

BLACK TOKYO UNLIMITED

THE RACES OF BLACK JAPAN

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BLACK TOKYO UNLIMITED THE RACES OF BLACK JAPAN

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Fully compatible with the PFRPG

ABOUT THE COVER

Due to the explicit nature of this release, the 3.5 OGL Logo designed by Louis Porter Jr. has been used. This product is fully compatible with the 3.5 OGL and the most popular, currently published version of that rule set.

BLACK TOKYO AND THE TATAKAMA

The concepts presented here had their origins in Black Tokyo, a guide to playing hentai inspired horror/adventure using the D20 Modern ruleset. This sourcebook is a follow up to Races of the Tatakama (Otherverse Games, 2012), and details six species common to Black Japan itself.

Species	Size and Type	What Are They, Really?
Doujinishi	Medium Outsider (native)	Oversexed refugee from a fantasy
Goryohime	Medium Undead	Cute undead schoolgirls
Nekomusume	Medium Humanoid	An enslaved species of half-woman felines
Nikusui	Small Fey	Child-shaped and lethal protector of children
POETICA	Medium Monstrous Humanoid	Ultra-creative and loving companion robots
Yurei	Medium Monstrous Humanoid	Endlessly enraged, ghostwalking killers

THE NEW RACES OF BLACK JAPAN

The delightful monsters described in *Black Tokyo Legends: Races of the Tatakama* aren't the only character options for the players in the setting. The Tatakama is an endlessly changing, ever-new realm of wonders, and in the Black Else, the only way to survive is to mutate and evolve. And in the Earth realm, greed and lust have combined to breed entirely new species of submissive sex-pets that blend human, animal and robotic traits into a seductive whole.

New species emerge with alarming regularity; some temple maidens claim that there is an *oni* for every lustful thought ever shared by a human. If that's true, the Black Else is home to an endless array of monsters. And some of these monsters venture into the Earth Realm, to protect or plague humanity. . . .

These new races spend the majority of their existences in the Earth Realm, and even though they are creatures of magic themselves, are strangely uncomfortable in the Tatakama, for one reason or another.



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

Unlike Living Toys, who are created intentionally, Doujinishi appear only in the wild. Doujinishi are often spawned by those with the mystic potential to become Harem Mages, but who lack the training to control their arcane talents. The race of cartoon-people are products of wet dreams and Bristol-board fantasies. Many of these eroticized creatures don't realize their fictional

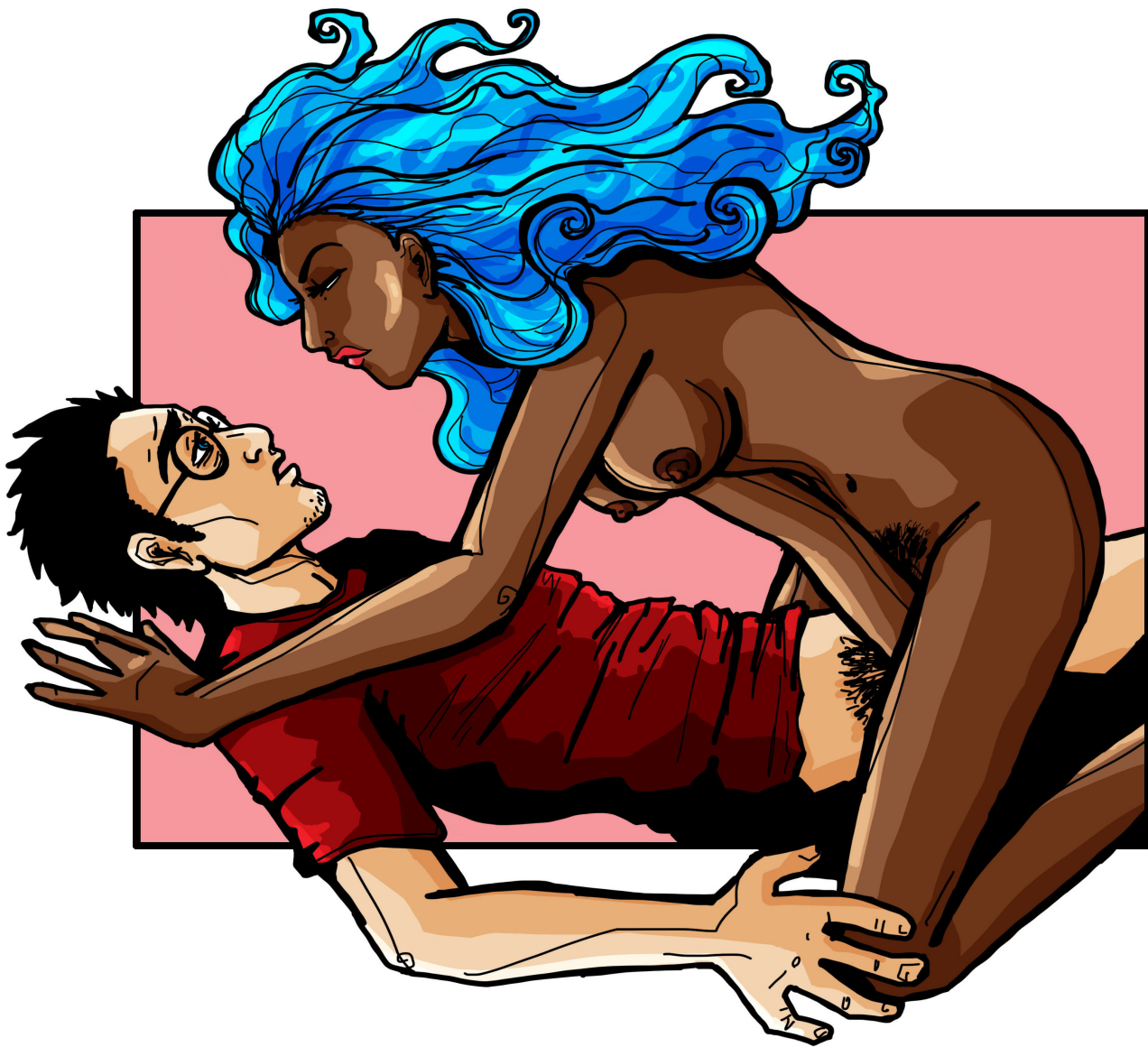
nature, believing themselves to ordinary (if highly sexed) men and women. When a new Doujinishi appears, the universe itself bends to accommodate them, creating a whole fictional history, an imaginary work and school history, and even hazy memories of those ordinary people who 'knew' the Doujinishi in the past.

