

BLACK TOKYO LEGENDS

RACES OF THE YATAKAMA



A. Webb 12

OGL

3.5 SYSTEM COMPATIBLE

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**OTHERVERSE
GAMES**

Black Tokyo Legends **Races of the Tatakama**

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date from the late 17th to mid 19th centuries.

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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 deals with monsters and demons in their natural habitat, on the far side of the dimensional barrier that separates the endless twilight of the Tatakama from the skyscrapers and bullet trains of Black Japan.

Upcoming Sourcebooks

Races of the Tatakama is the first sourcebook specifically for the Tatakama Campaign Setting, and focuses exclusively on character creation. Inside, you'll find twelve new player races, Tatakama-specific alternate racial traits for the core races, seven cultural templates that define a character's social standing, dozens of starting talents and new feats.

Future sourcebooks will provide more concrete information on the Tatakama itself, advice on running a hentai campaign, details about the mythology of the Great Universal Tree and other deities of the Tatakama, and some classes unique to this odd and oversexed world, such as the Flow Witch, the Chaste, and the White Mage.

The Tatakama is a twilight world, a place between realms. Between life and death, between the worlds that mortals call home and the realms beyond where gods and demons dwell. The multiverse turns on an axis that takes the form of the Great Universal Tree, Ygrassdyl. And the Tatakama girdles the universal tree like a ring around a finger. The Tatakama is an endless twilight world of softly swaying wheat fields and stagnant rice patties, of spirit-haunted mountains and ancient forests. Small feudal cities and remote monasteries dot the land like grains of sand spilled by some cosmic giant, but for the most, the Tatakama is a lonely world, a quiet and eerie place where the races of man are far outnumbered by monsters.

The Tatakama takes the form of an flattened disk that stretches as far as the eye can see and a hundred thousand horizons farther. The roots of the Great Universal Tree form the heart of the world, and the Tatakama is shaded by the cosmic tree's branches. There is no Sun in the Tatakama, no true day, just an endless purple twilight filled with the nasal buzz of cricketsong, and the starry darkness of absolute night. Somehow, the plants, animals and men of the Tatakama survive, even thrive, without true daylight, growing as large and strong as their counterparts on any other world.

The stars are visible beyond the limbs of the Great Tree that forms a roof over all the world. Other worlds hang in the branches, visible to the men and demons that call the Tatakama

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home. The true Earth is visible in the Northern sky, a blue, green and white globe stained with grey pollution; at nights, the lights of the modern world are a fascinating puzzle for those below.

The Tatakama is a dream-like place, a place where desire and lust shapes reality. It is a place of demonic lusts, and bizarre magic, a place of myth and horror.

These are just some of the races that call the Tatakama home.

The Races of the Tatakama

1. Akaname (pathetic shit-eating undead)
2. Bloodstrong Men (incestuous tribal warriors)
3. Daughters of Kirin (the superstrong daughters of a equine god)
4. Dodoma (many-eyed thieves)
5. Futakuchi (severe, two-mouthed celestial harbingers)
6. Ironclub Oni (brutally strong but dull-witted giants)
7. Kami (helpful and skillful minor deities)
8. Kijimuna (innocent and playful plant creatures)
9. Kitsune (mischievous, shapeshifting fox spirits)
10. Koropokkuru (dour, dwarflike folk that are more animal than human)
11. Tanuki (shifty, shapeshifting raccoon spirits with enormous, magical testicles)
12. Ubume (mournful ghost of a woman who died while pregnant)

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.

Akaname

Medium Undead

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

Akaname gather in wretched, nomadic families that wander from village to village. They subsist as laborers, doing work that other beings find distasteful, and that the Akaname find delightful. These creatures are among the lowest ranked undead, spirits that are mocked and pitied, even occasionally hired as household servants, rather than feared. In their own strange way, Akaname can be trusted. Priests encountering one of these corpophiliac undead are more likely to pay them a handful of coins to carry out their chamber pots rather than to exorcise them.

Akaname adventurers are quixotic and courageous deathless champions. They make loyal (if occasionally perverse) companions, and their social invisibility makes them excellent spies and assassins. Many quest in search of Torrii Gates through the multiverse to the legendary otherworld known as "Black Tokyo", where they can hide among living humans unaware of the existence of undead, hoping to find the respect the species craves, as well enjoy the sight of women from the other side of reality at their toilet.

Appearance

Akaname are pale, clammy undead creatures that resemble small, pathetic living humans. Their leathery skins hang loose upon their bodies, bunching gracelessly at their joints. They often tremble slightly, like a palsied old man. Lurid crimson tongues loll from their drooling lips, and can stretch to incredible lengths, especially when there is bodily waste to be sampled. An Akaname's tongue is supple and semi-prehensile, and can stretch down past the undead's ankles.

Akaname have long, stringy grey or black hair that smells faintly of earth and waste. While this might repulse living humans, it attracts other Akaname. The undead greet one another by sniffing their long, elaborately braided hair. Most Akaname dress simply, in ragged cloth or tarnished armor, and even the greatest Akaname is unlikely to be found in fine silver, preferring tarnished steel crusted with old waste.

Reproduction

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

Homes and Lands

Akaname live on the fringes of human society, with no lands to call their own. A few might build a dingy village on foul, marshy ground, or at the borders of a swamp. These undead can often be found lurking at the edges of farmer's fields, licking up the 'night dirt' that farmers use to fertilize their crops. Others might find work as mortuary attendants, licking the feces from the bodies of the recently dead, or find work as strange maids for lesser nobles unable to afford living servants.



Akaname Racial Traits

Size and Type

Akaname are Medium Undead. Akaname have a base land speed of 30 ft.

Undead Immunities (EX)

Akaname have all the immunities common to Undead player characters.

Ability Score Modifiers

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

As undead, Akaname lack a CON Score.

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

Enhanced Senses

Akaname have keen night-adapted eyes that provide them with *lowlight vision*. They also possess the *Scent* special quality, and with training can track with the alacrity of a bloodhound.

The Akaname can recognize familiar odors as easily as a human can faces, and they delight in odors humans find repugnant: especially rotting corpses, feces and human urine.

