, +1 to all armor ratings.

Effects on Bows and Crossbows: +25% to Piercing Damage.

Enchant Requirement: Fine

Smithing Skill Requirement: 6

Improvement Time: 6 Days

Virtuleum

Price of one kg: 20 Silvers

Rarity: Rare

Effects on Weapons: +25% to two damage values. -25% to weapon weight, Speed +25%, If Weapon has Bleeding effect, add +2 to it.

Effects on Armors: -25% to armor weight, +1 to one armor rating.

Effects on Bows and Crossbows: Cannot be used.

Enchant Requirement: Fine

Smithing Skill Requirement: 6

Improvement Time: 4 Days

Obsidian

Price of one kg: 20 Silvers

Rarity: Uncommon

Effects on Weapons: +25% to single damage value. Speed +25%. If weapon has Bleeding effect add +4 to it.

Effects on Armors: -25% of total armor weight.

Effects on Bows and Crossbows: Cannot be used.

Enchant Requirement: Exceptional

Smithing Skill Requirement: 6

Improvement Time: 4 Days

Wyvern Scale

Price of one kg: 30 Silvers

Rarity: Rare

Effects on Weapons: Cannot be used.

Effects on Armors: +1 to two armor ratings.

Effects on Bows and Crossbows: Cannot be used.

Enchant Requirement: Fine

Smithing Skill Requirement: 6

Improvement Time: 4 Days

Dragon Bone

Price of one kg: 70 Silvers

Rarity: Very Rare

Effects on Weapons: +75% to all damage values, -25% to weapon weight, +25% to speed.

Effects on Armors: +2 to all armor ratings, -10% to armor weight.

Effects on Bows and Crossbows: +100% to Piercing damage, +1 to Attack rolls.

Enchant Requirement: Normal

Smithing Skill Requirement: 7

Improvement Time: 6 Days

Dragon Scale

Price of one kg: 1 Gold

Rarity: Extremely Rare

Effects on Weapons: Cannot be used.

Effects on Armors: +3 to two armor ratings, +2 to the remaining armor rating.

Effects on Bows and Crossbows: Cannot be used.

Enchant Requirement: Normal

Smithing Skill Requirement: 7

Improvement Time: 6 Days

Lapis Infernos

Price of one kg: 1 Gold

Rarity: Very Rare

Effects on Weapons: +125% to two damage values.

Effects on Armors: Armor absorbs 3 points of fire damage. +2 to all armor ratings and +2 to one additional armor rating.

Effects on Bows and Crossbows: Cannot be used.

Enchant Requirement: Normal

Smithing Skill Requirement: 8

Improvement Time: 6 Days

Lapis Luna

Price of one kg: 1 Gold

Rarity: Rare

Effects on Weapons: +75% to one damage value, Speed +50%.

Effects on Armors: +2 to two armor values.

Effects on Bows and Crossbows: Cannot be used.

Enchant Requirement: Normal

Smithing Skill Requirement: 8

Improvement Time: 4 Days

Res Caelestes

Price of one kg: 2 Golds

Rarity: Extremely Rare

Effects on Weapons: +100% to all damage values, -25% to weapon weight, speed +50%.

Effects on Armors: +1 to all armor ratings, -50% to armor weight.

Effects on Bows and Crossbows: +100% to Piercing damage.

Enchant Requirement: Normal

Smithing Skill Requirement: 10

Improvement Time: 6 Days

Moon Essence

Price of one kg: 5 Golds

Rarity: Ultra Rare

Effects on Weapons: +50% to all damage values. -25% to weapon weight, +25% to speed. All damage is converted to energy damage.

Effects on Armors: Grants energy resistance based on the highest armor value.

Effects on Bows and Crossbows: +50% to all damage values. All damage is converted to energy damage.

Enchant Requirement: Normal

Smithing Skill Requirement: 15

Improvement Time: 6 Days

Sun Essence

Price of one kg: 5 Golds

Rarity: Ultra Rare

Effects on Weapons: +50% to all damage values. -25% to weapon weight, +25% to speed. All damage is converted to fire damage.

Effects on Armors: Grants fire resistance based on the highest armor value.

Effects on Bows and Crossbows: +50% to all damage values. All damage is converted to fire damage.

Enchant Requirement: Normal

Smithing Skill Requirement: 15

Improvement Time: 6 Days



Crafting

Crafting rules are not as detailed as Crafting is a Secondary skill. These rules are guidelines for Crafting and other Secondary skills which are used to create something new. These crafting rules cover creative aspects of creating new content besides the obvious use of crafting skill to create clothing, decorative objects and other items. For example, a character who has Art/Singing can write songs and poems and Art/Painting can be used to paint pictures and to decorate other objects.

Crafting and Art skills are meant to add flavor to the character in addition of providing an actual career path. Art/Calligraphy might not be profitable for a samurai character but as a hobby it is perfectly suitable. As a secondary skill the crafting only has four levels to gauge the character's ability, in addition to the skill level the character's attribute levels can be used to further gauge the character's skill. In addition to Intelligence some Arts benefit from Charisma. The process to create something with Crafting and an Art skill is estimated by the Game Master. This includes the time it takes to create something and the materials the character is able to use. For example, it should not be possible to use dragon bone with a level 1 crafting skill. Also rare materials might require the character to study the material and to practice with it before creating something successfully, at least without a skill check with an extremely high TN.

Craftable Weapons

Tentaikan Weapons

Swords

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Bokken	1	Shatter 1	8 hours	1
Chokutō	2	Piercing 1	4 days	3
Daikatana	2	Bleeding 2	6 days	5
Jitte	0,5	Defense 1	2 days	3
Kaiken	0,2	Bleeding 1	2 days	2
Katana	1,5	Bleeding 3	6 days	4
Kodachi	1	Bleeding 1	6 days	4
Nagamaki	3	Bleeding 2	6 days	5
Ninja-to	1	Piercing 1	4 days	3
Nodachi	3	Bleeding 2	8 days	6
Tanto	0,4	Piercing 2	6 days	4
Uchigatana	2	Bleeding 2	8 days	6
Wakizashi	0,8	Bleeding 1	6 days	4

Axes

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Kanabō	6	Shatter 2	3 days	3
Masakari	5	Bleeding 1	4 days	4
Oni Kanabō	10	Knockdown, Shatter 2	6 days	4
Ono	3	Bleeding 1	4 days	3
Ōtsuchi	8	Shatter 2	6 days	4



Staves

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Bamboo Spear	0,5		1 minute	Untrained
Bō	1	Defense 1	6 hours	0
Ekū	3	Shatter 1	4 days	3
Jō	2	Shatter 1	4 hours	1
Nagamaki	3	Bleeding 2	6 days	5
Naginata	4	Bleeding 2	6 days	4
Sansetsukon	3	Defense 1	2 days	3
Sasumata	1	Knockdown	2 days	3
Yari	3	Piercing 2	4 days	4

Martial Arts Weapons

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Hanbō	1	Shatter 1	4 hours	1
Kama	0,5	Bleeding 2	6 days	4
Kusarigama	1	Knockdown 1 or Bleeding 2	6 days	4
Neko-te	0,5	Defense 1	3 days	5
Nunchaku	0,5	Attack 1	1 day	2
Ōshuko	1	Bleeding 2	6 days	3
Sai	1	Piercing 1, Defense 1	3 days	3
Shuko	0,4	Defense 1	1 day	3
Tekko	0,4	Knockdown	1 day	3
Tonfa	0,5	Defense 1	1 day	3
War Fan	0,3	Bleeding 1	2 days	4

Large Throwing Weapons

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Daishuriken	2	Bleeding 2	3 days	6
Kusari-fundo	1	Shatter 1	3 days	4

