





HEART-WARMING ROLE-PLAYING

# GOLDEN SKY Stories

## Bonus Material



*Golden Sky Stories Bonus Material*

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## **Credits**

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## Notes on New Characters

### Horse Henge

In real life horses are quite rare in Japan. In feudal times samurai would ride horses in battle, but people used oxen as beasts of burden. The few horses in Japan today are mainly used for horse racing and other equestrian sports, and in certain tourist attractions. They were actually scarce enough that Akira Kurosawa had to import extra horses to film battle scenes in his period movies.

Japan doesn't have any horse-related mythology to speak of, so horse henge are a thing we made up for this game, inspired by A Certain Cartoon, plus lots of English idioms about horses and reading up a bit on real-life horses. Putting horses into a town in the Japanese countryside isn't really true to real life, but if you already have henge and local gods running around, horses are a pretty minor fantasy element. If you do want to include ordinary horses in your stories, you can use the description below.

### HORSES

**HENGE:** ○            **ANIMAL:** 4  
**ADULT:** ○           **CHILD:** ○

Horses are large, strong, swift animals that people use as beasts of burden and transportation. They have a strong herd instinct, and can be a bit skittish.

For more information on horses, see the introduction to pony henge.

### Fish Henge Rules

Fish henge are a somewhat advanced character type, best used either by the narrator or by players who already have experience playing regular henge. Being aquatic unless they transform makes it much more difficult for fish henge to fully participate in a story.

A fish henge's true form can be pretty much any kind of fish, from a common goldfish to an exotic tropical fish, though fish that actually live around

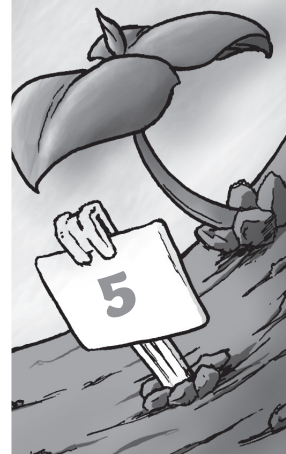
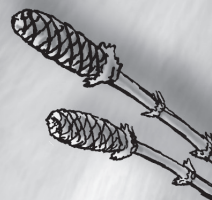
Japan in some form are probably best. Think about what kind of fish henge you're making, and where your henge will live as a fish.

Fish henge can breathe air even in full fish form, but find it uncomfortable. They can also use human speech in or out of water.

### TRANSFORMING

Fish henge don't have ears and tails the way most henge do, so when they take human form it works a little differently.

- +0 You look human, except you have a fish's tail instead of legs, like a mermaid.
- +2 You look human, but with some fish characteristics like patches of scales and webbed fingers.
- +4 You look like a regular human.



I'm Chika, the **MOUSE!** How old am I? I was actually born about two months ago, though I look like I'm 10 when I take human form. And remember, I'm just as smart as an adult too. I'm impatient, gluttonous, and tiny? Well of course; I'm a mouse. I'm small, but I run around a lot. Just look at me!

**Mice as henge?** Well, there are all kinds. Like I live above the ceiling in someone's house, but some live underground, or in the mountains or fields. I'm not, like, the only one who became a henge. Oh, but we're all pretty smart. We have to be because we're so tiny. We don't do anything violent, and we get pretty scared when people get mad at us.

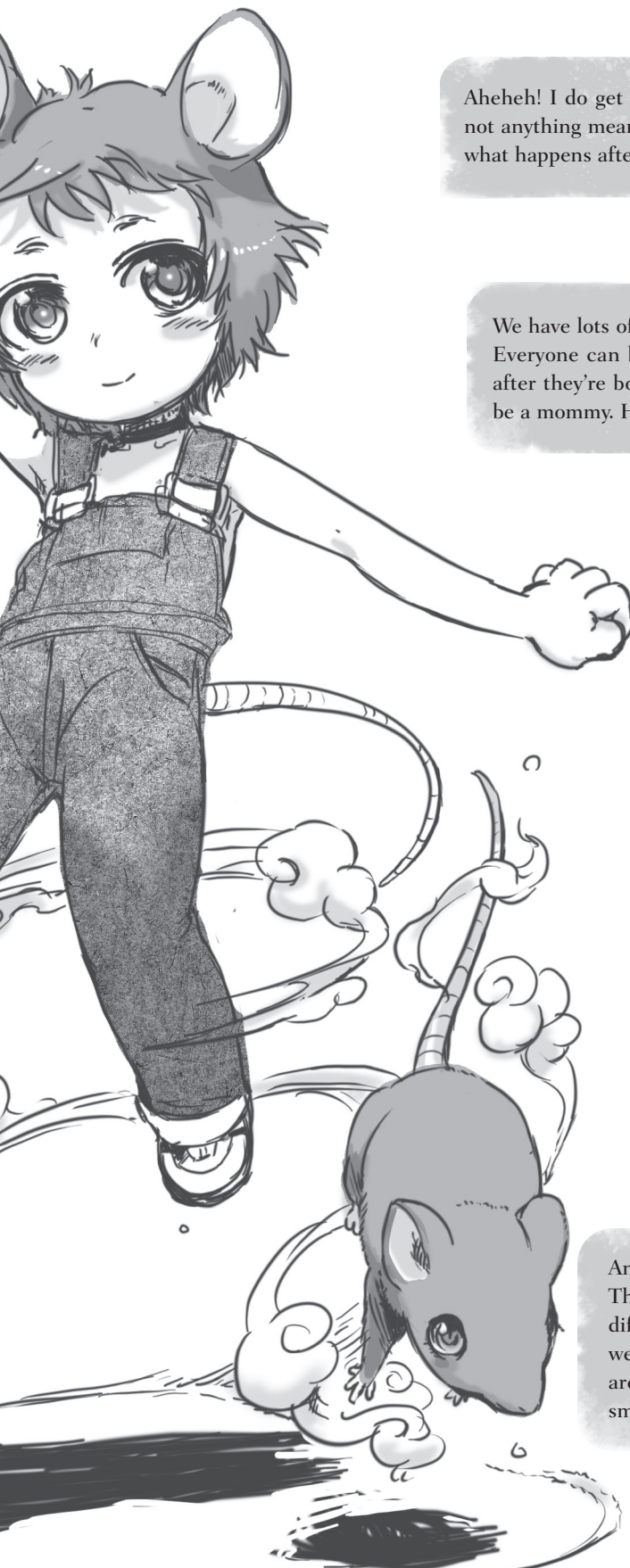
Hm? **Mice as animals?** Apart from field mice, people tend to not like us. A lot of it is stuff we can't really help though. Besides, we're small and really fast... and cute too, right? Hey, don't laugh!

I—I meant mice in general, not me! W-Well, I mean I'm a mouse, and a mouse is a mouse, so, well, you know... **\*mumble\***

The Japanese name for mice is **nezumi**, because they think that while you're sleeping (*neru*) we steal (*nusumi*) things, or because it's underground around roots (*ne*) where we live (*sumi*). We're just who we are though.

Mice are no good with **cats**. I've made friends with some, but lots of mice just run away from them. Cats have their own problems, but I wish they'd try to understand us more.





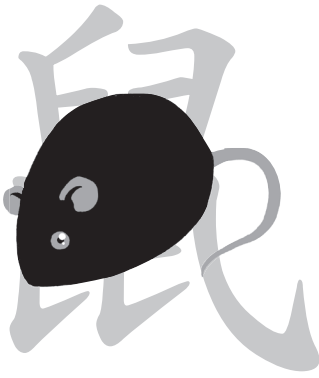
Aheheh! I do get up to lots of **mischief!** But not anything mean; I try to think carefully about what happens after.

We have lots of **children.** I have tons of brothers. Everyone can become a mom or dad only a month after they're born. Next time we meet I might even be a mommy. Heeheeheehee!

No matter how much **food** there is, it's never enough. My body's small, but has infinite power and a hunger to match! ...So if you really want to be friends, maybe you could let me have some food when you see me? Well, I know lots of places to get a snack actually.

For us, time runs fast. Anyone who thinks that some people go fast and should stop and take a look at how quick things are for us. Just remember that if we seem impatient. You guys talk so slow!

And you know we're #1 in the **Chinese zodiac!** There are 12 animals, and each one watches over a different year! There are a lot of stories about how we took the number one spot though. But all of them are about how we had an ancestor who was really smart. Heehee!



## MOUSE POWERS

*Mice are small animals, but they're also very clever. In stories they can slip into the background and quickly ferret out the true cause of the trouble. Their tiny bodies let them go most anywhere, and find out all kinds of things. Of course, they're still quite good at finding things even in human form.*

*However, although mice are accustomed to having big families that get along, they don't easily befriend other animals or humans. Their cleverness gets in the way, preventing them from opening up as much to others. On the other hand, once they do let someone in, they treat them like a close family member.*

*You could say a mouse's role is to work hard behind the scenes for their precious friends and family.*

### **Mouse Hole (4)**

By finding tiny gaps, you can slip into all sorts of places. Even if the way is closed or blocked, you can leave a scene. You can also enter a scene when you wouldn't normally be able to.