Stealthy (EX)

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

Strangler Tongue (EX)

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

Bones of Shit (SU)

An Akaname's bones are pliable as leather, allowing the creature to contort its body

in seemingly impossible ways. The Akaname can force his lifeless body through any opening large enough to admit his skull. A favorite Akaname tactic is to crawl through sewers and privies to assault otherwise well-guarded targets.

The Akaname can dissolve or restore its skeleton at will as a move-equivalent action, transforming into a boneless mass of necrotic tissue. In this form, the Akaname is considered *Prone*, but gains a Climb speed equal to its land speed. Its shapeless flesh can slide nimbly across even the smoothest surfaces. The Akaname can fight in melee while prone without penalty. While prone, the Akaname cannot be tripped, and receives a +4 racial bonus to its Combat Maneuver Defense.

Corpophile (SU)

Akaname savor the taste of a maiden's shit as a human savors fine wine. If an Akaname is able to watch a Humanoid, Monstrous Humanoid or Giant with a CHA score of at least 11+ urinate or defecate and then sample at least a small portion of the waste within one minute becomes more alive. Its skin warms and assumes the healthy tone of living flesh; for one hour after the meal, the Akaname cannot be harmed by channeled positive energy, and is healed by such, as if it were a living creature.

Perverse Meal (SU)

Though the Akaname has no need of true food or water, if it fails to satisfy its fetishistic compulsion, it finds itself weakening and becoming distracted. If an Akaname that does not satisfy its lust by using its Corpophile racial trait at least once every 24 hours, it suffers a -1 morale penalty on all attack rolls, skill checks and saving throws. These penalties vanish as soon as the Akaname satisfies its strange compulsion.

Akaname Alternate

Racial Traits

Abura-Akago (SU)

An Abura-Akago is created when a soul, burdened with the same sins and perversity that creates true Akaname, dies too young. The universe is, in its own way, kind and will not allow a child-soul to become a true filth-licker, but there is still a karmic debt to be repaid.

These pathetic little wretches lick the oil from lanterns with their long tongues (the lanterns in a pretty girl's bedroom, if they can manage it). Abura-Akago gain Fire Resistance 10, which increases to Resistance 15 at 10th level, and immunity to fire at 15th level.

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

Abura-Akago must drink at least an 8 hour supply of lamp oil per 24 hours or suffer a -1 morale penalty on all attack rolls, skill checks, and saving throws. These penalties vanish as soon as the Abura-Akago satisfies its strange compulsion.

Abura-Akago replaces the Akaname's Bones of Shit, Corpophile and Perverse Meal racial traits.

Bulging Eyed Voyeur (SU)

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

Bulging Eyed Voyeur replaces the Akaname's scent quality and Stealthy racial trait.

Corpse Licker (SU)

By licking the urine and feces a dying creature spills from its corpse, the Akaname can review the last seconds of the creature's existence. This ability allows the Akaname to experience the last melee round of the creature's life, seeing, hearing and feeling everything it did immediately prior to death. The Akaname is considered *shaken* for one minute after using this ability.

Corpse Licker replaces the Akaname's scent quality and Stealthy racial trait.

Shadow Skitter (SU)

This breed of Akaname has dingy grey skin marked with inky black blotches, like lividity markings. In any area of dim illumination or worse, the Akaname's base land speed is increased to 40 ft, and receives a +1 dodge bonus to Armor Class.

Shadow Skitter replaces the Akaname's Bones of Shit racial trait.

Tenjôname (SU)

This melancholy breed of Akaname is drawn to darkness and shadows, especially the twisting, living shadows at the top of a tall, lantern-lit chamber. Once per day, the Tenjôname can cast *Darkness* as a sorcerer of his total character level.

Tenjôname replaces the Akaname's Corpophile racial trait.



How The Tatakama Is Different

The Tatakama, (along with the Black Else) was first introduced as a background element of the D20 Modern campaign setting “Black Tokyo”. Aside from a few paragraphs the Tatakama was left mostly unexplored; Black Tokyo’s emphasis was on magic and horror campaigns in a distorted reflection of modern Japan inspired by hentai and anime. This sourcebook finally fleshes out the Tatakama, and the lives of its creatures before they cross the worlds to Black Japan.

The races described here are not a direct translation of the demi-humans found in Black Tokyo. Despite their similarities, the PFRPG is a very different set of rules from D20 Modern. In most cases, I decided to simply retain the core concept of a race rather than a direct mechanical translation. In other cases, differences between

the two versions of a particular race emerged because my game design philosophy has changed in the four years since the publication of Black Tokyo. Finally, a few races were dramatically altered to fit the relative power level of a PFRPG campaign. The Tatakama is a magic-rich environment, not a place of fading magic. Adventurers here must be tougher and more dynamic, even a lowly Anakame wretch can become a hero in the Tatakama!

Lastly, the races described in this sourcebook are a *mélange* of different Asian legends, predominately Japanese. However, the races of the Tatakama use the old myths as a starting point, and many similar yokai, from different myths are mixed and matched as variant racial traits for these strange creatures. The Tatakama is not an accurate representation of Japanese folklore....just an interesting one, hopefully.

Bloodstrong Men

Large Humanoid

It is said the first gods were brother and sister, birthed simultaneously from the cosmic womb, and they created the world so they would have a bed for their love. The first men were created from this incestuous union, and when the first human clans gathered, many families practiced the same incestuous tradition. Like their gods, these clans practiced incest without shame or fear, producing more powerful mythic protectors and champions with each succeeding generation. In time, these clans became known as the Bloodstrong Men.

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

Appearance

Bloodstrong Men are a proud race of mankind. Their lean bodies are corded with muscle, and have a yellowish or orange cast. Their skin tone is found among none of the races of ordinary man, something that instantly marks the warrior as a Bloodstrong. The race has sharp, almost leonine features and slitted eyes. Both men and women of the race wear their brittle, mane-like hair long. Bloodstrong warriors tattoo their bodies with heavy black kanji describing their deeds and bloodline. Row upon row of text decorates their muscular arms, breasts and abdomen.

Reproduction

Bloodstrong reproduce like ordinary humans, but most are born within the family. Unlike ordinary men, whose bloodlines gradually become polluted after a few generations of incestuous birth, Bloodstrong clans only become stronger and more specialized with each succeeding generation. Bloodstrong born to lovers outside the race are smaller and weaker than their incest-born kin, and often mocked as “half-Strong” weaklings. Those who live to adulthood learn to use cunning to make up for their lack of raw physical strength.