Small Throwing Weapons

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Black Eggs	0,1		3 hours	Untrained
Bo-shuriken	0,1	Piercing 1	4 hours	2
Kunai	0,2	Piercing 1	6 hours	2
Rope Dart	0,5	Piercing 1	4 days	5
Shuriken	0,1	Bleeding 1	4 hours	2

Bows

Name	Weight	Creation Time	Crafting Level
Daikyū	1,5	2 days	4
Hankyū	0,5	1 day	4
Yumi	1	1 day	3

Alerian Weapons

Swords

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Bastard Sword	3	Bleeding 1	4 days	5
Broadsword	2	Bleeding 1	4 days	4
Claymore	5	Knockdown, Bleeding 1	6 days	5
Dagger	0,4	Piercing 2	1 day	3
Estoc	2	Piercing 3	6 days	5
Executioner's Sword	5	Knockdown	6 days	5
Falchion	2	Bleeding 1	5 days	4
Great Sword	6	Knockdown, Bleeding 2	8 days	6
Knife	0,2	Bleeding 1	1 day	3
Long Sword	2	Piercing 2	4 days	4
Rapier	1	Piercing 2	4 days	5
Scimitar	1,5	Bleeding 1	5 days	4
Short Sword	1,5	Bleeding 1	4 days	4

Axes

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Battle Axe	4	Knockdown	4 days	4
Battle Hammer	15	Shatter 2, Knockdown	3 days	3
Battle Sickle	2	Bleeding 1	3 days	3
Club	1		4 hours	0
Flail	4	Defense -2, Shatter 2	6 days	5
Giant Axe	20	Knockdown	10 days	8
Great Axe	14	Knockdown, Bleeding 1	8 days	6
Hammer	3	Shatter 1	1 day	2
Hand Axe	2	Bleeding 1	2 days	2
Hoe	3		1 day	1
Long Axe	4	Bleeding 1	4 days	4
Mace	4	Shatter 1	3 days	3
Morning Star	4	Shatter 2	4 days	4
War Axe	3	Bleeding 1	4 days	4
Warhammer	5	Shatter 2	3 days	4

Staves

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Battle Scythe	4	Bleeding 3	4 days	5
Glaive	5	Bleeding 1	5 days	5
Polearm	5	Bleeding 1	4 days	4
Scythe	3	Bleeding 2	2 days	2
Short Polearm	4	Bleeding 1	4 days	4
Short Spear	2	Piercing 2	3 days	3
Spear	3	Piercing 2	3 days	3
Staff	2	Defense 1	6 hours	0

Small Shields

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Buckler	2	Defense 1	1 day	2
Light Buckler	1,5	Defense 1	1 day	3
Reinforced Round Shield	3	Defense 1	3 days	2
Round Shield	2	Defense 1	2 days	3

Medium Shields

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Bladed Shield	7	Defense 1, Bleeding 1	6 days	7
Kite Shield	5	Defense 1	4 days	4
Knights Targe	4	Defense 1	6 days	6
Light Kite Shield	3,5	Defense 1	4 days	5
Light Targe	3	Defense 1	4 days	5
Spiked Shield	6	Defense 1, Piercing 1	4 days	7
Targe	4	Defense 1	4 days	4

Large Shields

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Board Shield	4	Defense 1	1 day	3
Pikemans Board Shield	3	Defense 1	2 days	4
Seig Kite Shield	4	Defense 2	4 days	5
Tower Kite Shield	8	Defense 2	5 days	7
Tower Shield	10	Defense 2	4 days	6

Martial Arts Weapons

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Brass Knuckles	0,1	Knockdown	1 day	5
Fist Blade	0,3	Piercing 1	10 days	10
Spiked Whip	0,5	Bleeding 1	4 days	6
Whip	0,3		2 days	3

Large Throwing Weapons

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Throwing Axe	2	Bleeding 2	3 days	4
Throwing Spear	1	Piercing 2	2 days	4

Small Throwing Weapons

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Throwing Knife	0,2	Piercing 1	1 day	5

Bows

Name	Weight	Creation Time	Crafting Level
Short Bow	1	1 day	4
Composite Bow	1	4 days	7
Long Bow	1,5	1 day	3
Recurve Bow	1,5	4 days	7
Siege Bow	8	6 days	8

Crossbows

Name	Weight	Creation Time	Crafting Level
Crossbow	2	4 days	5
Small Cross-bow	1,5	5 days	6
Repeating Crossbow	2	8 days	8
Heavy Cross-bow	6	6 days	7

Matchlock Weapons

Name	Weight	Creation Time	Crafting Level
Matchlock Musket	6	12 days	8
Matchlock Carbine	4	12 days	8
Matchlock Pistol	1,5	10 days	7

Acernos Weapons

Swords

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Butterfly Sword	0,7	Bleeding 1	4 days	4
Dadao	2,5	Bleeding 2	6 days	5
Dao	1	Bleeding 2	4 days	4
Hook Sword	2	Defense 2	5 days	5
Jian	1	Piercing 2	6 days	4
Mia Dao	3	Bleeding 2	6 days	5
Zhanmadao	4	Bleeding 2	8 days	6

Staves

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Crescent Moon Spade	3	Bleeding 2	4 days	4
Gun	2	Defense 1	6 hours	0
Qiang	3	Piercing 3	4 days	5

Martial Arts Weapons

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Katar	1	Bleeding 3	3 days	4

Large Throwing Weapons

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Dragon Beard Hook	1,5	Knockdown 2, Bleeding 1	6 days	5
Meteor Hammer	2	Knockdown 2	3 days	3

Small Throwing Weapons

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Chakram	0,2	Bleeding 1	2 days	6

Rare Swords

Name	Weight	Quality Bonus	Creation Time	Crafting Level
Giant Machete	6	Bleeding 2, Knockdown	6 days	5
Giant Sword	15	Knockdown 2	10 days	10
Machete	4	Bleeding 1	3 days	4
War Cleaver	6	Bleeding 3	4 days	5

Ammunitions

Type	Creation Time	Crafting Level
Arrow	1 hour	0
Crossbow Bolt	1 hour	0
Musket Ball and Powder	30 minutes	3

Rare Metal Arrow and Bolt Crafting

Material	Dmg Bonus	Cost per Arrow	Special Properties*	Crafting Level
Genkaisha Steel	3	10 Bronzes		4
Dragern	4	10 Bronzes	-2 to rolls	4
Shirokō	3	20 Bronzes		5
Mithril	3	120 Bronzes	Piercing 1	6
Virtuleum	3	60 Bronzes	Bleeding 1	6
Obsidian	4	30 Bronzes	-1 to rolls	6
Dragon Bone	5	2 Silvers	Piercing 2	7
Lapis Infernos	4	2 Silvers	Piercing 1	8
Lapis Luna	4	2 Silvers	Piercing 1	8
Res Caelestes	5	4 Silvers	Piercing 3	10

*Crossbow Bolts gain additional Piercing 2 value

Craftable Armors

Tentaikan Armors

Name	Type	Weight	Creation Time	Crafting Level
Kikko (1/2/1)	Helmet	2	5 days	3
<i>Light Armor</i>	Cuirass	3,5	10 days	3
	Pauldrons	2,5	6 days	3
	Gauntlets	1	6 days	3
	Cuisses	2	6 days	3
	Greaves	2	8 days	3

Name	Type	Weight	Creation Time	Crafting Level
Karuta (1/3/1)	Helmet	2	6 days	3
<i>Medium Armor</i>	Cuirass	4	12 days	3
	Pauldrons	2,5	8 days	3
	Gauntlets	2	8 days	3
	Cuisses	2,5	8 days	3
	Greaves	2	8 days	3