### **You Do It (6)**

You can have someone else do something for you. You can use this for any check other than an Impression Check. Rather than making the check yourself, you can have another character that is present in the scene do it for you. When you use this power, both you and the person helping you can spend Feelings on the check.

### **Liar (8)**

This power lets you make someone believe a lie that you've told. Make an Adult check against their Adult attribute; if you win, you are able to deceive them. Without very direct proof in front of them, they will continue believing you and not suspect anything.

### **Sneaky (8)**

You can move around without making a sound or other signs, so that others don't notice you at all. This lets you take action without anyone in the scene spotting you, without any chance to resist. This effect continues until the end of the scene or until you make some kind of noise, like talking above a whisper or causing a flashy scene.

### **Big Family (8)**

Your large family of mice gives you wise advice. When you use this power, your Adult attribute is doubled for the rest of the scene.

### **Shenanigans (12)**

Smart mice can get a big effect out of a little bit of mischief. You can use this to interrupt when someone (a henge or mononoke) is using a power. When you use this power, the target's power simply doesn't work.



## WEAKNESS

### **Impatient**

You're prone to being flustered and rushed, often engaging in wasted efforts. Any time you use a power, you have to spend 1 additional point of Wonder.

### **Underground**

You live in a dark hole, and thus don't know much about the surface world or the town. You automatically fail any checks relating to information about the town, the lay of the land, machines, etc.

### **Tiny**

Your small size means you're not very strong. You can't raise your Animal attribute higher than 1, and you can't use Feelings on checks that require physical power.

### **Glutton**

You love to eat, and if you don't get a proper meal, you can barely move. Furthermore, if there's food in front of you, you have to stop and eat until you're full or the food is all gone, even if you have other things to do.

### **Scared**

There are certain kinds of animals you just can't deal with. Even if they're actually a henge, if there is a cat or snake in the scene that you don't have a connection with, you have to run away.

### **Braggart**

You have a habit of pretending to be stronger than you are. In order to use Feelings on a check, you have to spend an extra 2 Feelings.

## ADDITIONAL POWER

### **Skitter (8)**

You run away in the blink of an eye. You can use this to interrupt any check. When you use it, you are able to safely exit any scene. You can take one unresisting henge or human with you.

### **Treasure (6)**

You know the location of some long-forgotten treasure. Once before the end of the story you can have a valuable item worth 500,000 yen (roughly \$5000), such as an ancient gold coin or other antique. However, this is in the form of an object rather than actual money, and you'll have to find a clever way to use it.

### **House Mouse (o)**

You're a white mouse or a hamster, the type of critter people keep as pets. People will not suffer from Surprise when they see you in your animal form, and your attribute is increased by 1 when you do an Impression Check with a human.

### **Dine and Dash (4)**

You can make off with food without anyone noticing. If someone is carrying food or has food next to them, you can take it. It doesn't matter how big the food is, though it has to be something you can actually get a grip on, so a wedding cake or a hot frying pan would be right out.

### **Stare (6)**

By carefully examining someone, you can tell if they're a henge. If you use this power you can discern a henge or mononoke's true form and weaknesses. However, this power doesn't work on local gods.

### **I Dunno (o)**

Though you mean well, you have a lack of self-awareness. You can use this power when a character's connection to you was just strengthened in the current break between scenes. You can now spend Dreams to strengthen your connection to that same character by any amount, instead of just by 1.

I'm Tsumuji the **WOLF!** I'm 3 years old, but I'm already grown up! I hear tell my mom and pop kept traveling up in the mountains until they came here, but... they left me behind. I dunno how they could do something like that to a little kid. Geez.

I was born in a **cave**. We're not that great at digging, so we have to go and find spots to use.

Hm? We live as **families**. I don't know about this "pack" stuff. I have some brothers though. We live as a family even if we're far apart. I have some brothers too, you know. My dad left me this jacket, you know... I'm really glad he did.

Yeah, it's really loud when we **howl**. It'll hurt your ears if you're too close, so be careful, okay?

I'm not much good with **towns**. I can hear my pop howling no matter how far away he is, but in town sometimes I can't.

Ayup, we have summer and winter **coats**. We're good at hiding, so you're gonna have a hard time finding me if I don't want to be seen. If I have just a little bit of brush you'll never find me.





I'm not **scary**, or violent, or inconsiderate, so don't say stuff like that. If you leave me alone, I'll leave you alone. Well, except maybe when I'm hungry.

**Okuri-ookami?** The Sending Wolf?

Those legends of wolves that guide people to safety? Well, I don't really like people coming into my territory, so I'll watch them from behind and get them to leave my turf.

I don't get any weird urges when I look at **the moon**. I hardly ever howl at the moon.

You think I'm a **mountain god**? You're gonna cause trouble going calling someone a god out of nowhere. Not that I mind getting the occasional offering, but at least leave some meat if you're gonna do that.



## WOLF POWERS

*People seldom encounter wolves. For that matter, even henge hardly ever run into wolves. The wolves live quietly, deep in the mountains and forests.*

*They have abilities relating to their domains, and they're all too good at surprising people (and in a different way from mononoke). Racing around open spaces, unleashing terrifying howls, and protecting those that need it... Such wolves only have frequent dealings with the local gods of the mountains and forests.*

*Wolves know little of people's society, and when a curious wolf cub comes into town, it can become a major incident for everyone involved.*

### **Territory (0)**

You have a certain territory in the mountains or forest where you're stronger than normal. As long as you're in your territory, the Wonder cost of other powers is halved (round up). You can only establish your territory somewhere outside of town. Talk to the Narrator about this before you begin.

### **Guardian (6)**

You can watch over a certain someone, or notice when someone is watching you. Once per scene you can use this power, and it will last until the end of the scene. Pick someone for it to affect (which can be yourself); you can detect if someone is secretly watching or following them, regardless of what powers they might've used or checks they might've made. If there's another power in use, you can discern what kind of power.

### **Hide (6)**

You can completely hide yourself as long as there's a tiny bit of brush or grass. Even if it's a clump of grass smaller than you are, no one will be able to see you from the outside. (However, the grass does have to be reasonably thick.) Others need to make a Henge check greater than your Henge attribute, plus 3 in order to see you. However, local gods can easily find you in their territory and this power will not work on them.

### **Substitution (8)**

When it looks like someone is in danger, you can take their place. If you use this power, you can enter a scene even if you weren't participating in it before and put yourself in the line of fire. If it does turn out to be something dangerous, the narrator may have you get hurt and receive thanks for this act of sacrifice.

### **Wolf Howl (20)**

You can unleash a howl that resounds all over town, startling everyone. You can only use this once per story. Everyone in town (including henge and mononoke) is subject to Surprise, based on your Animal attribute during the day, Animal +1 in the evening, or Animal +2 at night. However, this Surprise won't cause anyone to faint. Humans will generally not come to the area where you use this power, even if it's the center of town. If your use of this power causes too much bother for the town the Narrator may decide to lower the strength of your connection to the town.

### **Call of the Wild (30)**

You can let out a howl that calls forth canine type animals from the town. All of the dogs, foxes, raccoon dogs, and wolves, and even henge of those types of animals, will hear the call and gather at its source. You can't use this call for just anything, but the animals will come unless they have some compelling reason to do otherwise, such as being tied up, in the middle of eating or sleeping, etc. If you have a reasonable request to make of them, they will listen.

## WEAKNESS

### **Violent**

You're a bit reckless, and tend to come out swinging rather than talking. When you need to make a check to persuade someone or make a request, you'll Quarrel with them instead. Needless to say, this means you're no good at persuasion or making requests. Also, if you use the Call of the Wild power and the animals you call don't resist, you don't have to spend points to temporarily overcome this weakness.

### **Scary**

Being a wild animal, you're rather scary. When you make an Impression Check, the Strength of the connection the other side gets to you is reduced by 1. (In other words, you need a result of 8 to create a Connection at all.)

### **Clumsy**

You're not very good at doing things efficiently or taking care of yourself. Your Adult attribute has to be zero, and you have to use 1 extra point of Feelings to make an Adult check.

### **Honest**

You're a very honest wolf who just can't lie. Throughout every story, you can't tell lies at all, not even lies that would be kind.

### **Loneliness**

You're prone to loneliness, and you hate being alone. You can't act separately from someone else. You have to always be with someone.

### **Gullible**

You just can't figure out when you're being tricked, even when you're in the middle of tricking someone yourself. You never suspect you're being lied to, and even if you as the player fully understand that a lie has been told, your henge will have to believe it.

## ADDITIONAL POWER

### **Growl (10)**

You can glare and growl menacingly to scare someone. When you use this power, if your Animal attribute beats their Adult attribute, they'll be Surprised. If you manage to Surprise a henge with this power, they'll be forced to return to their animal form.

### **Go Away (8)**

By scaring someone, you can drive them away from the area. Make an Animal check. If it's higher than their Animal, they will leave the scene. However, you cannot use this against friendly henge.

### **Perseverance (4)**

You have the ability to persevere through pretty much anything. If you use this, you can ignore Surprise. (You must declare that you are persevering.) Also, you can use this power to persevere through your own Weaknesses.