Bloodstrong pregnancies and childhoods last roughly the same period as a human child's.

Homes and Lands

Bloodstrong Men live in remote mountain caves. They have little interest in creating more complex structures, choosing instead to live as their ancestors have. The walls of their cavern homes are painted with gold and ochre, and inscribed with black holy sigils and sacred kanji, and are a reflection of the perfect Bloodstrong form.

Bloodstrong Man **Racial Traits**

Size and Type

Bloodstrong Men are Large Humanoids. A Bloodstrong human base land speed is 40 ft. As large creatures, they receive a +1 size bonus to CMB/CMD but suffer a -2 size penalty on Fly, a -4 size penalty on Stealth and a -1 size penalty on attack rolls and armor class.

Ability Score Modifiers

+2 CON, -2 INT, +2 WIS. Bloodstrong Men are powerfully built and as healthily as horses, with keen senses and strong wills, but are less prone to introspection and abstract reasoning than humans.

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

Half-Strong Ability Score Modifiers

+2 DEX. Half-Strong are nimble and have keener minds than their cousins.

Racial Skills

Bloodstrong history is primarily oral, and even the youngest Bloodstrong girl can recite the great deeds of her revered ancestors perfectly. All Bloodstrong receive a +2 racial bonus on Knowledge (history) and Perform (oratory) checks.

Enhanced Senses

Bloodstrong humans possess low light vision, and have the *scent* special quality. With training, Bloodstrong can learn to track by scent, and can recognize familiar odors the way a human recognizes faces.

Lantern of the Clan (SU)

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

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

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

Need-Fire (SU)

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

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

Bloodstrong Men **Alternate Racial Traits**

Kasha Dead-Slayer (SU)

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

Once per day, you can wreath your body in jade flames as a free action. These green flames burn for three rounds. While the jade flames burn, your melee attacks ignore the natural armor and equipment bonus to Armor Class of any creature of the undead type. In addition, the divine purpose that empowers the Kasha Dead-Slayer prevents the creature from ever rising as any form of undead spawn if slain.

This ability replaces the Bloodstrong Man's Need-Fire and Lantern of the Clan racial traits.

Killing Flames (SU)

Once per day, the Bloodstrong Man can sheathe his body or melee weapon in sulfurous white flames as a free action. The Killing Flame remain ignited for three rounds. While the Killing Flames burn, the Bloodstrong Man's attacks are

considered magical for the purpose of overcoming damage reduction, and inflict an additional +1d4 points of fire damage. Non-good outsiders and undead take +1d8 points of fire damage instead.

Killing Flames replaces the Bloodstrong Man's Need-Fire racial trait.

Warrior Culture (EX)

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

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

This ability replaces the Bloodstrong Man's Need-Fire racial trait.

Daughters of Kirin

Medium Monstrous Humanoid

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

A Daughter of the Kirin can run within minutes of her birth, and is as clever as a two year old by the end of her first night alive. As they have for uncounted millennia, the Tatakama's farmers and horse-breeders raise their unexpected new daughter in secret, allowing heaven's many strange agents into their humble home as tutors.

Born exclusively to the peasantry, Daughters of Kirin are called to heroism and service. Like the Futakuchi and others, they are agents of heaven, every bit as heroic and benevolent as their legendary father. Daughters of Kirin define themselves by their family relationship. They are sisters to the Futakuchi, and consider it their duty to protect the two-mouthed women in their journeys.

Appearance

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

A Daughter of Kirin hides a beautiful pair of taut breasts and a virginal pussy behind gnarled ivory and golden armor. Her armor grows from her skin, and is a living part of her. Her partial carapace also protects her hips, shoulders, forearms and spinal cord.

Reproduction

When a Kirin is relaxed, she can expose her armor to allow a lucky lover to touch her, but she can never fully retract her defenses. Daughters of Kirin have a long, wickedly sharp ivory horn growing from their forehead. Despite their armor and serrated, unicorn-like horn, a Daughter of Kirin's face is youthful and attractive.

The Kirin are an exclusively female species- they can only bear daughters with their divine father, and most of the Daughters long for a visit from the legendary unicorn, though few begrudge him his wanderlust. After a visit from her divine father, a Daughter of Kirin will foal a child within nine months.

Homes and Land

Daughters of Kirin live within human society, many wandering the lands as legendary heroines. These warriors live simply, preferring modest accommodations—few will seek a room at an inn, preferring instead to lie in fragrant hay with their fully equine sisters.

Daughter of Kirin **Racial Traits**

Size and Type

Daughters of Kirin are Medium Monstrous Humanoids. They are fleet-footed, with a base land speed of 40 ft.

As a Monstrous Humanoid, Daughters of Kirin are immune to effects which specifically target humanoids, such as *charm person*.

Ability Score Modifiers

+2 STR, -2 INT, +2 CHA. Daughters of Kirin are tireless, champion athletes with a natural charm. Though their presence is comforting and their demeanor is cheerful, Daughters of Kirin are too direct and optimistic to ever be considered truly ingenious.