Name	Type	Weight	Creation Time	Crafting Level
Lamellar Armor (2/3/2)	Helmet	2,5	6 days	4
<i>Medium Armor</i>	Cuirass	6	18 days	4
	Pauldrons	2,5	8 days	4
	Gauntlets	2	8 days	4
	Cuisses	2,5	10 days	4
	Greaves	2	8 days	4

Name	Type	Weight	Creation Time	Crafting Level
Ō-yoroi (3/4/2)	Helmet	2,5	8 days	5
<i>Heavy Armor</i>	Cuirass	7	18 days	5
	Pauldrons	3,5	10 days	5
	Gauntlets	2	8 days	5
	Cuisses	4	10 days	5
	Greaves	2	8 days	5

Special Tentaikan Armor

Name	Type	Weight	Creation Time	Crafting Level
Happuri (0/1/1)	Helmet	0,3	2 days	3
<i>Light Armor</i>				
Menpō (1/1/1)	Helmet	0,4	4 days	4
<i>Light Armor</i>				
Somen (2/2/2)	Helmet	0,5	6 days	5
<i>Light Armor</i>				
Leather Tabi Boots (0/1/1)	Greaves	1	4 days	4
<i>Light Armor</i>				
Shōzoku (1/1/1)	Armor Set	3	20 days	3
<i>Light Armor</i>				

Common Armors

Name	Type	Weight	Creation Time	Crafting Level
Leather Armor (0/1/1)	Helmet	0,5	4 days	3
<i>Light Armor</i>	Cuirass	1,5	6 days	3
	Pauldrons	1	4 days	3
	Gauntlets	0,5	6 days	3
	Cuisses	1,5	6 days	3
	Greaves	1	4 days	3

Name	Type	Weight	Creation Time	Crafting Level
Fur Armor (1/1/2)	Helmet	0,5	4 days	3
<i>Light Armor</i>	Cuirass	2,5	5 days	3
	Pauldrons	1,5	3 days	3
	Gauntlets	0,5	4 days	3
	Cuisses	2	4 days	3
	Greaves	1,5	4 days	3

Name	Type	Weight	Creation Time	Crafting Level
Studded Leather (0/2/1)	Helmet	1	6 days	4
<i>Light Armor</i>	Cuirass	3	12 days	4
	Pauldrons	2	8 days	4
	Gauntlets	1	8 days	4
	Cuisses	2	8 days	4
	Greaves	1,5	8 days	4

Alerian Armors

Name	Type	Weight	Creation Time	Crafting Level
Ringmail (0/3/0)	Helmet	1	10 days	3
<i>Light Armor</i>	Cuirass	3	17 days	3
	Pauldrons	2	12 days	3
	Gauntlets	1	10 days	3
	Cuisses	2	13 days	3
	Greaves	2	11 days	3

Name	Type	Weight	Creation Time	Crafting Level
Platemail (4/4/1)	Helmet	3	15 days	6
<i>Heavy Armor</i>	Cuirass	7	26 days	6
	Pauldrons	3,5	18 days	6
	Gauntlets	2	14 days	6
	Cuisses	5	19 days	6
	Greaves	2	15 days	6

Name	Type	Weight	Creation Time	Crafting Level
Hauberk (1/3/0)	Helmet	2	12 days	4
<i>Medium Armor</i>	Cuirass	4	16 days	4
	Pauldrons	2,5	12 days	4
	Gauntlets	2	10 days	4
	Cuisses	2,5	12 days	4
	Greaves	2	10 days	4

Name	Type	Weight	Creation Time	Crafting Level
Gothic Armor (5/6/2)	Helmet	3,5	23 days	8
<i>Heavy Armor</i>	Cuirass	9	36 days	8
	Pauldrons	6	28 days	8
	Gauntlets	3,5	23 days	8
	Cuisses	7	25 days	8
	Greaves	5	20 days	8

Name	Type	Weight	Creation Time	Crafting Level
Scalemail (2/3/2)	Helmet	2,5	14 days	4
<i>Medium Armor</i>	Cuirass	4,5	20 days	4
	Pauldrons	3,5	14 days	4
	Gauntlets	2	12 days	4
	Cuisses	3,5	14 days	4
	Greaves	2	12 days	4

Special Armors

Name	Location	Weight	Creation Time	Crafting Level
Half Mask (1/1/1)	Head	1	3 days	4
Full Mask (2/2/2)	Head	1	5 days	5



Creating Custom Combat Abilities

The creation of custom combat abilities includes the creation of Combat Moves, Combat Techniques, Channeling Techniques, Hybrid Techniques, Standard Rituals, Combat Rituals and Enchanting Rituals. These rules are more about giving guidelines and suggestions of how to create balanced custom combat abilities than being exact rules, thus the player and the Game Master should be already familiar with most of the available combat abilities provided before creating new ones.

The player and the Game Master should talk over the reasons of why a new combat ability should be created. The character who is going to develop this new combat ability should note the following points about the new ability:

- Is there an existing ability which the character could use instead of creating a new one?
- If there is a similar ability, why the character wants to create a new one?
- Is the ability considerably stronger compared to existing abilities at its level?
- Which skill the ability is going to use?
- What is the character's skill level with the said skill?
- If the new ability is a ritual, under which deity the new ritual falls?
- Which element or elements the ritual has if it is a Combat Ritual?

Developing a new combat ability is a time-consuming process. The creation time of a new ability depends on the character's skill level, Intelligence Attribute, the type of the ability and the difficulty of the ability versus the character's knowledge of the subject.

The development process often requires the character to have a reference point she is using for the new ability. If the character has no reference point to an existing ability the development process is 50 % slower. The character must actively spend time to developing of the new ability, however the character is

not required to spend time daily to actively develop the new ability. Weekly research, testing and later practise is required to keep the development ongoing. Also, if the technique involves Ritualism the character is required to keep a comprehensive research library for the subject. Books about gods, arcane arts and any specialized literature helps and even might speed up the creation process.

The character's Intelligence Attribute Bonus decreases the development time of a new ability by 5 % times the Attribute Bonus. For example, a character with Intelligence Bonus of +3 would gain 15 % reduction to the development time.

When planning the ability and what it does it is best to look how powerful the existing abilities are. If the character is planning to create a more powerful ability than the existing abilities are on the same level, the GM should decide if the ability requires a higher level instead.

All pre-made Channeling, Combat and Hybrid Techniques use a three level structure. In addition to this the character can develop the pre-made and custom techniques further to levels IV, V and VI. This prevents the need to develop entire new techniques from scratch for higher level use.

Combat Moves and Combat Techniques

New Combat Moves and Techniques are fairly fast to develop compared to other ability types. The general guideline with Combat Moves and Techniques is that they should keep the theme of their skill type instead of doing something completely different. For example, the Combat Moves for the Mixed Combat Style include Martial Arts Moves due to the nature of the Combat Style. Because of this creating Martial Arts Combat Moves for the Mixed Style is considerably easier compared to all other Combat Styles.

The best example for scaling of power with Combat Moves are the Dual Wielding Combat Moves which scale from level 4 to 20. In addition to this, the Swords Combat Move Thousand Petals is a fine example of what a level 20 Combat Move can do.

Channeling Techniques

Channeling Techniques require mastery of mind and body control, meditation and a great deal of experience with channeling in general. Channeling Techniques have reached their pinnacle with the Celestial Ultimatum technique which is widely considered the best technique amongst channeling legends.