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

Appearance

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

Doujinishi have naturally colorful hair that seems to writhe and coil and billow in non-existent winds. Eye-blasting yellow, Astro-turf green, or glittering, almost metallic blue are far more common hair colors than black or brown. The ordinary people of Black Japan just seem to ignore a Doujinishi's fantastical hair colors and wild styles- they see it, but they simultaneously don't see it. Doujinishi tend to wear as little as they can get away with, unless they're wearing something extremely fashionable and high dollar. They favor designer labels, hand sewn kimonos and tiny little tops that seem poised on the verge of falling right off.



Reproduction

Doujinishi are sexually compatible with humans, and with most other forms of life. They are sexually voracious, adventurous and almost completely unconcerned with social taboos. Doujinishi fuck often, they fuck noisily, and they fuck anywhere they want- in the middle of a crowded restaurant, on a crowded subway train, on the altar of a temple during a blessing- anywhere, anytime. Somehow, their sheer charm and force of personality allows them to get away with this.

Despite their lustful natures, Doujinishi cannot become pregnant nor can the men of their race sire a child. For many Doujinishi, the path of the Harem Mage is the only way they can create life,

another reason so many of these fictional bon vivants take to the profession.

Homes and Lands

The Doujinishi are creatures of the city; they enjoy crowds, enjoy wild nights out at hostess clubs and bars, thrive on karaoke, alcohol and pounding dubstep. Most have tiny apartments in the most fashionable district of one of Black Japan's largest cities. If they can afford it, (and even if they can't) Doujinishi congregate in Tokyo's Shinjuku shopping/club district. By contrast, Doujinishi cannot stand the country. The quiet, the crickets, the smell of the fields, they all drive them crazy. The absolutely only reason a Doujinishi would ever willingly live in a rural area is if they were created from a bestiality fan-fic.

DOUJINISHI RACIAL TRAITS

Size and Type

Doujinishi are Medium outsiders with the native subtype. As Medium creatures they receive no special bonuses or penalties due to their size. Doujinishi have a base land speed of 30 ft.

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

Ability Score Modifiers

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

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

Racial Skills

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

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

Call of Creation (SU)

Doujinishi are imbued with the soul of a great artist hidden beneath a hyper-sexualized façade. A Doujinishi who takes a level in the Personality or Harem Mage advanced class receives one bonus skill point per level.

Creature of Imagination (SU)

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

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

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

Pink Zone (SU)

Doujinishi receive Pink Zone as a racial bonus feat. Those within sight of the Doujinishi are much more likely to give into spontaneous sexual encounters, even those encounters which would normally be forbidden or taboo. You can easily convince a sentient NPC to have a sexual encounter if you can improve that NPC's attitude towards Friendly or better. (Using the *Sex & Story* rules, you receive a +2 bonus on sexually oriented Bluff checks)

Three times per day, you (as a player) can dictate the sexual behavior of a Friendly NPC for a single encounter. If a consensual sexual act you describe dramatically violates an NPC's code of ethics or is extremely taboo, that NPC receives a WILL Save (DC 10 + your CHA modifier) to resist the suggestion. Otherwise, those around you throw themselves into bizarre orgies and random hook-ups with joyous abandon.

Robust Fantasy (SU)

As a living fantasy, Doujinishi have a handful of immunities that differentiate them from true flesh. Doujinishi are immune to *sleep*, *fatigue*, and the *sickened* and *nauseated* conditions.

DOUJINISHI ALTERNATE RACIAL TRAITS

Lolicon (EX)

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

The Doujinishi is a Small creature, receiving a +1 size bonus to attack rolls and Defense/AC, a +4 size bonus on Stealth (Hide & Move Silently) checks but suffering a -1 size penalty to CMB and CMD.

Doujinishi automatically succeed on Disguise checks made to pass for a human Child or Young Adult, and receive a +2 luck bonus on Bluff checks against creatures in the Adult age category or older.

Lolicon replaces the Doujinishi's racial skill bonuses and modifies their size.

Lucky Drop (SU)

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

Lucky Drop replaces Robust Fantasy.

Magical Fantasy (SU)

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

Magical Fantasy replaces Call of Creation.

Night's Fantasy (EX)

The Doujinishi is a refugee from a mystery or crime fan-fic, a creature of shadows, alleyways and cruel sex in dingy motel rooms. The Doujinishi

receives lowlight vision and Darkvision with a 60 ft range. Doujinishi with this trait receive a +2 racial bonus on Stealth and Intimidate checks made in conditions of dim illumination or worse.

Night's Fantasy replaces Pink Zone.

Nurse Fantasy (SU)

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

Nurse Fantasy replaces Pink Zone.



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

Goryohime might still attend the same high school or preparatory academy they did in life, cling to the same clique of friends (some of which might eventually follow her into undeath), shop at the same hip stores. The only clue to their true nature is the coolness of their unblemished marble skin, or the distinctive, instantly recognizable raspy voice of a living ghost created through ritual strangulation. Others find their new existence as undead makes their world stranger than they could have imagined while they still breathed- they might attend classes at the prestigious Hanging Academy, learning the twin arts of necromancy and seduction. Others might become demon hunters and exorcists, hunting the *oni* and human predators that prey on Japanese high school girls.

Appearance

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

Guryohime dress in the same styles they enjoyed in life, with many adopting seductively modified school uniforms as a personal statement. The race as a whole is vain, fashionable and almost stereotypically girlish. Akaname who know them claim that the race smells faintly of the urine and shit they spilled in their last dying moments, a scent they find delightful. Ordinary mortals lack noses keen enough to detect this ghostly perfume.

Reproduction

Guryohime are an undead strain of humanity, which cannot reproduce, and only continues by new girls choosing the Guryohime path. The vast majority (as high as 80-90%) of all successful Guryohime are of Japanese descent, though occasionally a girl from China, Korea or even distant America or Europe might hear the dream-call of the Great Tree. Future Guryohime have erotic nightmares of hanging noosed from one of the branches of a great tree of light. These nightmares begin shortly after the girl reaches puberty. Most girls fight the Great Tree's compulsion on their own, or drown their dreams with anti-psychotic meds, but every year dozens of girls give in to the noose-dreams. If a girl reaches her twenties without giving into the noose-dreams, they fade entirely.

A girl who chooses to become a Guryohime instinctively knows the steps necessary to complete her rebirth into undeath- the white kimono, the brown obi, the strangling noose woven with purple



thread, the prayer, the song, the final kicking away of the stool....

Relatively few would-be-Guryohime have the strength of will necessary to return as an undead girl. Most are simply lost to the afterlife and the great wheel of reincarnation. Guryohime don't grieve for their failed sisters- they celebrate their lives, eroticize their deaths, and comfort with the fact they are promised to rebirth somewhere in the Tatakama as temple miko of the Great Tree.