Enhanced Senses

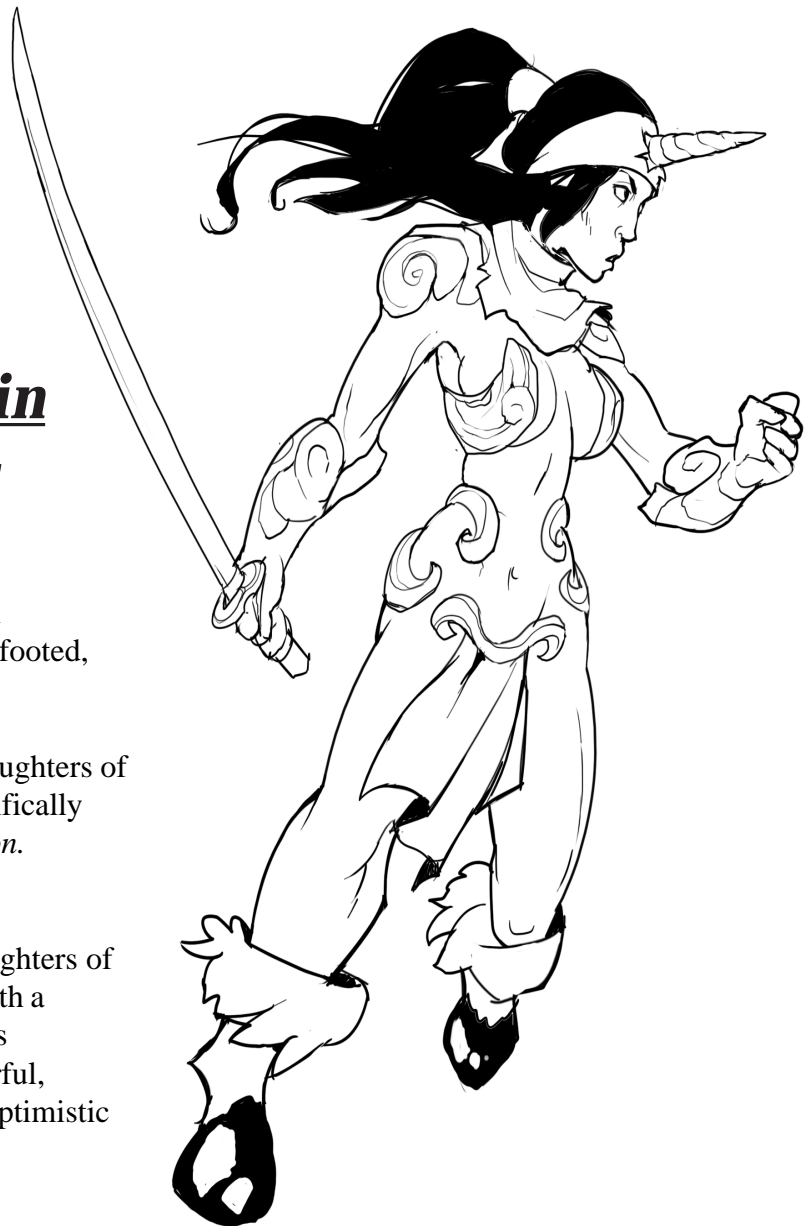
Daughters of Kirin possess *lowlight vision*.

Racial Feats

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

Heavenly Armor (SU)

A Daughter of Kirin is instantly recognizable because of the ornate gold-laced bone armor which grows from her supple flesh.



The Daughter of Kirin receives a +4 natural armor bonus to Armor Class. At 10th level, this bonus increases to +6, and to +8 at 15th level.

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

Touch Not the Earth (SU)

Like their divine father, a Daughter of Kirin steps so gently she does not disturb even a

single blade of grass nor crush even the most humble insect.

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

Horse Sister (SU)

Daughters of Kirin are sisters to all horses, and receive a +2 racial bonus on Ride and Handle Animal checks made against equines. Up to three times per day, a Daughter of Kirin can cast *Speak with Animals* as a spell-like ability as a caster of her total character level. This ability only affects horses.

Vegetarian (EX)

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

Daughter of Kirin Alternate Racial Traits

Baku Dream-Eater (SU)

Rather than the graceful and stylish Kirin, you were fathered by the lumbering but good hearted Baku. Like your divine, chimerical father, you can devour bad dreams and bring restful slumber to those you care about.

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

Baku Dream-Eater replaces the Horse Sister racial trait.

Daughter of the Divine Bull (EX)

The olive-skinned Daughters of the Divine Bull are the cosmic sisters to the Daughters of Kirin. Their lusty father is a rapacious and daring god, who chooses beautiful and strong human girls as his mates and leaves them with a half-divine daughter growing in their belly. A Daughter of the Divine Bull has regal purple and blood red armor, and rather than a unicorn-girl's single horn, they display an impressive pair of tauric horns.

Daughters of the Divine Bull have different ability score modifiers than Daughters of Kirin: +4 STR, -2 INT. They are stronger than their divine half-sisters but not as charming or vivacious. This ability replaces the normal ability score modifiers for a normal Daughter of Kirin.

Thunderous Charge (SU)

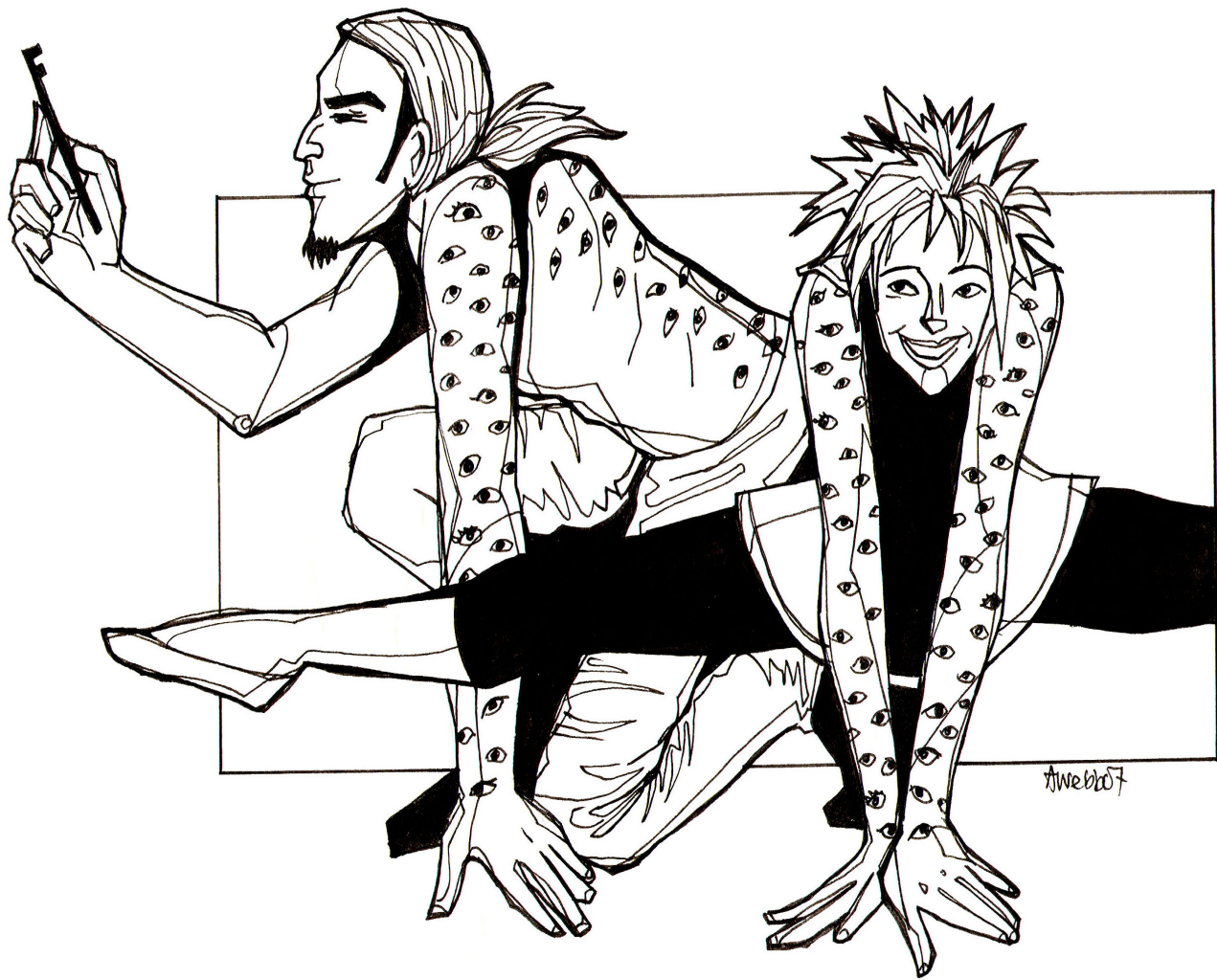
When the character makes a successful melee attack after a charge, the target must succeed at a FORT Save (DC 10 + ½ damage inflicted) or become *Deafened* for one round. This ability replaces Touch Not the Earth.