### **Giant Wolf (20)**

You transform into a wolf some 3 meters long and as tall as an adult human. In this state, your Animal and Henge attributes increase by +10, and you're big enough for a few people (or 5 children) to ride on your back. This power lasts until the end of the scene or until you cancel it. However, each time you use this power, the strength of your connection from the town (or a connection from a friend if you don't have a connection to the town) goes down by 1.

### **Spirited Away (12)**

In the blink of an eye, you dart off, interrupting any checks or powers and leave the scene to go to your territory. When you use this power, you can take someone with you as long as you have a connection with them. Even if they don't want to go, you can force them if you wish by making a check that beats their Animal attribute.

### **Wolf Guide (12)**

By quietly following someone from behind, you can guide them and ensure that they stay on the correct path. You can guide any number of others you have connections with. You can ignore distance and travel times to swiftly deliver them to most anywhere. However, if you use this power to go somewhere outside of town, you'll have to use it again to get back.

Hi there! My name is Konpeito, and I'm a **PONY!**  
My mom said she named me that because she knew I was going to be sweet. Do you think she was right? What's that? You think I'm impatient and skittish and stick with the herd? Well, I can't help it, okay?

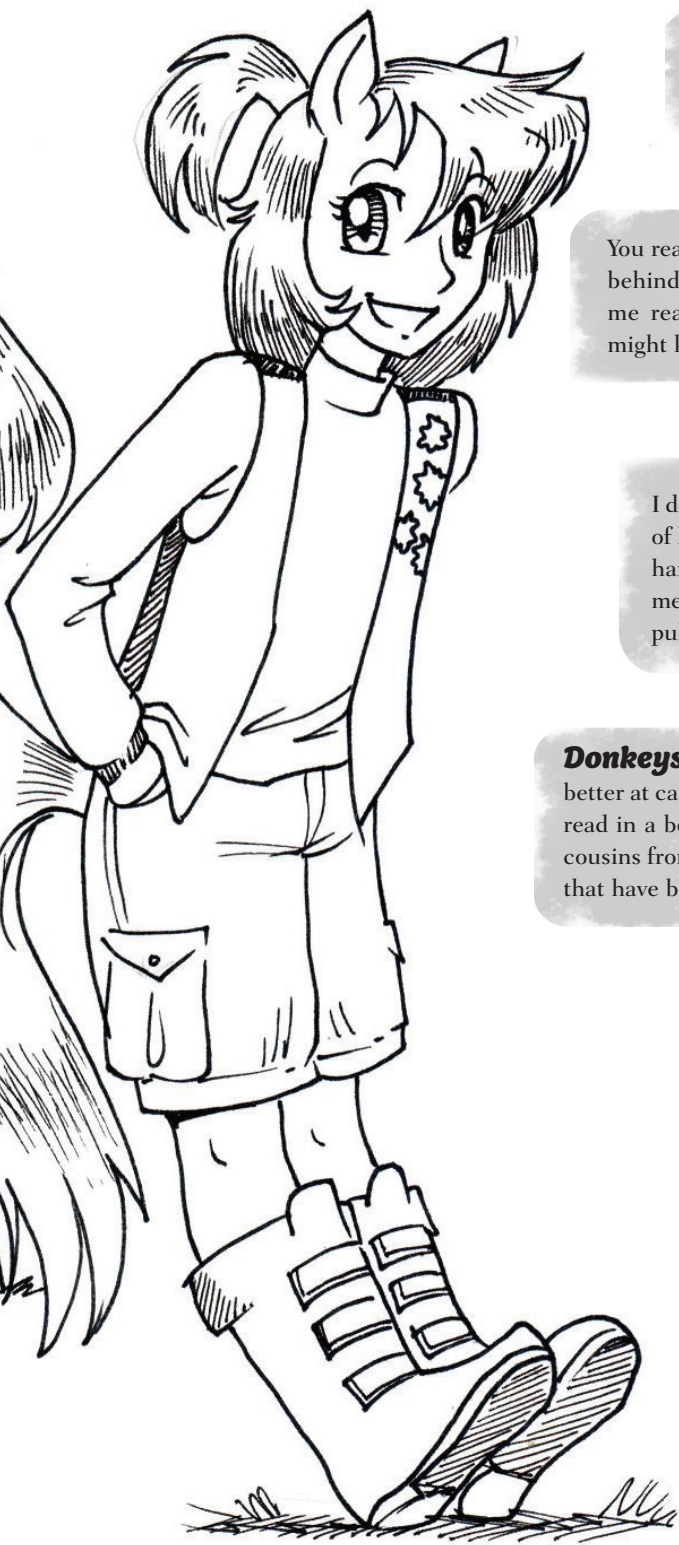
You want to know about **horses as animals?** Well, we're pretty big compared to a lot of other animals, and usually taller than most people. People can even ride on horses, though I guess they don't do it so much nowadays. We walk on four legs, but those legs end in hard hooves. We like to eat stuff like grass and hay. There's nothing like going out to a meadow and having a good graze.

**Horse henge?** Wellllll... not a lot of horses become henge. Most horses just want to graze and run around and stuff, and I guess only a few of us even want to do stuff like take human form and talk to people. Those of us who do... aren't your typical horses.

People can **ride on horses**. Not every horse will let you, so you'd better be careful if you try. If a horse does let you ride, you need to know how to give directions. We don't always know where you want to go after all. Oh, and you'll probably want to put a saddle on the horse. The area between your legs will thank you.

We horses can really **run fast**. I love to run, to feel the wind in my mane. We can run so fast that before people made cars and stuff, they would ride horses to get where they wanted to go.





Did you know that horses can **sleep standing up**? It's easy! What, you mean you can't do it?

You really shouldn't **sneak up** on a horse from behind. Just having someone behind me makes me really nervous, and when I get nervous, I might kick, and no one wants that!

I don't really know much about **different breeds** of horses. I'm just a regular ol' filly with regular brown hair, after all. Some horses are bigger, or faster, or meaner than others. Some run in races, and some just pull carts and stuff.

**Donkeys** are kind of like our cousins. They're better at carrying things, but not as fast. Once I read in a book about how we have these other cousins from somewhere far away called zebras that have black and white stripes.

There are also some special **magical horses**. Unicorns have a horn with magic powers, and pegasi have wings they can use to fly. Some people seem to think they're not real, but then a lot of people say that about henge. I'm just a regular pony so I can't fly or use magic like some of my friends. This one unicorn I met said there's a pony who's both a unicorn *and* a pegasus, and she's some kind of beautiful princess. I think I'd like to meet her some day.



*Horses are strong, swift animals with a strong herd instinct. They can carry more weight and run much faster than most henge, and they have a natural affinity for working with others. Among the henge they play a supporting role, always helping any way they can.*

*However, horses tend to have trouble doing things by themselves, and they can be very skittish and panicky. They need others to be with them and help them deal with the unexpected.*

## **PONY POWERS**

### **Special Talent (o)**

There's some special thing that you have a natural talent for, such as making something (pies, cakes, etc.), or performing (singing, acting), or doing something (gardening, throwing parties, taking care of animals, etc.). Whatever it is, whenever you make a check relating to that thing your attribute increases by 1.

### **Comfort (6)**

By nuzzling someone's face and such, you can make them feel better. This lets you cheer them up after they've been Surprised, lost a quarrel, or otherwise had something get them down.

### **Friendship (o)**

You have a certain charm that makes others like you. The cost in Dreams for others to strengthen a connection to a pony is reduced by 1.

### **Pony Express (6)**

You're fast enough to get anywhere in town in a short amount of time. By using this power you can get to anywhere in town by the end of the scene or before the beginning of the next scene. You can carry one or two others with you when you do this, though only if they're willing.

### **Work Together (1+)**

You can back up your friends when they try to do something. When you use this power, you add the amount of Wonder you spend to their attribute for a check. You can only use this power with someone you have a connection with a strength of 2 or higher to, and you can't use it for Impression Checks.

### **The Way Home (12)**

Your unerring sense of direction lets you take someone you have a connection with home. You race like the wind and arrive there safely regardless of what's between you and your destination. However, if you use this power to leave the town, you'll have to use it again to get back.



## WEAKNESS

### **Chew**

You have a nervous habit of chewing on plants or wood. If you don't have something to do right in front of you, you'll start chewing on any plants or wood around you.

### **Mysterious Pegasus**

Rather than being a normal horse, you are a pegasus with feathered wings like a bird. When you take human form you have these wings like a bird as well as your ears and tail like other henge. Your animal form will cause Surprise based on your Henge attribute plus 1, but you can spend 2 Wonder and/or Feelings (plus the cost for the time of day) to transform into a normal horse.

### **Skittish**

You're easily startled and hard to calm down. Whenever there's a loud noise or sudden movement, you're subjected to a Surprise of 4. When someone's power makes you Surprised, your attribute is reduced by 2.