Homes and Lands

Guryohime are creatures of Black Japan's cities, and attend school as strange, half-living students. Many still reside in their parent's homes, or have small apartments near to their still living friends and relatives. An extremely high percentage of Guryohime make their homes near Aokigahara Forest, at the base of Mt. Fuji, as many of the undead girls ended their mortal lives in the eerily still "Sea of Trees".

GORYOHIME RACIAL TRAITS

Size and Type

Guryohime are Medium sized undead. As Medium creatures they suffer no special bonuses or penalties due to their size. A Guryohime's base landspeed is 30 ft.

Ability Score Modifiers

+2 CHA.

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

Enhanced Senses

Guryohime possess lowlight vision.

Eased Passage Between Life & Death (SU)

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

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

Noose Dreams (SU)

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

Undead Immunities (EX)

Guryohime have all the immunities common to Undead player characters.

UNDEAD PLAYER CHARACTERS

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

BECOMING A GORYOHIME IN GAME

Unlike other forms of undead, like the Akaname and the Ubume who begin their 'life' as an undead creature, Guryohime live several years as a teenaged girl before accepting undeath. Over the course of a campaign, a female character with a CHA score of at least 11+ who is in the Young Adult age category might be blessed (or cursed) with noose-dreams of the Great Tree. Either the gamemaster or the player might decide that a specific character who meets those criteria begins experiencing the dreams, but the actual choice to become a Guryohime is always in the player's hands.

Unlike NPC Goryohime, who risk being lost to death forever, assume a player character Goryohime succeeds in the suicide-ritual and rises an hour or so after her death as an undead, still writhing in her noose. The character loses all existing racial traits and race specific feats and talents, and gains the Goryohime's racial traits. The character may select an equal number of Goryohime-specific talents and feats. She does not lose her old racial ability score modifiers, merely receiving a +2 racial increase to her CHA score.

GORYOHIME ALTERNATE RACIAL TRAITS

Chaste Goryohime (SU)

The Goryohime followed a different path into undeath, and preformed a far crueler suicide ritual on herself. She followed the path of the Chinese Chaste warrior sisterhood. In her death ritual, she ritually severed her clitoris and sewed her labia shut with golden wire, before opening the veins in her thighs. Her undead flesh is as white and hard as porcelain, and her corpse still bears the signs of its mutilation.

The Chaste Goryohime's self mutilation hardens her will, and makes an apprentice member of the eternal, demon-slaying Chaste sisterhood. The Chaste Goryohime receives Combat Martial Arts as a racial bonus feat. The Chaste Goryohime receives a +1 racial bonus on saving throws against spells, spell-like abilities and other effects which specifically target the female gender.

The Chaste Goryohime does not receive the Goryohime's +2 racial bonus to CHA. This trait replaces the Goryohime's Noose Dreams racial trait.

Dead Daughter of the Tatakama (SU)

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

Gate between realms, and receives a +2 racial bonus on Knowledge checks made to figure out how to open a sealed *Torrii*.

Dead Daughter of the Tatakama replaces the Goryohime's Eased Passage racial trait.

Glamorous Spirit (SP)

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

Glamorous Spirit replaces the Goryohime's Eased Passage racial trait.

Peristaltic Magic (SU)

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

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

Peristaltic Magic replaces the Goryohime's Noose Dreams racial trait.



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

The Nekomusume were (at least initially) an artificially created female species- a pretty status symbol and plaything for the rich and decadent. The catlike humanoids can breed true, despite the arcane and hormonal locks on their reproduction, and can produce litters of free Nekomusume. Many integrate into human society, using their natural gifts to disappear into lucrative careers in Black Tokyo's sex industry. Others fight to free their enslaved mothers and sisters.

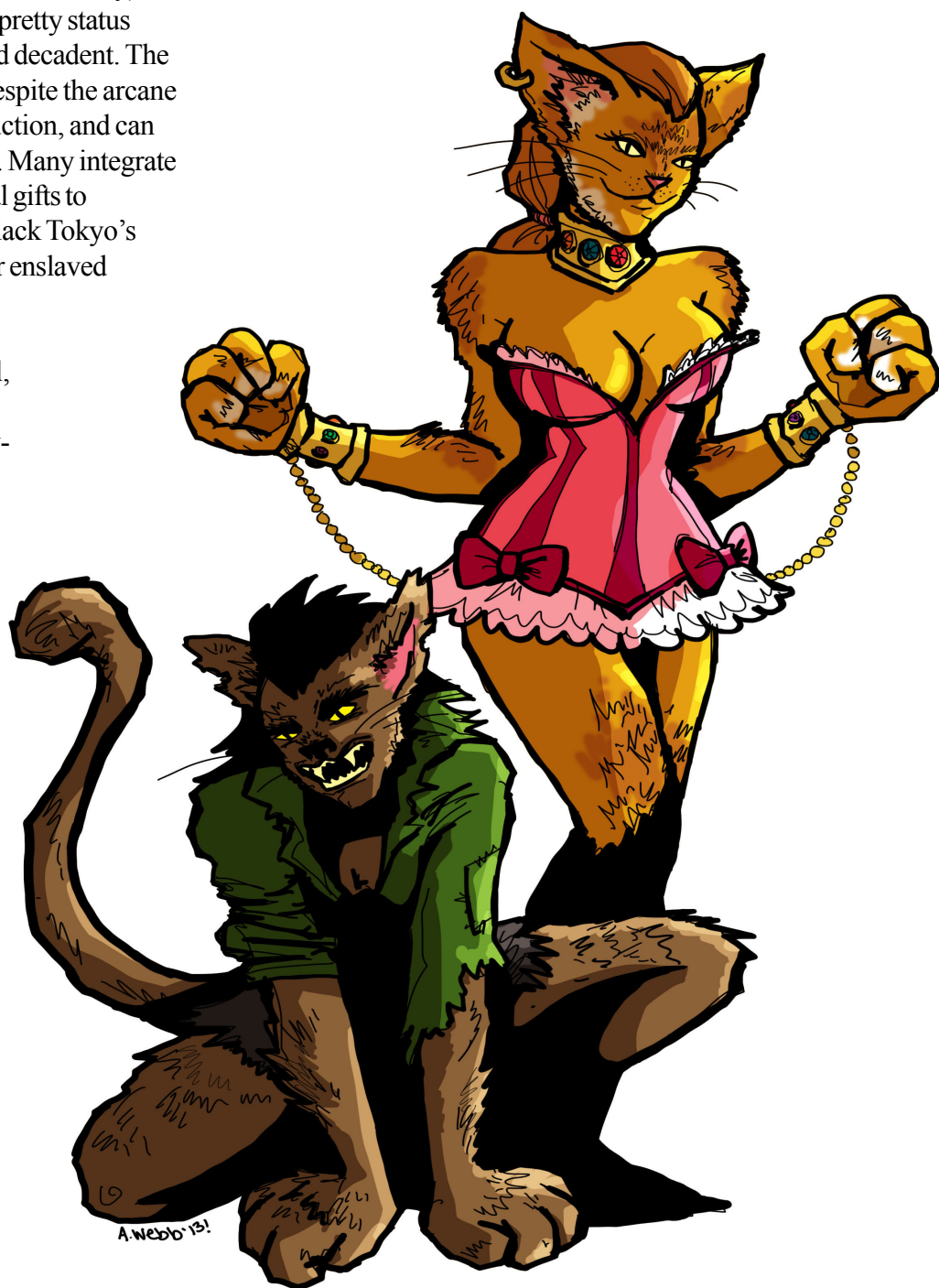
In some cities, packs of feral, genetically inferior Nekomusume are common pests: creatures with nearly-human bodies but animal souls. Feral Nekomusume are the exception: in the main, these felinoids are almost intelligent and cunning as their human fathers... despite what their masters and marketing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