The effect which Channeling Technique gives should be balanced according to the amount of channeling output generated on the level which the technique requires. For example, if the character's Self-channeling skill is 12 the output for this level varies roughly between 12 and 20 depending on the character's Concentration Bonus and perks she has chosen, thus a technique created on this level could give an effect roughly equal to 18 to 22 points of channeling to keep it competitive. This effect can be split among things channeling can do or would make sense to do. Outside the obvious Combat Speed and Strength increase the technique could remove movement modifiers, make the character more resistant to pain or the technique could have more imaginative effects such as giving the ability to sense genki to long distances and removing the need to breath for a set duration.

Channeling Techniques should not remove or tamper with the overchanneling rule, as a massive increase in channeling output for a short duration gives the character the possibility to effectively one-shot opponents without an effort. Also, Channeling Techniques should always have an upkeep cost. Having these rules in mind improving the Celestial Ultimatum beyond level III is considered impossible.

Hybrid Techniques

The Hybrid Techniques are the most complex abilities the characters can create. These techniques require both the Ritualism and the Self-channeling skill. Much like Channeling Techniques the Hybrid Technique's power is measured based on the level of the hybrid. Unlike Channeling Techniques the hybrids are not restricted by what the character's genki can do. The effects of Hybrid Techniques can mix both Ritualism and Channeling effects,

however the Celestial Ultimatum-esque effect is not possible with Hybrid Techniques. This is simply because the Celestial Ultimatum is said to be the origin of the first Hybrid Technique. According to legends and old documents the Celestial Ultimatum was used to control and prolong a temporary elemental damage granting ritual effect to create the first Hybrid Technique.

For example, the character can take the effects of the Radiant Patronage Combat Ritual and the Seraphic Flux Channeling Technique and mix them into a unique hybrid. Such hybrid would require a high skill level in both Ritualism and Self-channeling as the Radiant Patronage effect requires level 18 Ritualism skill, thus controlling of such effect requires a high channeling skill. Such very high level Hybrid Technique would require a high Intelligence attribute besides the necessary Ritualism and Self-channeling skill levels to be created.

Rituals

All rituals follow the same guidelines. Standard Rituals are the easiest to develop due to their nature and some high level ritualist who are highly specialized to a Deity are able to create simple Standard Rituals on the fly. Combat Rituals are just advanced versions of these rituals and are almost always designed for combat scenarios. The most complex form of Ritualism is the enchanting of objects. Creating enchanting rituals requires lots of planning and research.

Combat Rituals take a lot of development time. During the development, Combat Rituals have very long incantations. After the research phase a Combat Ritual can be casted in an incomplete form which has reduced effects and a much longer casting time. The character also often needs notes to cast the incomplete ritual if the ritual is especially complex or the character has mediocre intelligence.

Each Combat Ritual has at least one element type. These elements determine the origin of the ritual's power. The character can add up to three elements into one ritual. Single element is always required and does

not increase the difficulty. Two elements is considered the optimal amount and three elements are extremely rare and only the best and brightest ritualists can achieve three element rituals. Casting a three element ritual requires Intelligence or Charisma level of 18 and Ritualism level of 20.

If the Combat Ritual deals damage, the element or elements affect the damage type or types. If the Combat Ritual has multiple elements it should deal one damage type from each element.

Some elements are harder to add to rituals which fall under certain deities. For example, it is hard to add the shadow element into Luca's rituals and the fire element into Lumia's rituals. It is not impossible but the ritual will require higher skill to cast than it normally would. If the character is creating a ritual under a deity she is blessed by it is often easier to add uncommon effects to the ritual as the character has a strong bond with the deity and has a deep understanding of her.

DAMAGE TYPES TABLE

Type	Elements
Energy	Energy, Light, Shadow, Soul, Chaos, Void
Lightning	Lightning, Chaos
Fire	Fire, Chaos
Piercing	Water, Earth, Chaos
Slashing	Wind, Water, Earth, Chaos
Blunt	Water, Earth, Chaos
Stamina	Energy, Light, Soul, Chaos, Void, Water, Earth

CREATING CUSTOM ABILITIES TABLES

COMBAT ABILITY	AVERAGE TIME
Combat Move	1 month
Combat Technique	2 months
Channeling Technique	5 months
Hybrid Technique	1 year
Standard Ritual	3 months
Combat Ritual	6 months
Enchanting Ritual	1 year

ABILITY SKILL LEVEL	TIME MODIFIER
1 - 4	None
5 - 8	x1.2
9 - 10	x1.5
11 - 14	x2
15 - 18	x3
19 - 20	x5

RITUALISM REFERENCE MATERIAL	TIME REDUCTION
Books about the deity	5 %
Relevant research material	5 %
Specialized books about subject	10 %

Compilation of Tables

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ATTRIBUTE LEVELS

EXP	LVL	Required xp	Bonus
0	1	-8	-3
0	2	-7	-2
0	3	-6	-1
5	4	5	0
10	5	5	0
16	6	6	+1
22	7	6	+1
29	8	7	+2
36	9	7	+2
44	10	8	+3
53	11	9	+4
62	12	9	+4
72	13	10	+5
82	14	10	+5
93	15	11	+6
104	16	11	+6
116	17	12	+7
129	18	13	+8
143	19	14	+9
158	20	15	+10

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SECONDARY SKILL LEVELS

EXP	LVL	Required xp	Definition
0	Untrained	0	Untrained
6	1	6	Beginner
10	2	4	Trained
16	3	6	Professional
24	4	8	Expert

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PRIMARY SKILL LEVELS

EXP	LVL	Required xp	Definition
0	Untrained	0	Untrained
2	0	2	Beginner
3	1	1	Beginner
5	2	2	Trained
8	3	3	Trained
12	4	4	Professional
17	5	5	Professional
23	6	6	Expert
30	7	7	Expert
38	8	8	Master
47	9	9	Master
57	10	10	Grand Master
68	11	11	Grand Master
80	12	12	Legend
93	13	13	Legend
107	14	14	Legend
122	15	15	Heroic
138	16	16	Heroic
155	17	17	Heroic
173	18	18	Epic
192	19	19	Epic
212	20	20	Godly

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SKILL CHECK MODIFIER TABLE

ACTION DIFFICULTY	TN MODIFIER
Very Easy	-3
Easy	-2
Average	0
Hard	+3
Very Hard	+5
SPECIAL CONDITIONS	ROLL MODIFIER
Character is injured	Injury Modifier
Character is fatigued	Fatigue modifier
Character is suffering morale effects	-1
Character is suffering severe morale effects	-3

WURM DRAGON HIT LOCATION ROLL TABLES

FRONT ATTACK	
ROLL (2D6)	LOCATION
2	Head
3	Left Wing
4 - 5	Left Front Leg
6 - 8	Torso
9 - 10	Right Front Leg
11	Right Wing
12	Wings*

*Roll 1D6: 3 or less = Left Wing 4 or more = Right Wing

MIDDLE ATTACK	
ROLL (2D6)	LOCATION
2	Torso
3	Wing*
4 - 5	Front Legs**
6 - 8	Torso
9 - 10	Back Legs**
11	Wing*
12	Tail

*The attack is directed to the wing which is on the same side as the attacking character.

**The attack is directed to the leg which is on the same side as the attacking character.

BACK ATTACK	
ROLL (2D6)	LOCATION
2	Tail
3	Left Wing
4 - 5	Left Back Leg
6	Torso
7	Tail
8	Torso
9 - 10	Right Back Leg
11	Right Wing
12	Tail

SERPENT DRAGON HIT LOCATION ROLL TABLES

FRONT ATTACK	
ROLL (2D6)	LOCATION
2	Head
3	Left Front Foot
4 - 5	Left Front Leg
6 - 8	Torso
9 - 10	Right Front Leg
11	Right Front Foot
12	Torso

MIDDLE ATTACK	
ROLL (2D6)	LOCATION
2	Torso
3	Front Feet*
4 - 5	Front Legs*
6 - 8	Torso
9 - 10	Back Legs*
11	Back Feet*
12	Tail

*The attack is directed to the leg/ feet which is on the same side as the attacking character.