### **Strange Unicorn**

As a unicorn you have a single horn growing from your head. If you take human form, your horn will still be visible unless you take fully human form. Your animal form causes Surprise based on your Henge attribute plus 1, but you can spend 2 Wonder and/or Feelings (plus the cost for the time of day) to transform into a normal horse.

### **Herd**

You have a particularly strong herd instinct, and you never know what to do when you're by yourself. You can't act separately from someone else. You have to always be with someone.

### **Eats Like a Horse**

You have a really phenomenal appetite. If there's food in front of you, you have to stop and eat until you're full or the food is all gone, even you have other things to do.

## ADDITIONAL POWER

### **Race Horse (10)**

You're an exceptionally fast horse. If you're willing to abruptly bolt off somewhere you can enter or leave a scene when and where you want, regardless of whether it's already in progress. This even works if you're doing something different in another scene taking place at the same time.

### **Pegasus Wings (2)**

You have wings that let you freely fly through the sky. You can also carry things that are smaller than yourself. Furthermore, when you are running away or searching for things, add 2 to your attribute. However, you cannot use this power when you are in full human form or normal horse form. This effect lasts until the end of the scene.

### **Dash (8)**

You're very, very quick when you run away at full speed. You can interrupt any check to flee from the current scene to somewhere safe. You can also take one unresisting human or henge with you as you run away.

### **Unicorn Magic (2)**

You are a unicorn with a magical horn. When you use your magical power it glows, and you can magically manipulate objects at a distance with all the dexterity of a clever human, even in horse form. You can affect objects reasonably near you without touching them, and if you make a check for that kind of thing while using this power you can add 2 to your attribute.

### **From the Horse's Mouth (6)**

Your honest character means that those who know you will trust what you say, however unlikely it might seem. When you use this power, people will believe you are telling the truth about something.

### **Strong as a Horse (8)**

You're particularly strong, and good at manual labor. Using this power lets you complete a manual labor type task in half the usual amount of time.

I'm Sammy the **FISH**. Actually, I'm a salmon, and there are lots of kinds of fish but Ewen said we couldn't all go in the book so I guess I have to talk about all kinds of fish. I've spent three years living in my home river, and I'm nearly old enough to go swim in the ocean, so don't call me a kid or I'll beat you up. When I'm a human I'm 12 years old.

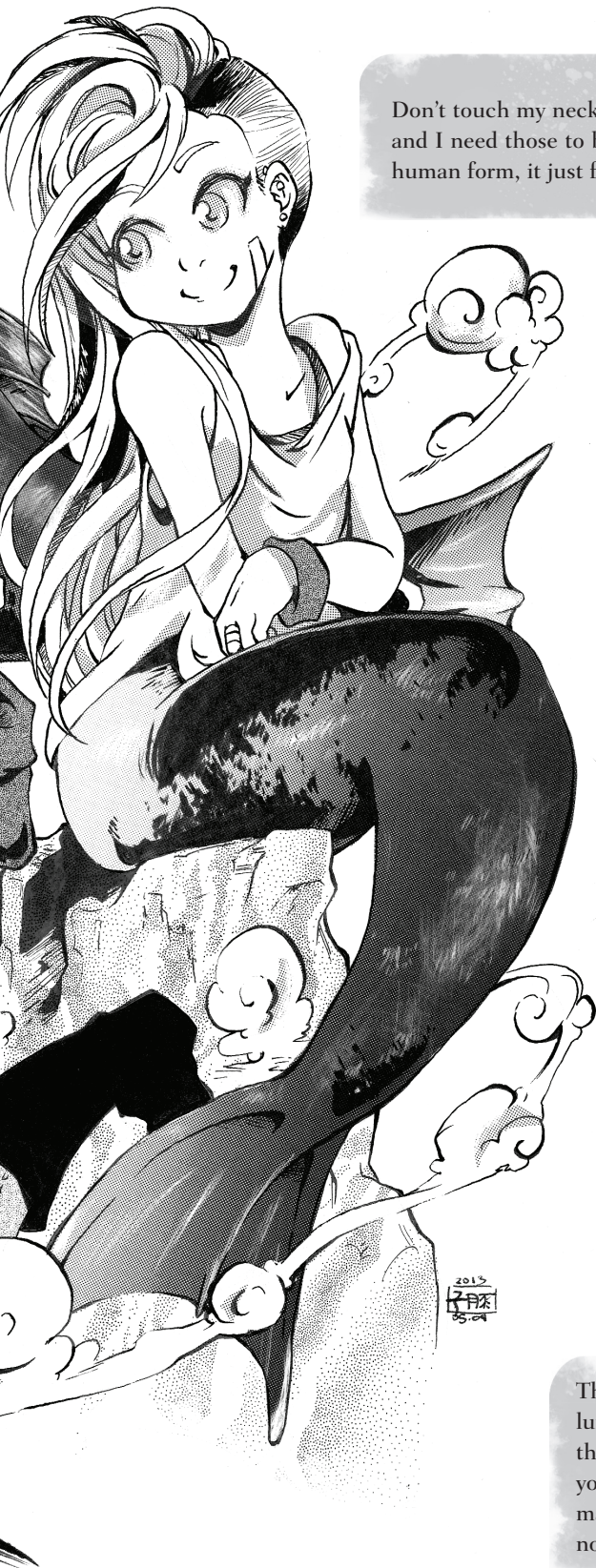
Yeah, I'm pretty **tough**. Salmon have a rough life in the streams; you gotta be tough to survive. I don't need friends or anything, but you seem pretty cool. You could hang out with me, I mean. If I didn't have anything better to do.

Anyway the thing about **fish henge** is we're not really from around here. This whole air-and-land world is pretty weird, you know. We don't want to know a lot about it, so a lot of us—not me I'm too cool—want to make friends and learn about your world. If you're lucky maybe I'll show you the ocean world sometime, too. We fish are pretty loyal to our friends but you should be careful, because some fish can grant wishes to their friends.

**Some fish keep humans** to take care of them but I'm a wild fish so I don't really know the details of that. Pets? What? No, no, I'm pretty sure it's the other way around.

**Fish as animals?** I dunno, we're not that interesting. I'm just a slippery little fish, you know, hard to see and harder to catch. What's that? What do we eat? Mostly other fishes, I guess. No, there's nothing wrong with that. Fish are tasty! ...Except for salmon, of course. That'd be wrong.





Don't touch my neck! That's where my **gills** are, and I need those to breathe in the water. Even in human form, it just feels weird, okay?

Some people say that fish have **poor memories** but I don't know. Salmon can find their home stream out of all the water in the ocean. I'd like to see a human try that! Not all fish are like that, is what I'm trying to—what was I talking about again?

Don't laugh at me! **I'll hit you!**

Yeah, I wear some **pretty rough clothes**, I guess. I don't know how humans manage to survive without armor. Fish all have scales—they're pretty and protective. I guess my style is a little of both.

They say that **beautiful mermaids** sometimes lure human sailors into the ocean. I don't know about that, but thanks for calling me beautiful! Anyway if you ever go into the ocean with me, don't worry. I'll make sure you don't drown. What's that? A kiss? It's not that I like you or anything!



## FISH POWERS

*Fish are remote from life on the land, but fascinated by it. They want, more than anything, to make new friends with land-dwellers, both to learn about life in the air and to share their mysterious underwater world with them.*

*Fish Henge can move between two worlds: the underwater world that they come from and the human world that they long to explore. They can also help their friends move back and forth between these worlds. They are beautiful and happy and more than a little bit strange.*

*A fish's role is to show people the magic and wonder in the world all around them.*

### **Gills (0)**

You can breathe and survive underwater without difficulty. The water must be pure, natural, and clean, though it can be fresh or salt water.

### **Quiet Watcher (6)**

No one notices a fish. Once you activate this power, no one notices you until you say something or take obvious action.

### **Fish Out of Water (2)**

If you end a scene partly or fully in human form and the next scene does not take place in water, you can use this power to remain in that form for the next scene. This replaces the standard transformation cost.

### **Curiosity (10)**

When you learn something new about the air-breathing world, immediately increase the strength of your connection to whoever teaches it to you by one. You can only use this power on a given character once per story.

### **Mermaid's Kiss (6)**

You can give other people the ability to breathe underwater. This gives them the "Gills" power until the end of the scene. If you kiss them to use this power, it only costs you 2 Wonder.

### **Relaxing (8)**

Your presence is calming to others. This power lets one other person or henge automatically pass a Surprise check.

## WEAKNESS

### **Fishbowl**

You are a pet fish, kept in a bowl or tank by a human. You don't have any access to under-sea society, and it's as strange to you as it is to any air breather.

### **Coat of Scales**

When you take a human form with legs (i.e. with a cost of +2 or +4), you leave behind a beautiful coat of scales. Without it, you cannot turn back into a fish. You must pay as much of the cost of the transformation at the start of each scene as you can.

### **Tasty**

You are a sort of fish that that humans find tasty. In your fish form, humans may very well want to eat you. Look out! This isn't the kind of game where a character will actually get eaten of course, but you could get caught by a fisherman if you're not careful.

### **Isolation**

You are from a different world, and your connections to this world are weaker. Your connection to the town starts at a strength of 1.