Appearance

Nekomusume are petite females, light and tiny even by Japanese standards. Their bodies are just catlike enough to appeal to fetishists. Their bodies are decorated with attractive patches of soft fur that accentuate their bodies and sensuality but hide none of their charms. Their fuzzy ears are long, pointed and semi-

prehensile, and are used to express emotion. Most breeds of Nekomusume have long, feline tails that trail between their taut buttocks.

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



linked golden or platinum chains or melodious bells. Slave Nekos tend to be vain, wearing only the best, as having a harem of attractive and well groomed catgirls is a matter of pride for Black Japan's monied elite. Feral Nekos, by contrast, dress in thrift store trash, if they're smart enough to wear clothes at all.

Reproduction

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

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

Feral Nekomusume are even more fertile, with adults almost constantly pregnant. Feral Nekomusume can bear viable offspring with virtually any humanoid or monstrous humanoid male, giving birth to semi-monstrous cat-hybrids. Feral Nekomusume can produce even the rare male 'tom', but toms are outnumbered 10-1 by female kittens.

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

Homes and Lands

Most Nekos own nothing, living in a gilded cage as a wealthy man's plaything. They are often found in the cities, and spend their idle days shopping, visiting the few special salons that cater to the needs of magical half-cats, or even spending their masters' yen at Fashion Club Nekomini! Feral Nekos keep to the back alleys, and live rough and homeless on subway platforms, cardboard 'palaces' and coffin hotels when they can scrounge the funds.

NEKOMUSUME RACIAL TRAITS

Size and Type

Nekomusume are Medium humanoids. As Medium creatures they receive no special bonuses or penalties due to their size.

Nekomusume have a 30 ft base land speed. They also possess a Climb speed equal to their base land speed. They may use either their STR or DEX modifier on Climb checks.

Ability Score Modifiers

+2 DEX, -4 INT, +2 CHA.

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

Enhanced Senses

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

Racial Feats

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

Feline Nimbus (SU)

A Nekomusume's skin glows a soft amber when she is happy or sexually aroused, and at will

the glamorous feline can cause her body to glow as if enchanted by a either *light* or *dancing lights spell* as cast by a first level sorcerer.

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

Padded Feet (EX)

Nekomusume paws are as stealthy as a ninja's tabi. They receive a +2 racial bonus on Move Silently (Stealth) and Perform (dance) checks.

NEKOMUSUME ALTERNATE RACIAL TRAITS

Alley Cat (EX)

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

Alley Cat replaces the Nekomusume's Gifts of Ecstasy racial feat.

Bedroom Genius (SU)

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

For 1d4+1 hours after a sexual encounter with any humanoid male, the Nekomusume's racial penalty to INT is negated. A Nekomusume can only benefit from this trait once per day. The Neko does

not receive additional bonus skill ranks or languages due to this temporary increase to her Intelligence.

Bedroom Genius replaces the Feline Nimbus racial trait.

Feral Neko (EX)

The Neko is a genetically inferior kitten, the kind of cat-girl that the TBMS catchers snatch up, tag and gas to death. The feral Neko suffers an additional -2 penalty to INT, to a minimum of 3 INT. Feral Neko are illiterate by default, and must spend 2 skill points to become literate in a language they can speak.

However, Feral Nekos are tougher than average, receiving a +2 racial bonus to their STR scores. These cat girls tend to be faster on their feet, having a base land speed of 35 ft- reflexes matter when dodging traffic and evading predators, including the two legged kind.

This alternate racial package can be chosen by any Nekomusume character at character creation, without giving up any existing racial traits.

Kitten Idol (SU)

Your voice was designed with as much obsessive love as your body, your fur and your pussy and tail. You receive a +3 racial bonus on Perform (sing) checks, and can speak the language of cats as easily as you can humans. You are treated as being under the effects of a permanent *Speak with Animals* spell that is limited only to feline creatures. You receive a +3 racial bonus on Handle Animal checks involving any kind of feline.

Kitten Idol replaces the Feline Nimbus racial trait.

Stray (EX)

You were way too assertive to be any millionaire's sex slave, no matter the temptations, no matter the punishment. You receive Iron Will as a racial bonus feat.

Stray replaces the Nekomusume's Gifts of Ecstasy racial feat.

Student Kitten (EX)

Occasionally, a batch of Nekomusumes are not sold on the open market. Growing more slowly than others of their kind, they mature more like human girls than cat-girl slaves; tax write offs and long-term sociological research mean that instead of being sold, this special 'class' of kitten girls are placed with human foster families, and allowed to attend public school. Most of these semi-free Nekos return to their breeders and allow themselves to be sold when they graduate highschool, but a few live as free cat girls in workaday Black Japan.

You are a Neko in the Young Adult age category, receiving the ability score adjustments common to all pre-teen characters. You reach the Adult age category whenever you graduate high school or gain 4 character levels, whichever comes first.

You are restricted to the Student starting occupation, but may select an additional starting talent available to either Students or Nekomusumes, in addition the starting talent or talents available to all Black Tokyo characters.

Student Kittens only suffer a -2 racial penalty to their INT scores.

Any Nekomusume can select this alternate racial trait without giving up an existing racial trait.

THE ANTHROS OF BLACK JAPAN

If you are using *Fursona: The Definitive Guide to Creating Anthropomorphic Characters* (Otherverse Games, 2011) with Black Tokyo, you can treat Nekomusume as unique members of the Felis Minor order. They receive two (2) additional Build Points with which to purchase additional racial abilities.