Water of the Mare (SU)

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

Whinny (SP)

The Daughter of Kirin can unleash an eerie, horse-like whinny that shatters the impure matter of the mortal realm. Once per day, the Daughter of Kirin can use *Shatter* as a spell-like ability as a 10th level caster. This ability replaces Horse Sister.



Dodoma

Medium Humanoid

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

Dodoma are a nomadic people, who wander freely between the Earth-Realm and the Tatakama, and have little fear of an excursion into the Black Else (if they can be convinced

there's some profit in it). Dodoma enjoy the sights and modern comforts of the Black Japan, and many lead rich, full mortal lives among cross-planar humans. Dodoma can usually be found walking the realms, running scams, filching treasures and carousing, but a few have been known to put their natural talents to nobler use as soldiers, demon hunters or heroes.

Appearance

Dodoma closely resemble humans, though they are uniformly petite and slightly built. Both male and female Dodoma have soft, vaguely androgynous features. Their hair naturally grows in an assortment of vibrant, rainbow colors: greens, electric blue, screaming pink and canary yellow are only a few shades. A Dodoma's hair color provides a clue to the humanoid's clan of origin.

If a Dodoma can keep its body fully concealed, it can easily pass for human. However, if the Dodoma's clothes are removed their strange heritage becomes obvious. Hundreds of blinking human eyes cover their shoulders, breasts and back, and run down their arms. The Dodoma's fingers end in tiny photosensitive spots like eyes, and a wreath of strange eyes surrounds their genitals.

Reproduction

Though they share a shape with mankind, Dodoma cannot cross breed with ordinary humans. However, seduction and strange romances between Dodoma and men are not uncommon. Dodoma pregnancies last the same span as a human's, but Dodoma mothers-to-be suffer one complication undreamed of by mortal women. For the last month of a pregnancy, a Dodoma female is blind, all her many eyes tightly shut until the birth of her child.

Homes and Lands

Dodoma are nomads, who travel in ragged caravans. A few Dodoma live as thieves and spies in larger human cities, covering their many eyes and passing for mortal. Dodoma are extraordinary vain creatures, and their homes will always be lavishly decorated with polished mirrors and reflecting bowls.

Dodoma Racial Traits

Size and Type

Dodoma are Medium humanoids. They have a base land speed of 30 ft, and receive no special bonus or penalties due to their size.

Ability Score Modifiers

+2 DEX, -2 CON, +2 WIS. Injuries to their many eyes can render a Dodoma incapacitated with agony, but their senses are far keener than a human's, and they are as agile as any Elf.

Racial Skills

When unarmored or lightly armored, the Dodoma receive a +4 racial bonus on Perception and Search checks. At all times, even if their eyes are hidden by clothes or armor, the Dodoma's keen senses and delicate fingers serve them well. These natural thieves receive a +1 racial bonus on Disable Device, and Sleight of Hand checks.

Enhanced Senses

When unarmored or lightly armored, the Dodoma cannot be flanked, and can respond to threats from the rear as easily as they do to frontal assaults, thanks to their skin of eyes. This ability is suppressed when the Dodoma wears heavier armor.



Thieving Instinct (EX)

Dodoma are consummate thieves, who seem to have a sixth (or seventh) sense about where you've left your valuables. A Dodoma who merely passes within 5 ft of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. A Dodoma must be unarmored or lightly armored to use this ability; it is suppressed when the demi-human is wearing heavier armor.

Thieving Step (SU)

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

Unaverted Gaze (EX)

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

Dodoma Alternate **Racial Traits**

All Seeing Eyes (SU)

Each one of the Dodoma's ten thousand eyes is as perceptive as an eagle's. The Dodoma receives lowlight vision, and darkvision with a 90 ft range. In addition, the Dodoma can naturally see invisible creatures and objects.

All Seeing Eyes replaces the Thieving Step racial trait.

Hitotsume-Kozo (SP)

Though their lean child-like bodies are covered with thousands of keen eyes, their heads have only one, a huge cyclopean eye in the middle of their bald forehead. Cute, perky and

curious, Hitotsume-Kozo are the perpetual teenagers of the Dodoma race. They never seem to grow up, or lose their lust for the adventuring life.

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

Hitotsume-Kozo replaces the Thieving Step racial trait.

Oiwa's Eye (SP)

This Dodoma is the spiritual descendant of the famed Oiwa, a serving girl cruelly murdered by poison. Like her murdered ancestor, this Dodoma can deform one of her eyes at will, causing it to swell with clotted blood, imitating the horrible way in which your ancestor died.