### **Goldfish Memory**

You tend to forget things very quickly. You cannot do knowledge-related Adult or Henge checks at all. Even if you as the player remember things, your fish henge will forget.

### **Mute**

You can't speak, though you can still gesture, make noises, and sing.

## ADDITIONAL POWER

### **Fish Needs a Bicycle (2)**

You know where your owner keeps all her possessions, and how to use them to get around the human world. Use this power to borrow one ordinary, everyday item from your owner.

### **Innocent Beauty (0)**

You have a mysterious charm that can entrance others. When you create a new connection with an Impression Check, if the other side is a person or henge who prefers your sex, the strength of the connection with them is increased by one. You can also pick the contents of the other side's connection for the first scene and break.

### **Wish (30)**

If someone has caught you, you may grant them a wish in exchange for releasing you. This is a real wish, and lasts forever. You may decide to be mean or nice about it, but the ultimate effects are up to the Narrator. You can only use this power once per story.

### **Underwater World (8)**

When you show someone your underwater world, increase the strength of their connection to you by one. You can only use this once per story for any given character.

### **School (8)**

You have a whole family of fish that will back you up or help you hide. When you use this power, you call up a number of fish equal to the sum of your Henge and Animal attributes, times two, until the end of the scene.

### **Beautiful Song (10)**

You can sing beautiful songs of the water. When you do so, anyone who hears you must pass an Adult check against your Henge score plus 2 or become entranced by your song, unable to do anything but listen or try to get closer to you until you stop singing.

I am Melissa Blois, a well-bred **WITCH**. I started using magic sixty... *\*ahem\** six years ago. I started when I was six years old. Magic requires that I recite incantations and wear odd clothes, and sometimes I have terrible failures. I need more training I suppose.

I am nonetheless a **human**. Admittedly, in some ways I'm not quite like a normal human, and I've gotten used to being treated like a mononoke now and then. I don't stay in this town all the time either. Sometimes I go up into the mountains. However, I also often go into town to buy clothes and other things I need for my daily life.

I get along well with **the henge from the town**. Heehee, apparently they're not sure whether I'm a person or a henge like them. Surely, my role is to be an intermediary between the two. So, whether you are human or henge, I welcome you.

I live **outside of the town**. I eat food I buy in town, and the tomatoes and pumpkins I grow in my garden. Sometimes I'll share with someone who has helped me. Even with my slender arms, I can get by.

I can certainly fly without the aid of a **broom**. But, since I have a broom I can fly. Do you understand? I can let you fly on a broom too.





When you use **magic**, you are calling out, even if you don't make a sound. You have to let your voice be heard. You must send out your wish. You should be able to use magic, so why do you give up before you start? If you give up even a little bit, you cannot use magic. That's why we witches never give up.

For magic you need **words**. That's why I recite incantations. If you merely keep on thinking that you want something, it won't be enough to become magic. Even if it seems pointless, if you don't keep moving forward it won't become magic. In this world, wishes are not granted by mere thought, are they?

People's **wishes** can only be granted through magic. If your wish comes true, you have used magic. If fortune smiles on someone... they have surely managed to use magic.

Everywhere is overflowing with **Wonder**. The important thing is whether you think of it as such.

**If you truly believe that**, then you are now a magician too. And if it so happens that at the moment you're not a magician... well, everyone uses magic at least once in their long lives. So really, it's strange to pretend that there is that great a difference between us, wouldn't you say?



## WITCH POWERS

*A witch is a person of either gender who can use Wonder. Some are simply passing through the town, some are mysterious people who live on its edge, some are shrine maidens, and others live as normal people. There are many different kinds of witches, who can appear in many different kinds of stories. Most witches are careful not to offend the henge. They often serve as intermediaries between people and henge.*

*As a witch is already human, he or she has no need to change into one. They often dress strangely, but they can usually get by with a change of clothes. Witches can have the same kinds of names as ordinary people, or odd foreign names. Also, some witches are much older than they look, much like some henge.*

### **Joyful Charm (1+)**

You cast a small charm. One recipient (which can be you yourself) gains Feelings equal to the amount of Wonder you spend on this power.

### **Talk to Animals (2)**

This power lets you understand an animal. Until the end of the scene, you can converse with one ordinary animal. However, this only works with one particular animal, and you'll have to use this power again to speak with a different animal, even if it's of the same type.

### **Broom (6)**

You can fly on a magical broomstick. You can carry up to two times your own weight when flying. When the speed you're flying at becomes important, make checks with your Henge attribute; you can treat it as an equivalent Animal check result.

### **Change of Clothes (6)**

This power lets you change the clothing you're wearing or that of a willing recipient to whatever you want. You can use this to remove your "Strange" weakness until the end of the scene (as far as your clothing goes), or to change someone else's outfit. You can also use it on an unwilling recipient by spending 12 Wonder.

### **Moonlight Mischief (20)**

You can draw power from the moon and cause animals to become human and humans to become animals. You can only use this on a moonlit night, and only on those who want to be affected. This transformation does not affect one's gender, but age and clothing can change however they want. Henge who become human lose their Base Powers (but not Weaknesses or Additional Powers), and humans who become animals gain some of those animals' Weaknesses and Additional Powers. Those affected by this will not return to their normal selves until either the rabbit chooses to end the transformation, or the story ends.

### **Twilight Magic (20)**

As the sun is setting, you can make the mysterious become normal. You can only use this power during scenes taking place in the evening. During a scene where you've used this power, henge can use any of their powers without spending Wonder.



## WEAKNESS

### **Magic Words**

In order to use your magical powers, you have to say special magic words. Anyone present in the same scene with a Henge or Child attribute of 2 or higher will know if you use one of your powers. If they do notice, they can prevent you from using a power if they get a higher Animal attribute result than you.

### **Strange**

You speak and dress in a way that's out of touch with the times, or just looks conspicuous and flamboyant. Because you stand out so much you can't really hide, and if you try to walk around town you'll draw everyone's attention.

### **Secret**

You have a very strict rule against letting normal people see you as a witch. If someone does see your full witch garb, your connections to both that person and the town lose 1 strength.

### **Doohickeys**

You just have no ability to understand machines. Regardless of your Adult attribute, you can't use anything that uses electricity.

### **Failure**

Your magic sometimes messes up in a really spectacular way. Once per story when you're using your magic, the narrator can have that power fail in a particularly embarrassing way. You cannot spend points to overcome this Weakness.

### **Mysterious Person**

You've become a little too involved in your magic, making you distant from others. Between scenes you only gain 1 point of Feelings from each of your connections, regardless of the strengths of those connections.

## ADDITIONAL POWER

### **Explosion (12)**

You cause a burst of light and sound. This doesn't cause any fires or knock anyone down, but it does cause Surprise. Everyone in the same scene as you must get a Henge attribute check result of 8 or higher or the Surprise will cause them to faint.

### **Crystal Ball (8)**

You have a crystal ball that lets you check on those you care about from a distance. When you use this power, you can see what someone to whom you have connection is doing. If they don't want you to see them, they'll have to get a Henge attribute check result higher than yours. If you can see one person, you can see everyone else in the scene.

### **Changing Seasons (4)**

You can make yourself younger or older in an instant. This power lets you change your apparent age at will. This lasts until the scene ends, or until you use this power again.

### **Magic Item (8)**

You can produce an object with a special power in it. Pick any one power of yours or from one of your friends to put into the object. Anyone who uses the item properly can use that power (using their Wonder and/or Feelings). The item will not become lost or broken until the end of the story.

### **True Magic (Special)**

This power lets you call upon the very purest form of true magic. You can only use this power once per story, and you must use it during the third scene of the story or later. It consumes all of the Wonder and Feelings of all the characters present, but if they all earnestly want the same wish granted, the narrator must make sure it comes true. After you use this power, you cannot use any Wonder or Feelings at all during the next scene.

### **Mysterious Moves (2)**

You can use your magic to perform even very simple, everyday tasks. When you use this power, you can substitute your Henge attribute for any check.

# Tale: A Lively Summer



It was early afternoon on a midsummer day. Dragonflies hovered over the rice paddies, and the cicadas had been singing for days. Playing children's voices sounded from somewhere far away. A bird tweeted from the rooftop.

Shizue sighed. "Everyone's so lively..."

The sky was blue, the sunlight was warm, and the wind was still.

"I wish I could be like that," she murmured to herself. "I guess."

Even in the shade of the porch, the heat and humidity were unbearable. The wind chime would only sound if she fanned it, and her hand had already gotten tired of waving her fan around. Her sweat had made her black mourning clothes damp, and they clung to her skin. The hem of her kimono felt heavy somehow, and with no wind, a kimono can be sweltering.

Frowning, she drained the can of beer in her hand, which by now had gone completely flat.

She put her feet into a bucket of water. When her feet met the surface of the water it splashed. She let out yet another sigh.

"I wish... I could cheer up." She saw the sleeve of her mourning dress, which seemed to cling to her knee, and it made her sigh again.

"Is something... wrong?" A girl's voice came from somewhere.

"...Huh?"

"Everyone likes the summer... right?"