BACK ATTACK	
ROLL (2D6)	LOCATION
2	Tail
3	Left Back Foot
4 - 5	Left Back Leg
6	Torso
7	Tail
8	Torso
9 - 10	Right Back Leg
11	Right Back Foot
12	Tail



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Persuasion Tables

Base TN7. Add an extra *CON* bonus modifier if the character is in any way against the proposition.

STANDING TOWARDS PC	TN MODIFIER
Hate	+6
Distrust, Enmity	+4
Suspicion	+2
Trust	-1
Care	-2 to -3
Love	-4 to -6

STANDING TOWARDS TOPIC	TN MODIFIER
Strongly Disagree	+4
Disagree	+2
Wary	+1
Unconcerned	0
Approves	-1
Agrees	-2
Strongly Agrees	-4

PROPOSITION BY PC	TN MODIFIER
Life Threatening	+8 to +10
Strongly Disadvantageous	+6
Risky	+4
Disadvantageous	+2
Convenient	-1
Helpful	-2
Very Helpful	-3

EXAMPLES FOR EXTRA MODIFIERS	TN MODIFIER
Character is xenophobic or racist towards PC	Trait level*
Character is stubborn	+1 to +3
Proposition goes against characters ethics	+1 to +6
Character owes to player character	-1 to -3
Character is loyal to player character	-1 to -6
Character is drunk	-X**
Character is extremely stupid***	<i>INT.B</i>

*Add the trait level as a positive modifier to the TN

**Add the character's drunkenness level to the TN

***Add stupid character's negative *INT* Bonus to the TN



TRAINING SKILL TABLE

		Attribute																				
		0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
Training Skill score	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	2	0	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	3	3
	3	0	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4
	4	0	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	5	5	5	5
	5	0	1	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	6	7
	6	0	1	1	1	2	2	2	3	3	4	4	4	5	5	6	6	6	7	7	8	8
	7	0	1	1	1	2	2	3	3	4	4	5	5	6	6	7	7	7	8	8	9	9
	8	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	9	9	10	10	11
	9	0	1	1	2	2	3	4	4	5	5	6	7	7	8	8	9	10	10	11	11	12
	10	0	1	1	2	3	3	4	5	5	6	7	7	8	9	9	10	11	11	12	13	13
	11	0	1	1	2	3	4	4	5	6	7	7	8	9	10	10	11	12	12	13	14	15
	12	0	1	2	2	3	4	5	6	6	7	8	9	10	10	11	12	13	14	14	15	16
	13	0	1	2	3	3	4	5	6	7	8	9	10	10	11	12	13	14	15	16	16	17
	14	0	1	2	3	4	5	6	7	7	8	9	10	11	12	13	14	15	16	17	18	19
	15	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	16	0	1	2	3	4	5	6	7	9	10	11	12	13	14	15	16	17	18	19	20	21
	17	0	1	2	3	5	6	7	8	9	10	11	12	14	15	16	17	18	19	20	22	23
	18	0	1	2	4	5	6	7	8	10	11	12	13	14	16	17	18	19	20	22	23	24
	19	0	1	3	4	5	6	8	9	10	11	13	14	15	16	18	19	20	22	23	24	25
	20	0	1	3	4	5	7	8	9	11	12	13	15	16	17	19	20	21	23	24	25	27
	21	0	1	3	4	6	7	8	10	11	13	14	15	17	18	20	21	22	24	25	27	28
	22	0	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	23	25	26	28	29
	23	0	2	3	5	6	8	9	11	12	14	15	17	18	20	21	23	25	26	28	29	31
	24	0	2	3	5	6	8	10	11	13	14	16	18	19	21	22	24	26	27	29	30	32
	25	0	2	3	5	7	8	10	12	13	15	17	18	20	22	23	25	27	28	30	32	33
	26	0	2	3	5	7	9	10	12	14	16	17	19	21	23	24	26	28	29	31	33	35
	27	0	2	4	5	7	9	11	13	14	16	18	20	22	23	25	27	29	31	32	34	36
	28	0	2	4	6	7	9	11	13	15	17	19	21	22	24	26	28	30	32	34	35	37
	29	0	2	4	6	8	10	12	14	15	17	19	21	23	25	27	29	31	33	35	37	39
30	0	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	
		Experience gained																				

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ATTRIBUTE CHECK TN TABLE

CHECK DIFFICULTY	TN	EXAMPLE
Very Easy*	8	Catching a ball (<i>AGI</i>) or resolving a simple mathematical calculation (<i>INT</i>).
Easy*	10	Listing the names and occupations of relatives from the last two generations (<i>INT</i>) or lifting your own weight (<i>STR</i>).
Normal	12	Staying conscious after overpowering physical trauma (<i>CON</i>).
Difficult	14	Making an exceptionally good first impression or looking good and badass with scars and injuries (<i>CHA</i>).
Hard	15	Recognizing clan mons of the approaching army at a long distance (<i>PER</i>) or traveling with the best movement speed for one hour without suffering a fatigue point (<i>END</i>).
Very Hard	17	Balancing in one-hand handstand on a slippery rock at a stormy coast (<i>AGI</i>).
Limit of Normal Human Ability	18	Devising a masterful battle plan in the middle chaotic battlefield in few seconds (<i>INT</i>).
Legendary	20	Inspiring an army into a roar with a simple gesture (<i>CHA</i>) or smelling or hearing approaching pursuers in the middle of a lush forest from the distance of one kilometer (<i>PER</i>).
Heroic	24	Destroying a stone wall with a single punch or kick (<i>STR</i>) or surviving socially intact after a decade of solitary and uneasiness (<i>CON</i>).
Epic	26	Standing unwavering in the middle of an inferno (while taking the damage from the said inferno) (<i>END</i>) or memorizing a three hundred page book of arcane knowledge word to word in one day (<i>INT</i>).
Godly	30	Dodging rain while fighting with an equal opponent in melee (<i>AGI</i>).

*Check is not required under normal conditions



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EQUIPMENT ENCUMBRANCE TABLE

EQUIPMENT ENCUMBRANCE LIMIT	$STR + END / (STR + END) * 2$
Level 1 - Total armor weight $\leq STR + END$ = No Effect	
Level 2 - Total armor weight $\leq (STR + END) * 2$ = Encumbered	
The character must spend 1 point of Stamina to perform running action. Jumping costs twice as much Stamina.	
Level 3 - Total armor weight $> (STR + END) * 2$ = Overloaded	
The character cannot run or jump at all. Uncontrolled falling beyond 1,5 meter fall distance.	

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Stealth Modifier Tables

CHARACTER IN STEALTH	MODIFIER	AUDITORY / VISION
Wearing Medium Armor*	-2	Yes / No
Wearing Heavy Armor'	-4	Yes / No
Wearing Shiny Clothing** / Accessories	-2	No / Yes
Loose Items, coins, etc.	-1	Yes / No
Running	-2	Yes / Yes
Jumping	-3	Yes / Yes
Poor Terrain	Varies***	Yes / Yes

* Hand and Head armor pieces do not cause modifiers.