Virtually all Nekomusume have the Fashion Anthro template, from *Fursona III*, applied.



A Nikusui is a razor blade with a candy shell, a guillotine wrapped in a pretty bow, poison that tastes like sugar. The Nikusui are a race of protectors and guardians. Like many Fey, they have a special connection to children, but unlike many Fey, their love for innocence has turned violent and implacable. The Nikusui venture far from the forests of the Tatakama, clothing themselves in immortal bodies that never age and never tire, to slaughter those in the Earth Realm who would hurt mortal children or steal their innocence.

Nikusui kill by seduction and deception, willingly allowing themselves to be abducted, molested and manipulated if suffering these indignities will save one mortal child from the same suffering. They wander the world as unaccompanied minors, as lost children and seductive little lolitas... as bait. Their every word, every move, every gesture is calculated to entice pedophiles to them; they are like deep sea angler fish reeling out a glowing lure.

The fey's methods are too brutal for most allies to tolerate for long, though even Chrysanthemum Seven will use Nikusui infiltrators and assassins when the stakes are high enough. They are staunch allies of the Sisterhood, often acting as decoys so a Sisterhood strike team can help them take down a particularly fearsome predator. Many of Black Tokyo's *oni* races have placed bounties on Nikusui hides; some elder rape demons are said to offer 10 million yen for a dead Nikusui, or twice that amount for a bound and helpless child-fey to violate.

Appearance

Nikusui resemble pre-teen humans, and do not age. Even a thousand old Nikusui samurai looks as helpless and hairless as an eight year old boy. The fey cultivate this deception carefully, and take great care to make sure their dress, mannerisms and vocabulary matches that of real children.

The only hint to a Nikusui's true nature are the elaborate kanji symbols (prayers of protection and vengeance) painted on their back and bellies. Of course, by the time an adult has seen these marks, it's usually too late to save them.

When a Nikusui drops her pretence of iPhone helplessness, she is terrifying to behold. Her eyes go cold and hard, her motions become as decisive as a drawn katana, and though she may be small, no one in their right mind would ever mistake a hunting Nikusui for a child.

Reproduction

Nikusui do not reproduce; the childlike forms they choose to themselves will never reach puberty. Few Nikusui ever take lovers, few trust adults enough give themselves sexually, and no



Nikusui will ever take a child as a lover, no matter how similar their bodies may seem.

Homes and Lands

The Nikusui rarely return to the Tatakama; the perils facing children are far, far greater in the Earth Realm. Their targets are many, and their methods are brutal. Black Tokyo's newspapers carry regular stories of child pornographers found strangled on their own severed cocks, of salarimen out on compensated dates with a high school girl found skinned alive, of rapists burned alive, one square inch of skin at a time. These fearsome,

implacable child-hunters are a dark legend among Black Tokyo's most vile.

The Nikusui are world travelers, living unnoticed in empty rooms of crappy motels and squatting in abandoned buildings. They travel far beyond the borders of Black Japan, killing scum in Singapore, China, across Europe and in the worst corners of the American hell.

NIKUSUI RACIAL TRAITS

Size and Type

Nikusui are Small fey. As Small creatures, they receive a +1 size bonus on attack rolls and Defense/AC, and a +4 size bonus on Stealth (Hide, Move Silently) checks, but suffer a -1 size penalty to their CMB and CMD scores.

Despite their size, the swift and nimble Nikusui retain a 30 ft base land speed.

Nikusui are fey, rendering them immune to effects that specifically target humanoids, such as *Charm Person*.

Ability Score Modifiers

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

Nikusui are eternally children, and so their small frames limit their strength. However, their willpower and courage dwarfs that of warriors three times their size, and they cultivate a natural charm and lethal likeability, the better to catch pedophiles and predators off guard.

Enhanced Senses

Nikusui have keen eyes, and gain *lowlight vision*.

A Nikusui can automatically sense the presence of any creature within 30 ft who has ever had a sexual encounter with any humanoid who was in the Child age category or younger at the time of the act.

Such creatures are marked with a flickering yellow and brown aura, which resembles the spiked

crab's carapace when viewed by the perceptive, vengeful Nikusui.

Racial Skills

Nikusui automatically succeed on Disguise checks made to pass for a human child. The naturally deceptive and purposeful fey receive a +2 racial bonus on Bluff, Sense Motive and Knowledge (behavioral sciences) checks. They use their natural talents to sniff out pedophiles and child rapists.

Child's Vengeance (SU)

A Nikusui's absolute hatred of those who would harm and abuse children makes them exceptionally deadly enemies. When attacking a pedophile unarmed or with any light, one handed slashing or piercing weapon, the Nikusui may use her CHA modifier in place of her STR modifier as a modifier to attack and damage rolls.

Strike and Evade (EX)

A Nikusui's strength lies in her speed and her determination, not her feeble musculature. Whenever the Nikusui either slays a pedophile or confirms a critical hit against a pedophile with her Child's Vengeance racial ability, she may take an additional 5 ft step as an immediate action.

Vengeful Fey (EX)

Nikusui are driven to rage and distraction by the presence of pedophiles. Anytime the Nikusui is within 30 ft of any creature perceptible to its enhanced senses as a pedophile, the fey suffers a -2 morale penalty on skill checks, attack and damage rolls if the Nikusui attacks another target or engages in non-combat actions while within the pedophiles presence. This penalty vanishes when the Nikusui is actively engaged in combat with the pedophile or a known ally.

NIKUSUI ALTERNATE RACIAL TRAITS

Dark Protector (SU)

The Nikusui embodies a vow never to let a child be harmed within the reach of her weapons. Any time a child (a sentient creature in the Young Adult age category or younger) within 60 ft would suffer Hit Point loss, the damage transfers to the Nikusui leaving the child unharmed.

Whenever the Nikusui suffers damage caused by her Dark Protector racial trait, she may make a 5 ft step as an immediate action. This movement must take her towards the creature or effect that caused the damage.

Dark Protector replaces the Nikusui's Child's Vengeance and Strike and Evade racial traits.

Ghost of a Child (EX)

Rather than a fey embodiment of vengeance and justice, the Nikusui is the spirit of an abused and murdered child. The Nikusui's type becomes undead, and they gain all the immunities common to undead player characters.

The ghostly Nikusui can be harmed by channeled positive energy. However, the ghostly Nikusui is immune to the harmful effects of channeled energy generated by a cleric who has ever intentionally abused, harmed or killed a child without excellent cause.

Ghost of a Child modifies the Nikusui's type. Any Nikusui can choose this alternate trait without giving up an existing racial trait.