Startled, Shizue looked around, but didn't see anyone. "What? What's going on?"

"Here." The voice was coming from overhead.

"O-On the roof?"

"Yeah, on the roof. The sun is hot again today..."

"Where did you come from? Please come down."

"Will it be bad if I don't come down...?"

"Yes," Shizue said to the roof, starting to get a little mad.

"Okay, I'll come down."

A gentle wind came up. The wind chime rang softly. The wind caressed Shizue's sweaty body wrapped in mourning clothes.

The girl came down to the ground as though gently wrapped in wind. She had yellow hair and white skin. And there were large wings on her back, the same color as her hair.

She looked like an angel.

"Hello?" She had such a beautiful voice.

"H-Hello." Shizue returned her greeting without really thinking about it. For a moment she just stated. Having a strange girl show up at her house wasn't a good thing. Shizue wondered how the girl had made those wings, and asked, "Where did you come from? You know you shouldn't just barge into people's houses, right?"

"Sarah is Sarah. I didn't come into the house... I just stopped on the roof... This roof is good for perching."

Hearing the girl say that with such a calm expression, Shizue couldn't be mad at her. "Sarah? Is that your name?"

"Yes. Sarah's name. What was this sad person's name again...?"

“Shizue.”

“Right, Shizue. I remembered. Shizue. Shizue.”

“I don’t think we’ve met before.”

“No, Sarah knows Shizue. Sarah knows her well. Shizue is sad today.”

“People don’t normally say they know that, you know.”

“Why are you sad? Are you sick?”

The girl alighted on the lawn and tilted her head to one side. The girl had been floating, and maybe it was the beer that let Shizue take it in stride.

“I’m not sick. Do I look sick to you?” Shizue lifted her arms a little, displaying the sleeves of her black kimono. She had just lost someone very important to her.

“Black clothes.”

“H-Hey...”

“Are you a crow?” asked Sarah, taking hold of Shizue’s sleeve.

“What’re you talking about?” asked Shizue, becoming perplexed. “Stop it.” Who was this girl? Why did she have wings on her back? With these and other questions running through her head, she couldn’t say anything more.

Sarah patted Shizue’s body. “Shizue, you’re not sick?”

“No, I told you I wasn’t.”

Sarah pressed a hand to her forehead and peered into her mouth. With Sarah getting a little too close, Shizue pushed her away.

“Why are you sad, Shizue?”

“Listen to me!”

Somehow, in dealing with Sarah her depression had lifted. Somewhere along the line, Shizue had become more like her old self. Strange as it seemed, Shizue just couldn’t leave Sarah to her own devices. Without realizing it, she started talking to Sarah like a friend.

“Oh... Shizue, Shizue! The sunset...”

“Listen... Oh, you’re right. I’d better start making dinner... Oh.” If she made dinner she’d still have to eat it alone. Shizue suddenly remembered the depression she’d forgotten while chatting with Sarah.





A gently flickering lantern shed its light on the shrine, and light was leaking from the door of the shrine. There was a sound of voices inside. There were a lot of people... talking, it seemed.

"Everyone will be gathering soon." Suzune took hold of Shizue's black sleeve with her tiny hand, and laughed. "You are not a child; would you care for some sake?"

"Um... Well... Wait, Suzune, you drink?" Shizue was more than a little surprised to hear this young child speaking of such things.

"Of course. We're having a banquet tonight. It should be great fun."

Suzune kept walking, and pulled Shizue into the shrine proper. The door opened with a creaking sound, and the voices inside rose in celebration.

The interior of the shrine was lit by countless candles, and it was full of creatures Shizue had only ever heard of in the folk tales of her youth. They

were big, small, creepy, cute, so many different kinds, all eating and drinking together.

Kappas drank sake from the dishes of each other's concave heads.

Flickering ghosts danced overhead, singing graveyard songs.

A great big oni sat drinking sake out of a huge cup like a hat.

An animal like a jet black wolf slurped up sake from a bowl set in front of him.

And there were more creatures that Shizue could not name, monsters she'd never heard of, all making merry and celebrating.

At the heart of it all was a woman with long, black hair. She sipped her sake and stared at the newcomers.

"Kaminaga-hime, this is Sarah's guest. She flew here to join the banquet." So saying, Suzune briskly walked into the midst of the revelers.

Shizue did not panic; rather, she was so dumbfounded that she simply gaped



at the scene before her. Even as she walked, Shizue was offered sake again and again. Even though she'd started to tremble from fear, Shizue gulped down the sake. No sooner had she finished draining one cup when another appeared in her hand.

"Impressive. Sarah just brought you here, yet you really know how to drink."

Shizue looked down into her sake. "Well, I can drink plenty more."

"If you're feeling down, drinking can cheer you up a bit."

"You're really something. I was sure a human would just run away, but..."

As they spoke, Shizue kept drinking whatever they gave her. She was starting to feel the effects of the alcohol, and she didn't care about being surrounded by monsters anymore.

Shizue had not originally been this black-clothed brooding woman. Surrounded by monsters, she drank, laughed, and celebrated. She partied with the monsters, and drank the night away.

She cried a little too. For just a little while, she forgot the loss of her husband, and slept.

Shizue groaned just a little as she opened her eyes to the light of morning. The birds were singing. Her head was pounding from a hangover. "Ugh. Oww..."

She held her head as she sat up, and she found herself on the porch of her own house.

"Oh... It was a dream..."

Feeling disappointed, she kicked a beer can as she stood up.

"What's a dream?"

"Shizue, did you have a dream?"

Before her eyes were Sarah and Suzune. Shizue stared, mouth hanging open.

"It seems Kaminaga-hime has taken a liking to you. That's quite unusual."

"Kaminaga-hime?"

"Be quiet, Sarah."

"Shizue, would you care to join us again?"

Seeing the two of them like that, Shizue burst into laughter.

"Sure. Let's head to the shrine together. Can you wait while I change clothes?"

From that day on, Shizue didn't wear mourning clothes anymore. Many people saw her going to the Hitotsuna Nushi Shrine, accompanied by two girls.

Everyone had a lively summer.



# Tale: Kaminaga-hime's Soccer Ball



Lately, the kids in Hitotsuna Town have been into soccer. Daisuke, the ringleader, got his parents to buy him a great soccer ball, and everyone's been playing soccer all the time since then.

They don't really care about the finer points of the rules of soccer, so they just try to kick the ball between whatever they agree to be the goal, or use the field at school when they can. But then, there are a lot of kids doing stuff there besides soccer, so they don't actually get to use the school's field all that often. During winter break they got to use the field as much as they wanted, so the boys enjoyed playing soccer all through Christmas and the New Year.

It wasn't just the kids that were waiting for winter break though. There were some henge who wanted to pretend to be human and play with them. One of these was a dog named Koro. For her, chasing a ball and kicking it to someone on the same team was a dream come true. At first the boys were a little wary of this girl that suddenly showed up and wanted to play with them, but before long they became fast friends. Whenever they made plans to play soccer, they were sure to let her know.

When winter break finally arrived, everyone met at the school's athletic field, but...

"No way... They're doing construction."

"What?"

"What the heck?"

This time there were no goals or anything to use on the athletic field.

"Sorry, but we can't do much about it. If you can hold out, you should be able to use it the day after tomorrow though," the construction man said apologetically.

No one complained, but there was still the matter of where to go to play.

"Where should we go? The park?"

"There's too many tiny kids there. We'll get in trouble."

There were only two parks in Hitotsuna Town, and both were too small for them to use for their game.

"But we'll get in even more trouble if we play in the rice paddies, and the fields have too much zebra grass to trip over..."

"And if we go to the riverbed, the ball could fall into the river..."

"Well, then Koro could get it for us."

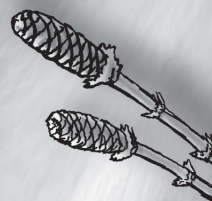
"But it looks like there isn't anywhere else to go."