** Wearing shiny medium or heavy armor gains both negatives.

*** Game Master decides. 1-3 negative effect depending on terrain, such as gravel, dry shrubbery or open areas.

OBSERVER	MODIFIER	AUDITORY / VISION
Light Rain	-1	Yes / Yes
Moderate Rain	-2	Yes / Yes
Hail (Water)	-3	Yes / Yes
Thunderstorm	-3	Yes / No
Fog	-2	No / Yes
Light Snowfall	-1	No / Yes
Moderate Snowfall	-2	No / Yes
Hail (Snow)	-3	No / Yes
Dusk / Dawn	-1	No / Yes
Night	-2	No / Yes
Dark Night	-3	No / Yes
Pitch Black	-4	No / Yes

WEATHER EFFECTS	EFFECT
Weak Rain (Water)	-1 to perception checks
Moderate Rain (Water)	-2 to perception checks
Hail (Water)	-3 to perception checks
Fog	-2 to visual perception checks
Thunderstorm	-3 to auditory perception checks
Weak Rain (Snow)	-1 to visual perception checks
Moderate Rain (Snow)	-2 to visual perception checks
Hail (Snow)	-3 to visual perception checks
Dusk	-1 to visual perception checks
Night	-2 to visual perception checks
Dark Night	-3 to visual perception checks
Very Dark	-4 to visual perception checks

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INJURY RECOVERING MODIFIERS TABLE

MODIFIER	EFFECT
Medicine Skill	Patient is under care of medicine skill.
-1	Character carries out small physical activities such as cooking.
-2	Character does moderate physical activities such as walking moderate distances.
-3	Character partakes to serious physical activities such as long walks or running.
-4	Character fights or causes severe stamina loss.
-5	Character recieves fatigue or injury modifier during rest.

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DAMAGE EFFECT AND DESTRUCTION TABLE

DAMAGE DONE	EFFECT
1	Enough for cutting a branch of wood or causing a bruise.
5	Enough for cutting a wrist thick branch or making a crack into stone.
10	Causes a light shock wave due to the heavy impact. Bone breaking blow, enough force to reduce a light wooden wall to pieces.
15	As a cutting attack strong enough to slice a thick tree in half. Energy effect equals to a low caliber cannon shot.
20	An explosive shock wave equivalent to 10 kg of TNT. Enough to reduce a solid stone wall to rubble. Cutting power enough to slice a boulder in half.
30	Equivalent to 20 kg of TNT. Enough to cause a noticeable pressure wave up to 100 m. Mere swings of such attacks cause wind to blow. Metal breaks when hit.
40	Enough force to cause a solid stone structure to shake and fall down if lucky. Energy effect can obliterate a stone wall.
50	Cutting attack can slice dragon bone. Elemental damage can reduce most common structures to ash. Fortified structures suffer major damage. The shock wave can be seen with naked eye.
60	Enough energy to carve a large crater to the ground. Reduces most man made buildings to ash. Only rare metals and heavy structures can withstand the effects.
100	The effect's strength rivals a one kiloton tactical nuclear explosion. Sword swings and other attacks which direct this damage to one direction can slice mountains.

CHANNELED GENKI EFFECTS TABLE

GENKI OUTPUT	EFFECT
1 - 9	No effect
10	Grass waves around the character, dust escapes from the character's feet.
15	In cold climate heat haze forms around the character.
20	A weak air current surrounds the character.
25	A light flash of genki erupts from the character when she starts channeling.
30	A clear pulse of genki flashes from the character when she starts channeling.
35	Dust and small stones are lifted from ground.
40	A strong wind current surrounds the character.
45	A strong air pressure feels heavy around the character.
50	Large rocks are lifted from the ground, characters with weak Concentration feel enfeebled.
75	The genki pressure causes penalties for characters with a low channeling skill or an average Concentration.
100	The genki causes major earthquakes, earth fissures, characters with an average Concentration pass out.

OVERCHANNELING EFFECTS TABLE

WASTED GENKI	EFFECT
4	Light threads of genki escape from the body.
8	A visible aura of genki surrounds the character.
10	A clear genki aura surrounds the character.
20	The genki aura expands greatly around the character.
30	An initial shock wave of energy can break weak objects. Characters without Sense Genki Trait can sense the Genki if they are within a 30 radius from the character.
40	The genki aura causes burns to characters who cannot channel well.
45	The aura shakes the earth around the character.
50	Large rocks and structures are reduced to rubble, weak character's can die because of the escaping genki.
75	A massive pillar of genki burst from the character, rising to great heights.
100	The genki aura expands into a massive size. The aura carves a crater into the ground. Massive earthquakes and unnatural climatic events occur.

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ENCUMBRANCE TABLE

STR	ENCUMBERED	VERY ENCUMBERED	OVERLOADED
1	5 kg	10 kg	15 kg
2	10 kg	20 kg	25 kg
3	15 kg	30 kg	50 kg
4	20 kg	40 kg	75 kg
5	30 kg	60 kg	100 kg
6	40 kg	80 kg	125 kg
7	55 kg	110 kg	150 kg
8	70 kg	140 kg	200 kg
9	85 kg	170 kg	250 kg
10	100 kg	200 kg	300 kg
11	125 kg	250 kg	400 kg
12	150 kg	300 kg	500 kg
13	200 kg	400 kg	700 kg
14	250 kg	500 kg	900 kg
15	350 kg	700 kg	1200 kg
16	450 kg	900 kg	1500 kg
17	600 kg	1200 kg	2000 kg
18	900 kg	1500 kg	3000 kg
19	1200 kg	2000 kg	4000 kg
20	1500 kg	2500 kg	5000 kg
20+	+250 kg per level	+500 kg per level	+1000 kg per level

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LOCKS AND LOCK PICKING TN

Lock Type	Cost	Prestidigitation TN*	Rarity & Notes	Creation Requirement
Latch	10 Bronzes	7	The most common locking mechanism	Smithing: 0 or Crafting: 1
Warded Lock	10 Silvers	15	Common in cities	Smithing: 5 or Crafting: 2
Pin Lock	30 Silvers	18	Uncommon	Smithing: 8 or Crafting: 3
Combination Lock	1 Gold	22	Rare	Smithing: 10 or Crafting: 4
Genki Lock	10 Golds	33	Almost non-existent on the plane of Mundus. The Shogun's main vault door is secured by this lock. Only characters with a specific genki can open the lock by channeling to it.	Smithing: 10 or Crafting: 15

*Good or poor quality versions of these locks increase or decrease the TN by 2. Good quality also increases the price by 50%. Poor quality locks are not sold. Their poor quality is because of manufacturing defects or wear.

Combat Related Tables

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UNCONTROLLED FALLING HIT LOCATIONS	
ROLL	LOCATION
1	Legs
2	Legs
3	Torso
4	Torso
5	Arms
6	Head

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ACTION	TIME
Movement Action	1 second
Get Up	1 second
Ready Weapon (Sheathe / Unsheathe Weapon)	1 second
Attack	2 seconds
Throwing Attack	1 or 2 seconds
Recover Stamina	5 seconds
Activate Channeling or Combat Technique	1 second
Activate Hybrid Technique	2 seconds
Attribute Check	2 seconds
Recover From Stun	2 seconds
Access Inventory	3 seconds
Drop Prone	0 seconds

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INJURY AND FATIGUE EFFECTS TABLE	
COMBINED LEVEL	EFFECT
-4	Character has hard time moving, each movement action costs one stamina.
-5	Character has hard time standing, attempting to stand requires <i>AGI</i> check with TN12
-6	Standing checks require TN20
-7	Standing is impossible
-8	Character cannot move at all
-9	Character has hard time communicating with other people
-10	Character is unconscious

Found on page 111

TARGET SIZE (ONLY RANGED ATTACKS)	MODIFIER
Monstrous (Whale, Large Dragon)	+5
Gigantic (Dragon, Giant)	+4
Very Large (Oni)	+2
Large (Horse)	+1
Medium (Adult Human)	no modifier
Small (Young Child)	-1
Very Small (Dog, Cat)	-2
Extremely Small (Book)	-3
Tiny (Mouse, Apple)	-4