Once per day, you can cast Cause Fear as a sorcerer of your total character level. Doing so is a free action, requiring you to only swell your eye. In addition, your ancestor's death twists your karma, making you immune to poison.

Oiwa's Eye replaces the Thieving Instinct racial trait.

Spirit of Disease (SU)

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

Spirit of Disease replaces the Thieving Instinct racial trait.



Futakuchi

Medium Outsider (good, native)

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

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

Appearance

Futakuchi are an exclusively female species, created by the gods in imitation of a Japanese maiden's form. All are coldly beautiful, and all have the lithe, hard bodies of a champion gymnast. They are marked by long manes of luxuriant black hair, and dress modestly, favoring dark, finely tailored business suits and somber blouses.

With a little care, they can easily pass for human. When a Futakuchi reveals herself, though, she becomes something obviously inhuman.

With a thought, the Futakuchi can animate her hair like a mane of serpents, revealing a fanged second mouth hidden at the base of her neck, where her spine meets her skull. A bite from this second mouth inflicts as much damage as a shark's rapacious attack, and *oni* have learned to fear these harsh demon-slaying ladies. When nude, a Futakuchi's second anatomical oddity is revealed. Her vagina is

turned on its side, so it appears to flower open horizontally.

Reproduction

Futakuchi are an exclusively female species, and must seduce human men to continue their species. Male children born of a Futakuchi mother are humans, though many may acquire the Half-Celestial template, or are born Aasimar to account for their strange and wonderful mother. Female children are always born Futakuchi, crying from two mouths.

Homes and Lands

Futakuchi are creatures of the city and the royal court. Though their journeys often take them to remote prefectures and distant farmland, they complain constantly about the dirt and the squalor. Most maintain small but spotlessly clean across the realms, for their comfort on long quests.

Futakuchi Racial Traits

Size and Type

As medium creatures, Futakuchi receive no special bonuses or penalties due to their size. A Futakuchi's base land speed is 30 ft.

As native Outsiders, Futakuchi are immune to effects which specifically target humanoids, such as *Charm Person*. These two-mouthed women have the Good subtype.

Ability Score Modifiers

-2 STR, +2 WIS, +2 CHA. Futakuchi are serious and strong minded, with extremely arrogant, domineering personalities. However, they are lightly built and not as strong as a mortal woman hardened by a lifetime of toil.

Racial Skills

Futakuchi are well trained celestial bureaucrats, who receive a +2 racial bonus on

Knowledge (arcana) and Knowledge (religion) checks. Their serious, humorless demeanors can cow the weak willed, and these harsh women receive a +2 racial bonus on Intimidate checks.

Racial Feats

Futakuchi gain Serpentine Mane as a racial bonus feat, even if they do not meet the prerequisites.

Enhanced Senses

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

Natural Weapons (EX)

A Futakuchi's second mouth is an unwieldy weapon, but is capable of inflicting terrifying wounds. As a secondary natural attack, the Futakuchi can attempt to bite an adversary, inflicting 1d8+ ½ STR modifier points of slashing damage. The Futakuchi can use her second mouth as a natural weapon when grappling or pinned, without penalty.

Non-good outsiders and non-good undead suffer an additional amount of slashing damage equal to the Futakuchi's CHA modifier on a successful bite.

Celestial Inspiration (SU)

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

Celestial Modesty (SU)

A Futakuchi can never allow a mortal male (of any species) to see her eat; if she does, she suffers a -2 morale penalty on saves, attack rolls and skill checks for 24 hours after the transgression. A Futakuchi must eat twice as much food as a similarly sized human woman, and when eating, she must feed both mouths.

Futakuchi Alternate **Racial Traits**

Harbinger of Heavenly Displeasure (SP)

Even more militant than other Futakuchi. You care less about empowering and training the bumbling mortal Heaven has sent you to tutor then you do about chastising cosmic evil. Three times per day, the Futakuchi can empower herself, as if by the spell Divine Favor as a cleric of her total character level. Doing so is a standard action.

This alternate racial ability replaces Celestial Inspiration.

Second Mouth's Kiss (SU)

By kissing a willing, helpless or bound humanoid or monstrous humanoid with her second mouth, the Futakuchi can temporarily change that creature's gender. For 1d4+1 hours after the kiss, the creature's gender is reversed. Any feats, class levels or special abilities tied specifically to the character's original gender are lost during this time.

The Futakuchi can use this ability at will, as a full round action, but cannot transform any specific character more than once in a 24 hour period.

Second Mouth's Kiss replaces the Futakuchi's Celestial Inspiration racial trait.

Scholarly Vulva (SU)

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

For 1d4+1 hours after having her second vagina penetrated, the Futakuchi receives a +3 enhancement bonus to her INT score, and may

retry one Knowledge check she failed within the past day.

This racial trait replaces the Futakuchi's natural weapons racial trait. The Celestial Modesty racial trait does not apply.

Vagina Denta (EX)

This Futakuchi lacks a second mouth; instead her strange, toothed vulva serves as both reproductive organ and feeding method. Her second tongue and small, sharp teeth can give both pleasure and pain. The Futakuchi's bite is treated as a primary natural attack, allowing her to inflict 1d8+STR modifier points of slashing damage on a successful natural attack. However, the Futakuchi can only use this ability on a grappled, pinned or helpless adversary, and must be lightly armored, unarmored or nude to use her second mouth in such a manner.

The Futakuchi must still feed both her mouths when eating, a process which is exquisitely, distractingly pleasurable for the normally reserved Futakuchi.

Vagina Denta modifies the Futakuchi's Natural Weapons racial trait slightly.



Ironclub Oni

Large Outsider (native)

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

The stories about Ironclub Oni agree on nothing. In some tales, the Ironclub Oni are proud soldiers, loyal body guards and fearless kamikaze, as honorable as any samurai. In other tales, they are rapists and murderers, conquerors who live to trod lesser beings under their heels.

They are proud creatures, the most humanlike of all the *oni*, who teach their beloved children to walk tall and proud among those who scorn them as two legged beasts.

They are *stronger than strong*, they are berserk savages and brilliant inventors. In all things, the Ironclub Oni are a contradiction.