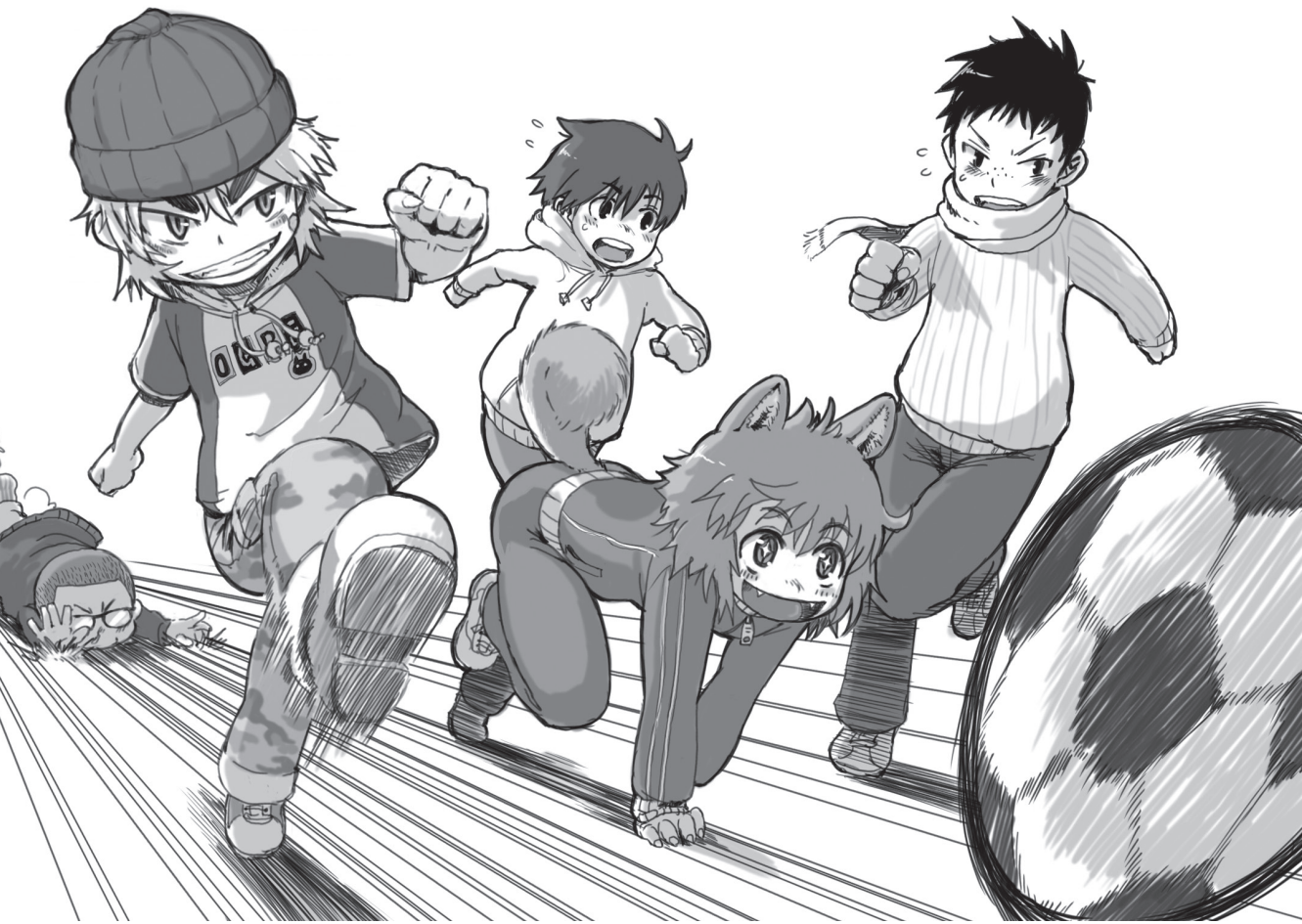
"Aww." Koro remembered something and perked up. "Oh. Wait! There's a place we can go on Mt. Kaminaga! There are trees around, but no cliffs! The grass is really short, so we can play soccer!"

"Well, I guess we might as well try."

"Yeah. It's not like we have anything else to do."

So, they all headed to this secret field on the mountain. Koro had only been there once before, with Suzune the fox and Amami the rabbit. The henge and mononoke and such of the town gathered there once a month to sing and dance. There were a lot of henge and mononoke that Koro had never met before. With everyone gathering there





time and time again, the grass on the field was suitably short, but since people seldom went to Mt. Kaminaga, hardly anyone knew about it.

They had ventured a little ways up the mountain, and when they emerged from the trees, a great field suddenly spread out before them.

“Woah! This is amazing!”

“Awesome! I never knew this was here!”

“Heheheh. We can totally play soccer here.”

“Thanks, Koro!”

“Wuf! You’re welcome!”

“Huh? But it looks like someone’s here?”

“Huh?”

When they looked closer, it turned out there was a boy out on the field. “Hey, what’re you guys doing here?” He was about the same age as the boys, but he looked kind of scary.

“Um, we came to play soccer.”

“Hey! Towa-chan! Hi there!”

“Oh, it’s the doggie. You brought them here?”

“I’m not doggie! I’m Koro!”

“What? Is he a friend of yours, Koro?”

“Yup!”

“S-Since when was I your friend?!”

“Huh? What?”

“Come on, Towa-chan! Play soccer with us!”

“Are you even listening?!”

This boy was in fact an oni who’d lived in Hitotsuna Town since olden times. He’d been taking a nap on the field, and hurriedly taken human form when these boys showed up. Towa was violent, contrary, and a braggart. He had lived for a long time, but others often said his attitude had remained childish. He was well-acquainted with Koro, and he wanted to break up his boredom with some exercise. It took a little while for Towa to come around, but soon he was



totally caught up in playing soccer.

Towa Douji let out a shout as he gave the ball a powerful kick. The ball flew through the goal they'd made.

"Woah! It went right in!"

"Wow! Towa-chan, you're amazing!"

"That means we win!"

Towa and the boys were getting along great.

"Damn. I couldn't stop it that time."

"Heh. Don't think you can avoid me!"

"Grr. Next time!" Koro chased after Towa as he kicked the ball in front of him.

"Woah! Dammit!"

She kicked the ball sideways, out of Towa's reach, but the ball went high and into some thick trees...

"Aw, man. Now we've gotta go find it... Huh?"

There was a rustling sound, and the ball came flying out of the trees, followed by someone.

The ball landed and rolled a little ways.

"Uh..."

"Woah."

"Crap."

Everyone froze with their mouths hanging open. There was a mysterious older girl in an old-fashioned kimono.

".....I came to see the source of the commotion.....and a ball struck my head..... You have some nerve..."

She must've stopped the ball with her head, and she did not look happy about it. Everyone took in the angry look on her face.

Koro and Towa knew her though. She was the local goddess of Mt. Kaminaga, Kaminaga-hime. She was a very old spider, said to be one of the oldest of the local gods of Hitotsuna Town. She avoided people, preferring to stay on the mountain, and often scolded misbehaving henge and mononoke. She'd gotten mad at Koro and Towa Douji many times before.

Kaminaga-hime's eyes scanned the assembled group, and then she used her long fingers to pick the ball up in one hand.

There was a popping sound, and the ball began to deflate. The boys trembled in fear. Daisuke stared with his eyes wide open.

Koro put herself between the boys and the spider goddess. "I-It's okay! It'll be fine! Towa-chan and I will talk to her." With Koro doing her best to tell them it was all right, the boys somehow calmed down. If they got too scared and ran away, they might not be willing to play with her anymore. Towa had finally become friends with them too, and she didn't want to see that ruined.

And besides, Koro was a little mad at Kaminaga-hime for ruining their precious soccer ball.

"It seems your elder must administer a..... punishment." Kaminaga-hime dropped the punctured soccer ball on the ground and loomed closer. Daisuke, the oldest boy in school, unconsciously took a step back.

"I-It's okay. It'll be fine!" Koro quickly took his hand and tried to reassure him.

Kamihana-hime reached out with her slender hand.

Daisuke clenched his eyes shut...

"How long..... do you intend to be a child.....?"

But her hand gripped Towa Douji's ear, and pulled him with her.

"H-Hey! I—! Ah! Ow! That hurts! Stop it!"

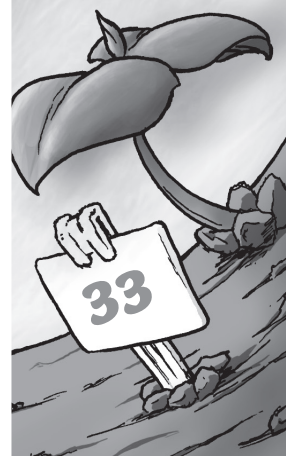
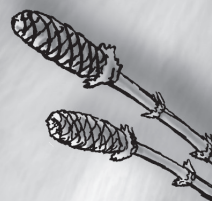
"You joined them..... You played here. You kicked the ball....." She pulled him over to a large rock on the edge of the clearing, and sat down. Then, she bent Towa Douji over her knee.

"H-Hey! They're watching! What're you doing?!"

"A misbehaving child..... gets a spanking." And with that, Kaminaga-hime pulled down his pants, revealing his bare bottom. Koro and the boys looked on, dumbfounded.

"Gah! You idiot! Don't treat me like a kid!"

He struggled, but couldn't hope to escape from Kaminaga-hime's grasp.



She raised her free hand. "Now we begin..... One."

Slap!

Her hand struck Towa Douji's behind. ".....Two."

Slap!

Towa Douji cried out, though even the sound of the spanking seemed painful. With each slap everyone watching unconsciously flinched.

".....Three."

Slap!

"Stop it!"

It went on until Kaminaga-hime had counted to ten. Towa Douji had gotten a spanking in front of everyone, and he let out a small groan.

Kaminaga-hime sighed. "Now, leave this place..... Do not bring your ball..... here."

Towa Douji struggled to contain his tears as he pulled up his pants.

Perhaps because her hand hurt, Kaminaga-hime waved her hand in the air.

Koro and the boys looked at each other.

"I—I guess we should go?"

"Y-Yeah..."

Everyone was ready to go, but Daisuke was staring at his punctured soccer ball.