Found on page 103

COMBAT MODIFIERS	MODIFIER
Encumbered	-1 to all rolls
Very Encumbered	-2 to all rolls
Overloaded	-3 to all rolls
Attacking / Defending With Off-hand	-3 to rolls
Attacking Prone Opponent	+1 to attack roll
Attempting Grapple (prone opponent)	+1 to attack roll
Attempting Grapple (standing opponent)	-1 to attack roll
Blind Fighting	-6 to all rolls
Group Attack Bonus (cumulates)	+1 to attack
Immobile (Agile)	-8 to attack and defense
Immobile (Mixed)	-6 to attack and defense
Immobile (Raw Power)	-4 to attack and defense
Immobile (Technique)	-6 to attack and defense
Stunned	-3 to all combat rolls

Found on page 108

CRITICAL HIT TABLE	
LOCATION	
	Roll: 1d6
	1-4 = 1d6 + <i>PER.B</i> Stamina damage
Head	5 = Blinded for 1d6 rounds
	6 = 1d6 + <i>PER.B</i> Health damage + 1 Injury point
	Roll: 1d6
	1-3 = No effect
Torso	4 = 1d6 + <i>PER.B</i> Stamina damage
	5 = Knockdown check TN12
	6 = 1d6 + <i>PER.B</i> Health damage

Found on page 108

HIT LOCATION TABLES

ROLL (2D6)	LOCATION		
	MEDIUM MODIFIER: 0	LOW MODIFIER: -1	HIGH MODIFIER: -2
2	Head	Torso	Head
3	Left Hand	Left Leg	Left Hand
4	Left Arm	Left Foot	Left Hand
5	Left Arm	Left Arm	Left Arm
6	Torso	Legs*	Torso
7	Legs*	Torso	Torso
8	Torso	Legs*	Torso
9	Right Arm	Right Arm	Right Arm
10	Right Arm	Right Foot	Right Hand
11	Right Hand	Right Leg	Right Hand
12	Torso	Torso	Head

*Roll 1d6 = 1-3 Left Leg / 4-6 Right Leg

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HOW TO CALCULATE COMBAT VALUES

Base Melee Score	Page 107
Ranged Attack	Page 111
Ranged Defense	Page 112
Combat Sense	Page 103
Self-Channeling	Page 135
Outward Channeling	Page 136
Ritualism	Page 112
Health and Stamina	Page 117
Movement Speeds	Page 104

Found on page 113

AIMED ATTACK TABLE

LOCATION	MODIFIER
Arm, Leg, Torso, Wings	-2
Head, Foot, Hand, Tail	-4

Found on page 121

FATE USE EXAMPLES TABLE

FATE POINTS USED	EXAMPLE
1	Reroll any dice roll which would directly affect the character.
1	Modify one die by increasing or decreasing the die result by one. For example, if a character rolls five and six for a melee attack she can use one point of fate to change the five to six, thus scoring a miracle.
1	Gain a +3 bonus to a single dice roll. This cannot be applied more than once per roll. The fate point must be used and applied before rolling the dice.
1	Perform a minor stunt which ignores a single skill or attribute check. For example, performing a double backflip from a knockback effect and recovering without rolling an acrobatics check.
1	Perform a physical action which defies the laws of physics. For example, making a short dash along the surface of water or making a leap through forest canopy which cannot support the weight of the character.
2	Redirect any successful attack against the character to any hit location.
2	Throw yourself in front of an attack targeted against another character. Characters' with the negative trait "Code/Self Sacrifice" or other similar nature characteristics may use this ability with the Fate cost reduced to 1.
2	Recover Health and Stamina equal to the character's Endurance level and ignore Endurance Bonus score worth of Injury or Stamina points for <i>END.B</i> combat turns.
3	Prevent the character's death by damage, leaving the character seriously injured and unconscious. This does not prevent the enemy from ending the character's life after the ability has been used. Sometimes the enemy might mistake the character dead and leave.
3	Recover <i>ENDx2</i> or <i>CONx2</i> Stamina points.

Combat Ability Index

Agile	Level Req	XP Cost	Page
Flurry	3	2 XP	122
Sting	4	1 XP	122
Feint	4	1 XP	122
Butterfly Attack	5	1 XP	122
Coup de Grâce	5	3 XP	122
Jump Attack	6	1 XP	123
Iaijutsu	6	2 XP	123
Whirlwind	7	2 XP	123
Aerial Attack	9	3 XP	123
Thousand Strike	10	3 XP	123

Archery	Level Req	XP Cost	Page
Double Shot	5	2 XP	123
Precision Shot	5	2 XP	123
Fast Reload	5	3 XP	123
Fast Shot	6	1 XP	124
Full Bend	8	3 XP	124

Axes	Level Req	XP Cost	Page
Shred	4	1 XP	124
Sunder	6	2 XP	124
Pound	9	3 XP	124

Combat Sense	Level Req	XP Cost	Page
Sync	4	1 XP	124

Dual Wield

	Level Req	XP Cost	Page
Two Weapon Feint	4	3 XP	124
Twin Blitz	6	2 XP	124
Nitō-Batto	6	2 XP	124
Danse Macabre	8	3 XP	125
Blade Storm	8	2 XP	125
Nitō-Iaijutsu	10	2 XP	125
Double Attack	12	3 XP	125
Four Crimson Blossoms	15	3 XP	125
Twin Riposte	18	3 XP	125
Gyre	20	3 XP	125

Martial Arts

	Level Req	XP Cost	Page
Tiger Claw	4	1 XP	126
Headbutt	4	2 XP	126
Hammer Kick	5	2 XP	126
Binding Stab	5	2 XP	126
Hurricane Kick	6	2 XP	126
Intercept	8	3 XP	126
Fatal Strike	8	3 XP	126
Rising Lotus Kick	8	2 XP	126
Three Mist Drops	10	3 XP	126

Mixed

	Level Req	XP Cost	Page
Feint	4	1 XP	127
Counter-Attack	5	2 XP	127
Headbutt	5	2 XP	127
Dirty Fighting	5	2 XP	127
Danse Macabre	6	3 XP	127
Hammer Kick	6	2 XP	127
Iaijutsu	7	2 XP	127
Rising Lotus Kick	8	2 XP	127
Coiling Dragon	11	2 XP	128

Raw Power	Level Req	XP Cost	Page
Charge	2	1 XP	128
Cleave	3	1 XP	128
Crush	4	1 XP	128
Bone Crusher	4	1 XP	128
Sweep	5	2 XP	128
Ward	5	3 XP	128
Momentum	6	2 XP	128
Slam	6	2 XP	128
Whirlwind	7	2 XP	129
Titan's Charge	10	3 XP	129

Shields	Level Req	XP Cost	Page
Shield Bash	2	1 XP	129
Shield Wall	5	1 XP	129
Shield Assault	6	2 XP	129

Staffs	Level Req	XP Cost	Page
Reach	4	2 XP	129
Impale	4	2 XP	129
Jab	5	1 XP	129
Whirlwind	7	2 XP	130
Lightning Jab	14	1 XP	130

Swords	Level Req	XP Cost	Page
Sever	3	1 XP	130
Pommel Strike	3	1 XP	130
Batto	5	2 XP	130
Quickstrike	6	2 XP	130
Thousand Petals	20	3 XP	130

Technique	Level Req	XP Cost	Page
Cleave	3	1 XP	130
Disarm	4	2 XP	131
Defend	4	2 XP	131
Rend	6	3 XP	131
Riposte	8	3 XP	131
Dash Batto	8	3 XP	131
Cleave to the Heavens	8	3 XP	131
The Flowing Water	9	3 XP	131
Swift Strike	12	3 XP	131