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

constructed great *oni* cities in hidden mountain caves and deep under the earth.

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

Appearance

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

Reproduction

As always, Ironclub Oni are a contradiction. Despite their reputation as rapists and perverts, some Ironclubs are doting parents with a deep romantic streak. Others are every bit as monstrous as the songs proclaim. Ironclubs can only bear young with their own kind, and only when their nude bodies are bathed in the blood of their enemies. Ironclubs enjoy sex with other species, but their genital spines and barbaric vigor make this painful, if not fatal, for the other creature.

Homes and Lands

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

Ironclub Oni Racial Traits

Size and Type

Ironclub Oni are Large Outsiders with the native subtype. An Ironclub Oni's base land speed is 40 ft. As large creatures, they receive a +1 size bonus to CMB/CMD but suffer a -2 size penalty on Fly, a -4 size penalty on Stealth and a -1 size penalty on attack rolls and armor class.

Ability Score Modifiers

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

Ironclub Oni are powerful thugs and tireless laborers, but are dangerously impulsive, impetuous, and crude and boorish.

Racial Skills

Ironclub Onis are master smiths and machinists, and many of the most self-aggrandizing Ironclub legends claim that these red skinned goliaths taught the first human smiths how to forge iron and hammer swords. Ironclub Oni receive a +2 racial bonus on all any two Craft skills of choice, with the exception of Craft (alchemy). Ironclub Oni have no interest in such trinkets- they only care about iron.

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

Ironhead Tetsubo (EX)

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

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

Murder Zen (SU)

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

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

Too Honest (EX)

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

Ironclub Oni Alternate Racial Traits**Hibagon Oni (SU)**

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

Hibagon Oni gain the Evil subtype.

Hibagon Oni feed on rape. Each day, the Hibagon must torture, rape and eventually murder at least one sentient creature with an INT score of 5 or greater. So long as the oni commits atrocities on hell's exacting schedule, he has no

need of food, water or oxygen, becoming immune to starvation, thirst and suffocation. If the oni fails to commit an atrocity each day, he is subject to normal mortal limitations, and remains so for a month after the daily murders resume.

The Hibagon Oni racial trait replaces the Ironclub Oni's Ironhead Tsuebo racial trait.

Shojo Oni (SU)

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

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

The Shojo Oni racial trait replaces the Ironclub Oni's Murder Zen racial trait.

Stronger Than Strong (SP)

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

Yama-Uba (SU)

This feral, female breed of Oni has skin the grayish blue of a mountain sky and long, brittle strands of snow white hair. These creatures gain the Cold subtype, and are usually found in the freezing mountains of the far north.

Yama-Uba gain Concealment (20% miss chance) in snowy or icy mountainous regions. If they gain Concealment from another source, add

+20% to the miss chance against the Yama-Uba in her favored terrain.

Yama-Uba replaces the Ironclub Oni's Murder Zen racial trait; this alternate racial trait can only be chosen by female characters.

Kami

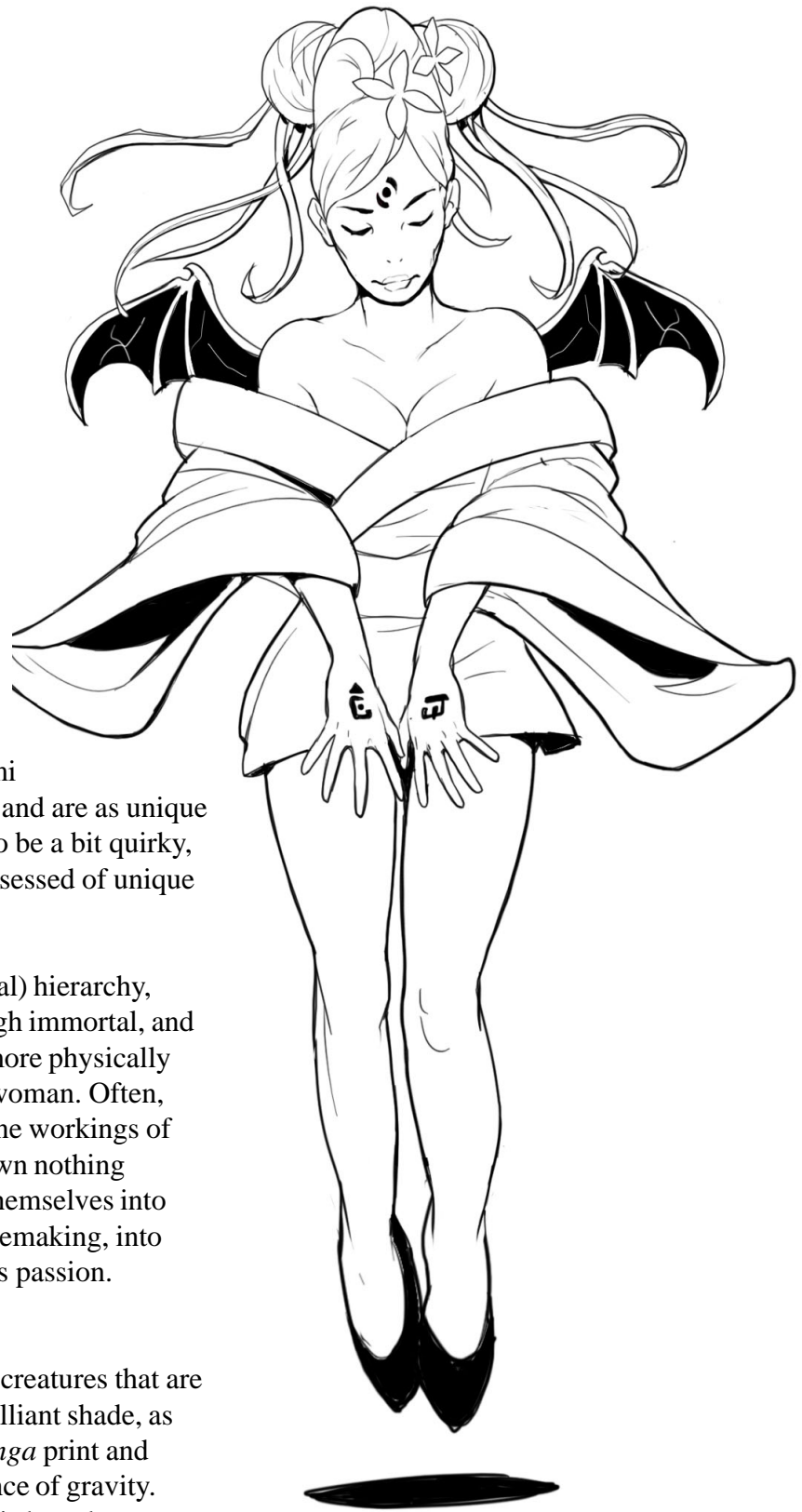
Medium Outsider (native)