"Daisuke-kun..." Koro looked at him, and then she turned a rare angry glare to the goddess. "Kaminaga-hime! Before we go, fix the ball!"

".....What?"

"That ball was really important to Daisuke-kun. Make it better!"

But even a local god can't always fix what is broken. She had originally destroyed the ball to scare the children off, hoping they would simply run away. That way they wouldn't come back to the field... except Koro had been able to calm the children down, such that they had not in fact run away.

"K-Koro....."

Daisuke, looking worried, took hold



of Koro's hand. The other children looked uneasy.

Kaminaga-hime picked up the ball and stared at it. She had lived sequestered on the mountain that bore her name for a long time, and she really had no inkling of the worth of this ball. She tilted her head to one side, and asked, "You are..... called..... Daisuke.....?"

"Y-Yeah."

"And this ball..... is important to you?"

"My dad bought it for me for my fifteenth birthday, so... yeah."

"Hmmm..... A gift for a ceremony of attaining manhood..... and I destroyed it."

"You just came out of nowhere!" cried Towa Douji. "If you hadn't been hiding like that, it wouldn't have hit you!"

".....Silence. It is not your time to speak, Towa Douji."

He rubbed his backside and muttered, "Jeez. Why does she always go after me?"

Kaminaga-hime did not often go into town. The fifteenth birthday was a ceremony of attaining manhood, a coming of age ceremony. And if she recalled correctly, it was customary for the father to give the son a family heirloom. It was clear that she had to take responsibility for destroying it.

However, unsure of what exactly to do, even the great Kaminaga-hime seemed troubled. "Daisuke-dono, what should I do?"

"Um, well, I'd like you to come and tell my dad what happened, so he knows that I didn't break it."

"It has been some time..... since I left the mountain and went into town. But it cannot be helped. Very well. I will go."

Koro grinned and laughed. "All right!"

Daisuke's nervousness faded, and he let out a sigh of relief.

"Very well..... Shall we go?"

Kaminaga-hime stood up and headed towards the children, but they realized that the sight of them with this strange

kimono-clad woman in tow would cause a commotion in town.

"Um, you might want to dress more... normal?"

"That's right. Kaminaga-hime, you're going to shock everyone in town."

"Yeah, totally. Walking around town like that will be a problem."

Everyone was commenting on her attire.

".....Suzune and Goukou-hime visit the town like this..... Do they not?"

"Yeah, but you're an adult. People will look at you differently."

"Yeah, they're right and stuff."

Suzune the fox and Goukou-hime the centipede both looked like little girls. Even when they went and played among the children, the adults never bothered them. They did their best to persuade Kaminaga-hime that if she was going to play with children and meet their parents, she would have to dress appropriately.

She tilted her head to one side. "Then..... how should I dress, exactly?" She had not been into town for some time. The other henge had begun to dress strangely, and as a spider henge, she could weave whatever clothes she wanted out of thread. "My dear dog..... Come with me into the shadows....."

After all, it would not do to change her clothes while the children were watching. Not that Kaminaga-hime really knew what clothes to change into.

"So, what manner of clothes shall I change into?"

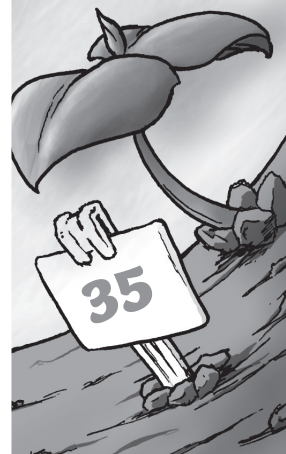
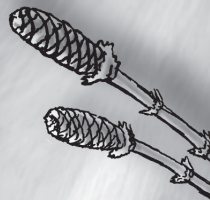
"Um... Maybe something like Riko wears?"

"Hmm..." Her clothes smoothly came apart into their threads, then wove together again into new clothes.

"Woah! Amazing! It's like on TV. But, you made it just like Riko. It's almost like you turned into her."

".....Hmm. Then I'll change it..... a little."

Finally, it seemed Kaminaga-hime was clad in modern clothing.



“Wow, Kaminaga-hime. You look so pretty!”

“Um.....”

She was wearing a skirt and stockings, plus a sweater. She seemed embarrassed at having her legs uncovered.

Koro looked at her and said, “Your thighs are showing some, but... it should be fine... I think?”

She still seemed worried about the skin showing between her skirt and stockings.

“It’ll be fine,” Koro reassured her. “Everyone’s gonna be amazed!”

“I..... I’m not sure that’s.....”

“In a good way! Look!”

Koro pushed her out into view. Kaminaga-hime was uncomfortable showing herself in such unfamiliar garb. It lacked the voluminous sleeves of a kimono, and did little to hide the shape of her body.

“Woah... Kaminaga-hime totally transformed.”

“What? That’s the same lady as before?”

“Incredible! She looks like someone from a TV show!”

Everyone seemed startled at the sight of her.

“A-Are they... praising me?” Kaminaga-hime asked uncomfortably.

“Totally!” Koro replied with a chuckle.

Kaminaga-hime still didn’t look convinced.

“Anyway, let’s go!”

“Wuf! It’ll be fine if we go together!” Koro stood on tiptoe to tousle Daisuke’s hair.

Night was approaching as they took the road into town.

“They’re..... staring at me.”

“Well, no one’s seen you before.”

“It seems..... it does not suit me.....”

“No way! You look really cute, Kaminaga-hime!”

“Cute.....?” Kaminaga-hime’s face flushed with embarrassment, and she



started to slouch a little. Neither Koro nor Towa Douji had ever seen her like that before.

Kaminaga-hime started to listen to the boys in earnest, and started to become friends with them.

“Hey, Kaminaga-hime? Are you sure we can’t play there?”

“Well..... If you can refrain from damaging the trees or disturbing the animals..... I don’t mind.”

“Then we can come play again?”

“Umm..... However, when you play this ‘sakkaa’ be careful not to send the ball into the trees.....”

“Don’t sweat it. It’s just a ball,” said Towa Douji.

Kaminaga-hime hit him again.

“Ow!”

Kaminaga-hime became serious again. “The trees contain insects and birds’ nests..... It could break eggs or kill chicks. Playing in the field is acceptable, but..... I will not allow damage to the mountain. Do you understand.....?”

When they reached Daisuke’s house, Kaminaga-hime apologized, Koro and the boys did their best to explain, and Towa Douji butted in some too. Daisuke’s dad agreed to buy a new soccer ball.

And then, a while later, more children started to come to the field on the mountain, and many more people saw the curious sight of a mysterious and beautiful woman in Western clothes on Mt. Kaminaga.



# GOLDEN SKY Stories



**PORTRAIT**

**HUMAN FORM :**

**NAME :**

**TRUE FORM :**

**AGE :**

( BOY / GIRL )

**POWERS**

\_\_\_\_\_ ( ) \_\_\_\_\_ ( )  
 \_\_\_\_\_ ( ) \_\_\_\_\_ ( )  
 \_\_\_\_\_ ( ) \_\_\_\_\_ ( )

**HENGE** ( ) *Mysterious Powers*

**ANIMAL** ( ) *Run, Feel, Hide*

**ADULT** ( ) *Use Machines, Knowledge, Hide Feelings*

**CHILD** ( ) *Play, Wheedle, Get Protected*

**WEAKNESS**

**ADDITIONAL POWER**

● \_\_\_\_\_ ↔ ○ \_\_\_\_\_ ( )  
 ● \_\_\_\_\_ ↔ ○ \_\_\_\_\_ ( )  
 ● \_\_\_\_\_ ↔ ○ \_\_\_\_\_ ( )



**DREAMS**

**TRUE FORM**

## CONNECTIONS

**CONTENTS**

**CONTENTS**

**PARTNER**

<b>YOU</b> ( )	■ ■ □ □ □	☆	□ □ □ ■ ■	(Acceptance)	<b>TOWN</b>
<b>YOU</b> ( )	□ □ □ □ □	☆	□ □ □ □ □	( )	_____
<b>YOU</b> ( )	□ □ □ □ □	☆	□ □ □ □ □	( )	_____
<b>YOU</b> ( )	□ □ □ □ □	☆	□ □ □ □ □	( )	_____
<b>YOU</b> ( )	□ □ □ □ □	☆	□ □ □ □ □	( )	_____
<b>YOU</b> ( )	□ □ □ □ □	☆	□ □ □ □ □	( )	_____

**WONDER**

**FEELINGS**

**PARTNER CONTENTS**

**THREADS**

_____ ( )	_____ ( )
_____ ( )	_____ ( )
_____ ( )	_____ ( )
_____ ( )	_____ ( )

**MEMORIES :**

**TRANSFORMATION COST**

Day : +4  
 Evening : +0  
 Night : +2

Human : +4  
 Tail : +2  
 Ears & Tail : +0

**RAISING CONNECTIONS**

1 : 5 Dreams\*  
 2 : 5 Dreams\*  
 3 : 5 Dreams

4 : 8 Dreams  
 5 : 12 Dreams

\* free with Impression Check