Throwing	Level Req	XP Cost	Page
Power Throw	3	1 XP	131
Double Throw	4	2 XP	132
Curve the Throw	10	2 XP	132
Spinning Ward	12	3 XP	132

Ascendes Deity

Matinia	Level Req	XP Cost	Page
Cure Bleeding	1	1 XP	145
Dull Pain	2	2 XP	145
Healing	5	3 XP	145
Halt Venom	5	2 XP	145
Rejuvenation	6	3 XP	145
Negate Pain	6	3 XP	145
Render Energy	6	3 XP	145
Extract Venom	6	2 XP	145
Ward of Healing	7	2 XP	146
Prope Corpus	12	3 XP	146

Libera

	Level Req	XP Cost	Page
Tune Fettle	1	1 XP	146
Seal of Torture	3	1 XP	146
Word of Freedom	4	2 XP	146
Stimulate Compulsion	5	2 XP	146
Mental Prison	6	3 XP	147
Mass Dispel	6	2 XP	147
Brainstorm	6	3 XP	147
Mind Wreck	7	2 XP	147
Bent Poise	8	2 XP	147
Occult Conviction	9	3 XP	147
Reap Blood	9	3 XP	148
Hollow Void	12	3 XP	148
Chaos Spear	15	3 XP	148

Amicia

	Level Req	XP Cost	Page
Sleep	1	1 XP	148
White Spike	2	2 XP	148
Seal of Sleep	3	3 XP	148
Aegis Sphere	4	2 XP	148
Seal of Paralyze	4	1 XP	149
Celestial Shield	4	2 XP	149
Astral Lance	6	3 XP	149
Protection from Element	8	3 XP	149
Wall of Light	10	3 XP	149
Celestial Prison	12	3 XP	149



Luca

	Level Req	XP Cost	Page
Torchlight	1	1 XP	150
Flame Token	1	1 XP	150
Flame Dart	2	1 XP	150
Seal of Fire	3	1 XP	150
Astral Light	3	2 XP	150
Celestial Pillar	4	2 XP	150
Seal of Binding Justice	4	3 XP	150
Heat Tempest	4	2 XP	150
Fire Wall	4	2 XP	151
Agmen Iudicium	5	2 XP	151
Astral Seal	6	3 XP	151
Sunburst Seal	6	1 XP	151
Edict Beset	7	3 XP	151
Fire Spear	8	2 XP	151
Fire Tornado	9	3 XP	151
Searing Roar	11	3 XP	151
Sun Embers	12	3 XP	152

Cael

	Level Req	XP Cost	Page
Conjure Lightning	1	1 XP	152
Gust of Wind	3	3 XP	152
Lightning Nexus	4	2 XP	152
Ethereal Arrow	5	3 XP	152
Air Blast	5	3 XP	152
Imbued Charge	6	2 XP	152
Lightning Spear	7	3 XP	153
Wandering Echo	7	3 XP	153
Waft Whisper	8	2 XP	153
Ball Lightning	8	3 XP	153
Buoyant Field	8	2 XP	153
Reaving Wind	12	3 XP	153
Lightning Brand	15	3 XP	153
Radiant Patronage	18	3 XP	154

Acernos Deity

Inmicus	Level Req	XP Cost	Page
Seal of Dire Wounds	2	1 XP	154
Corpse Explosion	3	2 XP	154
Rigo's Gaze	4	1 XP	154
Hell Arrow	4	2 XP	155
Soul Corpse Explosion	5	2 XP	155
Red Lightning	6	2 XP	155
Red Shrapnel Blast	6	3 XP	155
Exploding Seal	6	2 XP	155
Hell Spear	7	3 XP	155
Warrior's Boon	8	2 XP	155
Chaos Lightning	9	3 XP	156
Haze of Discord	9	3 XP	156
Gehenna, the World			
Consuming Flame	10	3 XP	156
Avatar of Bravery	11	3 XP	156
Hail of Black Spears	15	3 XP	156



Terra

	Level Req	XP Cost	Page
Endure	2	3 XP	156
Quicksand	3	2 XP	156
Listen Earth	4	2 XP	157
Laying of Hands	4	2 XP	157
Stone Spikes	4	2 XP	157
Stone Skin	4	3 XP	157
Earth Pillar	4	2 XP	157
Feline Form	5	3 XP	157
Canine Form	5	3 XP	158
Iron Skin	5	3 XP	158
Creepers Hail	5	2 XP	158
Earth Spear	5	2 XP	158
Bitter Miasma	5	2 XP	158
Stinger Barrage	6	3 XP	159
Trevor's Aegis	6	2 XP	159
Earth Barrage	7	2 XP	159
Diamond Skin	8	2 XP	159
Erosion Rupture	10	3 XP	159
Summon Stone Giant	12	3 XP	159
Vex pf Earth	15	3 XP	160



Agura	Level Req	XP Cost	Page
Fog	2	1 XP	160
Seal of Frost	2	1 XP	160
Ice Shard	3	1 XP	160
Frozen Fangs	4	1 XP	160
Blizzard Gyre	4	1 XP	160
Vapor Geyser	4	2 XP	160
Water Tornado	5	2 XP	161
Water Bubble	5	2 XP	161
Waving Ward	5	3 XP	161
Waterwalk	5	2 XP	161
Water Cannon	6	3 XP	161
Flash Fog	6	3 XP	161
Coiling Ice	8	3 XP	161
Cobalt Fuse	8	2 XP	162
Flash Flood	10	2 XP	162
Crushing Crystal Tide	12	3 XP	162
Gashing Surge	12	2 XP	162
Summon Turso	17	3 XP	162

Morte	Level Req	XP Cost	Page
Rigor Mortis	3	1 XP	166
Absolve Souls	4	1 XP	166
Algor Mortis	4	3 XP	166
Mark of Death	5	2 XP	166
Soul Seeker	6	2 XP	166
Jagged Chains	7	2 XP	166
Soul Capsule	8	3 XP	167
In Extremis	8	2 XP	167
Soul Passing	9	2 XP	167
Gaze Demise	10	3 XP	167
Soul Rip	10	3 XP	167
Mass Soul Rip	12	3 XP	167
Exalt for Drekar	12	3 XP	168

Lumia

	Level Req	XP Cost	Page
Starlight	3	3 XP	163
Dark Incision	4	2 XP	163
Moonlight Flash	4	3 XP	163
Mass Clone	4	2 XP	163
Dark Crescent	5	3 XP	163
Purge Shadows	5	2 XP	163
Alter Voice	6	2 XP	163
Brand of Dark	6	3 XP	163
Dark Impulse	6	3 XP	164
Seal of Blinding	6	2 XP	164
Consume Light	7	3 XP	164
Shadow Assassination	7	3 XP	164
Morbid Reflection	7	3 XP	164
Animate Shadow	8	3 XP	164
Deceive Senses	8	3 XP	165
Black Aurora	9	3 XP	165
Bend Creation	10	3 XP	165
Murder of Crows	12	2 XP	165
Solitary	15	3 XP	165
Raven Accession	18	3 XP	165
Phantom Legion	19	3 XP	166

Neutral Deity

	Level Req	XP Cost	Page
Cast Light	1	1 XP	168
Slow Fall	3	1 XP	168
Lesser Healing	5	2 XP	168
Restore Vigor	5	2 XP	168
Dispel	5	2 XP	168



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-  Water
-  Plains
-  Forest
-  Rainforest
-  Heavy Forest
-  Hills
-  Tundra
-  Mountains



Northern Sea

Aleria



Gesund Bay

1,000 km

ika