Lonely Walk (SP)

Nikusui are creatures of dark and terrifying magic. They can clamber across ceilings and walls as easily as they walk across the floor, as if enchanted by a permanent *spiderclimb* spell.

Nikusui cannot use their Lonely Walk racial ability within 60 ft of any child (a sentient creature in the Young Adult age category or younger) or any pregnant woman.

Lonely Walk replaces the Nikusui's Strike and Evade racial trait.

Ohaguro (SU)

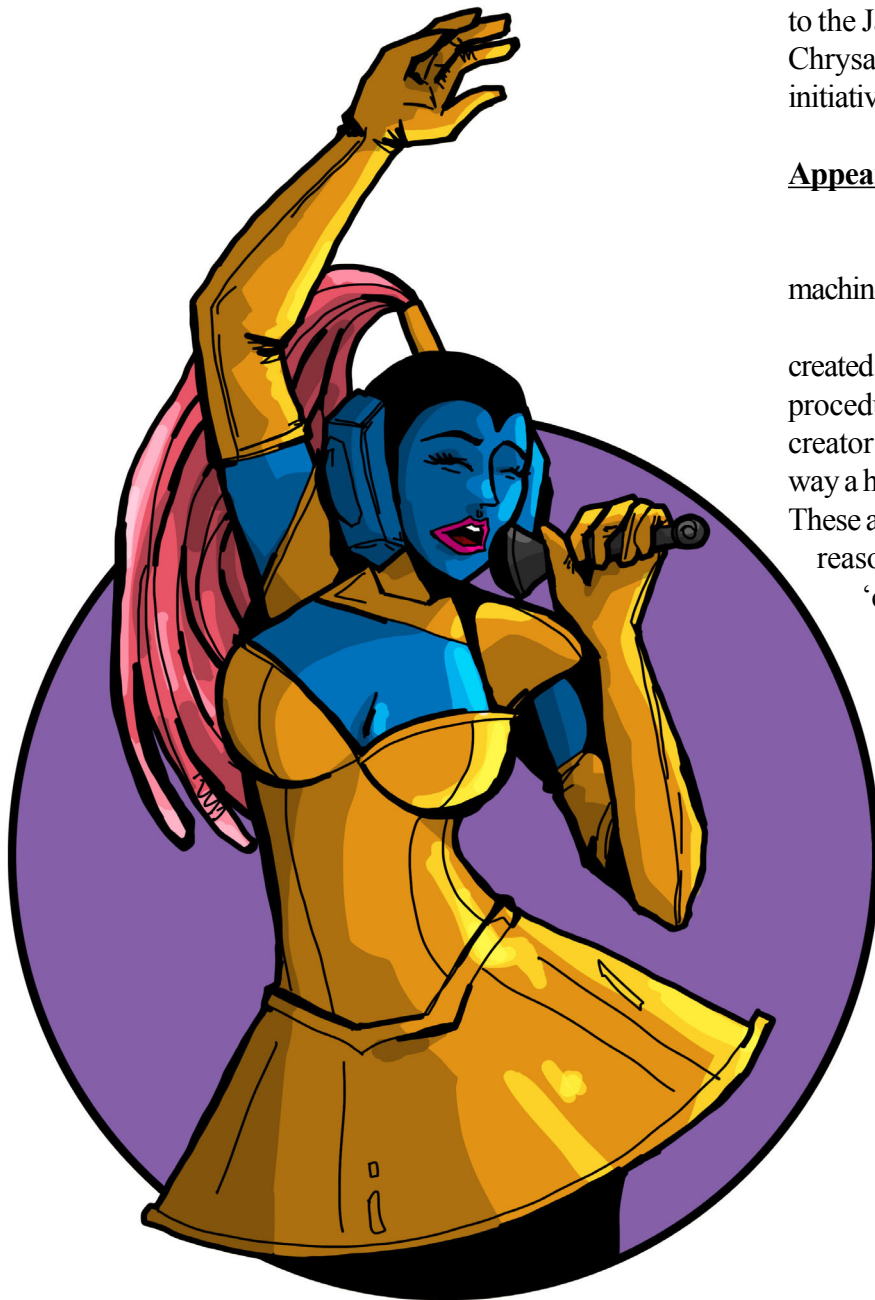
The Nikusui's imitation of humanity is imperfect, and they can only pass for a human child in darkness. The Ohaguro sect are among the darkest and angriest of their race, hunting and killing the most sadistic, disorganized and dangerous kind of pedophile. Ohaguro sect Nikusui have clammy skin, the cyanic green-grey of a rotting corpse, and their long stringy hair falls across their faces like tattered black curtains. Ohaguro sect Nikusui have no facial features save for a black lipped mouth: somehow they can see the leathery cowl of dead flesh that covers what should have been their eyes.

Though eyeless and noseless, Ohaguro sect Nikusui can perceive the world. The blind creatures possess *blind sense* with a 120 ft radius. Their senses are keen enough they can read letters on a page by running their fingers over the subtle indentations in the printing. However, the Ohaguro sect Nikusui cannot perceive color and have no sense of smell.

A Nikusui who selects this alternate racial trait loses their racial automatic success on Disguise checks made to imitate a human child.



POETICA™ brand androids are extremely humanlike; created through cutting edge techno-wizardry, these glamorous androids have true souls. They gestate in wombs comprised of shimmering mystic energy, growing like a human girl would. Far from mass-produced, POETICA androids are each hand crafted for a specific owner, designed to support him or her emotionally and tactically. These beautiful, cunning androids are designed to be a



trustworthy confidante, wise mentor, passionate lover and bodyguard, all rolled into one.

POETICA androids are a dream item for the ultra-wealthy in across Black Japan and Asia as a whole. American businessmen, especially, love their POETICAs, and this twisted reality's Capitol Hill is awash in POETICA android assistants. These glamorous high-tech geishas are equally common among Japan's ultra wealthy, and many are commissioned as custom-grown idol signers by the fiercely competitive J-Pop industry. Sexy and ultra-sleek POETICAs have a natural advantage over their more common and 'last-gen' Idol androids. A few companies might build and assign a POETICA to the Japanese Self Defense Forces, Chrysanthemum Seven or the Tokyo PD as a PR initiative and tax write-off.

Appearance

POETICAs are fully integrated bio-machines.

Grown from an abandoned human soul created in techno-magical invitro fertilization procedures, these androids are prompted by their creator to 'grow' a bio-machine chassis in the same way a human develops from a single fertilized egg. These androids are exclusively female; for some reason proto-male souls do not properly 'congeal' into a working form.

These cute androids are identifiable by their florescent polymer hair, the headphone like sensor modules built into the sides of their skulls, and their utterly perfect, ageless beauty. POETICA heroines dress in stylish club wear, especially fetish vinyl integrated with converged computing solutions and holographic displays. They are an island of clean, sleek and modern magic disguised as technology amid the blood, sweat and gore of Black Japan.

Reproduction

Standard model POETICAs are infertile, though they are programmed with both skill and enjoyment of virtually every sexual act and position a potential buyer might ever desire. A continual upgrade program allows some POETICAs to bear children, with in the case of girls are always POETICA themselves, while boy children are the father's race, though a rather small and keenly intelligent example of the species (additional -2 STR, +2 INT in addition to other racial adjustments).

POETICAs who have inherited or bought their own freedom often purchase and install the reproductive upgrade package, finally earning the last vestige of humanity denied them.

Homes and Lands

POETICA are a distinct minority population in Tokyo, some living in neat but tiny private apartments overlooking the city's financial heart. Others live and work alongside their purchasers or in well appointed special dormitories where an entire POETICA production batch, who think of themselves as sisters, are quartered while awaiting purchase.

POETICA are uncomfortable in rural areas, and view the Tatakama itself with a kind of existential dread. Though products of technology themselves, they are uncomfortable anywhere they can't get a reliable wi-fi signal.

POETICA RACIAL TRAITS

Size and Type

POETICA are Medium monstrous humanoids. As Medium creatures they receive no special bonus or penalty due to their size. POETICAs have a base landspeed of 30 ft.

As monstrous humanoids, POETICAs are immune to effects that specifically target humanoids, such as *Charm Person*.

Ability Score Modifiers

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

These androids are extremely fragile, and they dislike violence. However their minds are strong, and they excel in intellectual and creative pursuits.

Enhanced Senses

POETICA have top quality optical systems, which provide them with *lowlight vision*. Their implanted headware means they can pick up and communicate unencrypted radio, cellphone and wi-fi or Mesh signals.

Racial Skills

POETICA are programmed with whatever skill package their purchaser desires, reflecting the natural talents of the infant soul used to create them. When the POETICA is created, choose one of the following racial ability packages, which provide the listed racial bonuses on the following skills. This choice also determines what Starting Occupation the POETICA has.

- *Occupation: Creative.* Craft (visual arts) +2, Perform (act) +2, Perform (sing) +2
- *Occupation: Doctor.* Knowledge (earth & life sciences) +2, Knowledge (theology & philosophy) +2, Treat Injury or Heal +2
- *Occupation: Domestic.* Sense Motive +2, Knowledge (streetwise) +2, Perception +2
- *Occupation: Entrepreneur.* Knowledge (business) +2, Knowledge (civics) +2, Knowledge (technology) +2
- *Occupation: Technician.* Drive +2, Craft (mechanical) +2, Repair +2
- *Occupation: White Collar.* Diplomacy +2, Knowledge (behavioral sciences) +2, Knowledge (theology & philosophy) +2

Highly Skilled (EX)

Like humans, POETICA excel in a variety of fields. They receive one bonus skill rank at each level, and/or four bonus skill ranks at first level (D20 Modern only).

POETICA AS SYNTHETIC HEROES

The POETICA were first introduced in Synthetic Heroes II as a Chassis type for robotic adventurers. If used with Synthetic Heroes the following racial traits are favored by POETICA. To use them as a Chassis type, simply remove the highly skilled trait and give the POETICA four (4) Build Points with which to purchase additional racial traits.

Blindsight, Codebreaker, Defensive Logic Upgrade, Encyclopedic Databases, First Law Combat Programming, Flexibility, FTL Needlecast, Memetic Sculpting, Neural Probes, Skill Mimic

POETICA ALTERNATE RACIAL TRAITS

Arcane Programming (SU)

Whenever the POETICA takes a level in the Modern Spellcaster basic class, she receives an additional Spell Point. The POETICA may safely Overcast any spell involving or affecting modern electronic or computer equipment at one level higher than normal.

Arcane Programming replaces the POETICA's Highly Skilled racial trait.

Dark POETICA (EX)

The POETICA was illegally modified to serve as a torturer, girl butcher and predator's assistant. She was likely purchased by sadistic and more techno-savvy than usual oni to serve as a dark and soulless reflection of their own cruel desires.

Instead of the normal racial skills, a Dark POETICA has the following alternate racial skills package.

- *Occupation: Predator.* Intimidate +2, Knowledge (arcane), Stealth (Hide) +2

The Dark POETICA is a torture expert. She inflicts an additional +1d4 points of damage anytime she attacks a bound, unconscious or helpless

opponent. This bonus damage stacks with sneak attack damage, if any.

Dark POETICA modifies the POETICA's racial traits and replaces the Highly Skilled racial trait.

Fortunate Assistant (SU)

The POETICA is a servant of destiny, and the makers mark hidden just above her pert left nipple is a kanji for good fortune. The POETICA is not bothered by the modern inconveniences of life—three times per day, she can declare she experiences a minor bit of out of combat good fortune. She chooses the shortest and fastest line at the bank, a light changes right as she approaches the intersection, she meets an old friend unexpectedly, and so forth. This general air of good fortune provides the POETICA with a +1 luck bonus on Profession checks made to earn a living.

Fortunate Assistant replaces the POETICA's Highly Skilled racial trait.

Police Lady (EX)

The POETICA was a special model of android, assigned duty with the Tokyo Police Department Section Seven as an anti-supernatural officer, as a tax write off by her manufacturer.

Instead of the normal racial skills, a Police Lady model POETICA has the following alternate racial skills package.

- *Occupation: Law Enforcement.* Investigate +2, Knowledge (arcane), Knowledge (streetwise) +2

The Police Lady POETICA is proficient with Simple and Martial Weapons but lose the Personal Firearms Proficiency common to Law Enforcement characters in other nations; the Tokyo PD still prefers non-lethal weaponry over firearms, even when hunting rogue *Ironclub Oni*.

Police Lady modifies the POETICA's racial traits and replaces the Highly Skilled racial trait.



Yurei are the shadow people, urban legends with a dark reputation and even worse reality. Yurei are defined by anger- vast reserves of rage at the pettiness and injustices of Black Japan. These snarling, cursed folk remember are doomed to remember their previous incarnations, and to remember what they endured before they died- a lifetime of misery, poverty and hate.... so much hate, that even the wheel of reincarnation could not wipe it away.

Yurei remember every fucking vile atrocity they have ever endured over a dozen life times. Some Yurei are the darkest but most resolute of heroes, willing to do anything to prevent other unfortunate mortals from enduring the hell they had to. Other Yurei are as monstrous in soul as they are in body, wanting nothing more than the rest of humanity to suffer as they did. When enraged, a Yurei can be as merciless as a demon, and the chalk-faced ghouls are always enraged. For a Yurei, control is not a matter of beating down their anger, or directing it towards more positive ends, it is simply a matter of smiling their awful teeth gritted, razor-blade smile, until they can't hold it in anymore and murders happen.

Appearance

Yurei resemble human corpses, with hard, chalk-white skin that seems perpetually moist. Their eyes are pools of boiling red blood, without visible pupils, and are always narrowed into a scowl. Yurei have lips and jagged talon-like nails of the same bloody color; their lips are always pursed in a hard scowl, and their talons are always eager to slice out human eyes. A Yurei's genitals are dyed the same lurid crimson. A Yurei's horrific and enraged face is hidden behind a tangled, dirty mat of grayish black hair.

Yurei dress in ragged, thrift store clothes, favoring dark and forgettable clothes. When a Yurei keeps her head down, she can easily pass for an ordinary human, a fact that allows the Yurei race to keep to the shadows and tenements of Black Japan.

Reproduction

Yurei are sterile, and the race is only perpetuated by the birth of new Yurei to unfortunate human parents. Yurei children are somber and angry, often cruelly



murderous to their classmates and siblings. Sometime in their teens, a Yurei's skin blanches and their eyes become blood, and the Yurei just...leaves, wanders off. Yurei abandon their birth families, seeking out others of their kind by dark instinct, to be taught the ways of red rage by elder monsters.

Yurei can live nearly a century, but few survive that long. Instead, most die in battle, with their enemies' heart in their hands. Chrysanthemum Seven and Japan's other anti-*oni* squads dread confrontations with Yurei spree killers, because no matter how good their tactical planning is, the Yurei will murder at least one cop before going down....

Homes and Lands

Yurei are solitary creatures, only rarely traveling with a younger Yurei apprentice, and only reluctantly allying with humans or other creatures. Few bother to accumulate wealth or create happy homes, most squatting in abandoned buildings as necessary. Most Yurei congregate in the Earth Realm, where they wage war against the forces that drive the engine of misery that are the Three Realms. Many Yurei have given their miserable lives in battles against the Amakaze or the Ubume Empress, who have office space in the heart of Black Tokyo. A rare few Yurei have even achieved true heroism in these unrecorded, anonymous deaths.

Yurei rarely settle in the Tatakama. For them, the Tatakama is only a way station. Most Yurei crossing the Tatakama are en route to the Black Else itself, either to make great war against some *Oni Lord* on his own territory, or else to serve the endless darkness of the Else...

YUREI RACIAL TRAITS

Size and Type

Yurei are Medium monstrous humanoids. As Medium creatures, they receive no special bonus or penalty due to their size. A Yurei's base landspeed is 30 ft.

As monstrous humanoids, Yurei are immune to effects that specifically target humanoids, such as charm person.

Ability Score Modifiers

+2 STR, +2 DEX, +2 WIS, -4 CHA. Yurei are phenomenally strong, as graceful and boneless as a dancer, and have a will so strong that even iron would break against it. However, Yurei are an ugly people and they fully realize that fact, even accept it. Their ugliness is not just of their body, but a soul deep ugliness born of endless hate.

Enhanced Senses

Yurei have lowlight vision. In darkness, they see only in shades of black and crimson, the colors of blood.

Dark Intimidation (EX)

Yurei are among the most terrifying creatures in the Realms- resolute, hateful and patient, willing to wait a century to kill a hated foe if that is the way things have to be. Yurei add their Charisma penalty as an equivalent bonus on Intimidate checks.

Ghost Angles (SU)

A Yurei may spend an action point to teleport up to 30 ft plus 5 ft / level as a swift action. The Yurei's destination must be an area of dim illumination or worse, and the square when the Yurei appears must meet any one of the following criteria, otherwise her Ghost Angles ability will not function.

The destination square must include at least one of the following:

- Be adjacent to a corner formed by two walls.
- Be adjacent to a television or computer screen, which the Yurei steps out of.

- Be adjacent to a humanoid or monstrous humanoid creature who has inflicted HP damage on the Yurei or one of her allies, within the past hour.
- Be directly beneath a staircase
- Be a bathroom stall or shower/bathtub

Savage Talons (EX)

A Yurei's claws provide them with a natural attack form which inflicts 1d6 + STR points of slashing damage (crit 20/x2). A Yurei is always considered armed and proficient when attacking with her talons.

If a Yurei inflicts a confirmed critical hit with her talons, rather than just accepting the normal double damage, she can instead choose to *savage* her adversary. When she *savages* an adversary, she rolls D4 for damage; if the Yurei rolls a 3 or 4, she rolls again. She keeps rolling D4 and adding damage until she rolls a 1 or 2. The Yurei applies her STR modifier to damage only once when savaging.

At 10th level, when *savaging*, the Yurei first rolls 2D4, and begins rerolling and adding normally.

YUREI ALTERNATE RACIAL TRAITS

Lonely Walk (SP)

Yurei are creatures of dark and terrifying magic. They can clamber across ceilings and walls as easily as they walk across the floor, as if enchanted by a permanent *spiderclimb* spell.

Yurei cannot use their Lonely Walk racial ability within 60 ft of any child (a sentient creature in the Young Adult age category or younger) or any pregnant woman.

Lonely Walk replaces the Yurei's Ghost Angles racial trait.

My Death Spells (SU)

The Yurei will use her magic to slaughter her enemies, even if she must die in the process. The Yurei gains the Suicide Spellcaster feat (from Modern Spellcaster), as a racial bonus feat.

My Death Spells replaces the Yurei's Ghost Angles racial trait.

Rage Curse (SU)

The Yurei channels her rage into potent necromantic magic, and when she murders using her spells she is almost, but not quite, happy. The Yurei adds a number of Spell Points to her pool equal to her CHA penalty, and she may safely overcast any spell from the Necromancy school or with the Evil descriptor one level higher than normal.

Rage Curse replaces the Yurei's Savage Talons racial trait.

Very Personal Murder (EX)

The Yurei lacks the killing talons of her race—instead her hands are blood red up to her elbows, like blood that never dries. Her fingers are grotesquely elongated with swollen and gnarled knuckles. The Yurei fights by strangling her opponent, enjoying their dying gasps and agonized, futile struggles.

The Yurei receives a +1 racial bonus to her Combat Maneuver Bonus per five character levels. If she begins to strangle or suffocate an opponent, it will die in two rounds, not three.

Very Personal Murder replaces the Yurei's Savage Talons racial trait.

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