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

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

Appearance

Kami are beautiful, lean creatures that are almost human. Their hair is a brilliant shade, as beautiful and unearthly as a *shunga* print and floats in elaborate coifs in defiance of gravity. Kami are decorated with runic birthmarks on their foreheads and hands that hint at their divine nature and powers. Kami from the infernal realms often have cute little bat-wings jutting from their shoulder blades, while some of their heavenly brothers and sisters might have angelic or fairylike wings.



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

Reproduction

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

A Kami's child is usually a Kami, though the godlings might instead produce Aassimar offspring. Kami are fertile with most humanoid creatures.

Home and Lands

Kami are usually drawn to the cities. They like the bustle and noise and politicking of a major trading hub or the Imperial court. Kami tend to be busybodies, who enjoy helping neighbors (even if the neighbors don't request, or don't want such help). They are matchmakers, gossips and true romantics. Even in a smallest village, the local Kami will be the center of community life- the heart and soul of the town.

Kami keep neat quarters filled with wonders and oddities they have encountered in their journeys. They often make their homes in or near shrines, or serve as miko. Kami usually are

allowed to stay at temples and shrines free of charge when traveling, and can often be found curled up, sleeping on the altar like a contented cat.

Kami Racial Traits

Size and Type

Kami are Medium Outsiders with the native subtype. As Medium Creatures they have no bonus or penalty due to their size. Kami have a base land speed of 30 ft, and a flight speed of 50 ft (good maneuverability). Kami receive a +4 racial bonus on Fly checks.

Defining Subtype

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

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

Ability Score Modifiers

-2 STR, +2 INT, +2 CHA. Kami aren't physically strong, but they are clever and likable.

Enhanced Senses

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

Racial Skills

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

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

Kami's Perfection (SU)

Select one of your racial skills provided by your Defining Subtype. You are an absolute master of that skill. Any time you make a check using that particular skill, you roll an additional die and add the results to your D20 skill check result. From 1st-10th level you add a D6 to the result. Beyond 10th level you add a D10 to the result. Starting at 15th level, you add a D12 to the result.

Kami Alternate Racial Traits**Cuddly Oni (SU)**

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

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

This racial trait replaces the Kami's Racial Skills and modifies the Kami's Perfection racial traits.

Divine Domain (SP)

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

This racial trait replaces the Kami's Perfection racial trait.

Heavenly Beauty and Grace (SP)

Once per day, as a standard action, you can reveal your true heavenly beauty to the mortals you walk among. Doing so allows you to cast two spells on yourself simultaneously: *Cat's*

Grace and Eagle's Splendor as a sorcerer of your total character level.

This racial trait replaces the Kami's Perfection racial trait.

Lovely Kami (SU)

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

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

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

This racial trait replaces the Kami's Racial Skills and modifies the Kami's Perfection racial traits.

Warrior of Heaven (EX)

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

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

This replaces the Kami's Racial Skills and Kami's Perfection racial traits.



Kijimunna

Medium Plant

Kijimuna are the joyful children of the deep forests. They emerge from the Tatakama's rich, black earth, and consider themselves the grandchildren of the Great Universal Tree. Kijimuna are irrepressible and irresponsible spirits, living only for the moment. They have no understanding of such basic human concepts as time or continuity of events, living in a perpetual, infant-like now. These creatures rarely hold grudges, nor do they have any interest in things humans consider important. A samuari's honor, a priest's faith, or a merchant's gold... none of these things appeal to the Kijimuna. The plant-spirits prefer a good hard fuck, a great meal, and a warm night under the multiverse's endless stars.

Appearance

Kijimunna resemble beautiful nude children clothed only in leaves and coiling, strangling vines. Their features are exaggerated parodies of Japanese facial structure. Though they look outwardly human, they are not. If cut, they bleed fungal spores and lichen. Their hair, including the faint, pre-teen ghosts of pubic hair, are woven from strands of long, soft grass.

The plant like spirits are born as perpetual pre-adolescents, and can remain ageless for centuries. Only when a Kijimunna starts to doubt itself, or to feel hate or rage or anger does it begin to age, and begin the long, slow climb to true adulthood.

Reproduction

Kijimuna are capable of bearing children of their own almost from the moment they emerge from the earth. Kijimuna are voracious and agreeable lovers, and often take paramours of both genders and a dozen species. To the Kijimuna, sex is a pleasure to be savored as often as enthusiastically as the ecstasy of fine food or good wine.

Kijimuna girls can become pregnant after an encounter with a male of their own kind or virtually any other species, and need not be vaginally penetrated to become pregnant. Kijimuna bodies are undifferentiated- their mouths and anuses, even their soft flesh, are as fertile as their vulva. When a Kijimuna girl gives birth, the flesh of her abdomen peels back like leaves, revealing the child inside. After the birthing is finished, her lithe body simply seals itself shut again, leaving no traces of her pregnancy.

Homes and Lands

Kijimuna villages are found in every old forest, in every forgotten marsh. They play, naked and glorious in flooded rice paddies, and cavort among the tree tops. Kijimuna do not build structures- for them, a massive and legendary architectural undertaking would be a simple shelf filled with flowers and rocks, kept as a shrine to natural kami. The Kijimuna have little need for homes or businesses- they do not labor, and they think the soft earth beneath an ancient tree is the best possible bed.

Kijimunna Racial Traits

Size and Type

Medium Plant. As a Medium creature, Kijimunna receive no special bonuses or penalties due to their size.

A Kijimunna's base land speed is 30 ft. Kijimunna have a 10 ft burrow speed, but they can only burrow through loose earth, sand or mud, not worked stone or harder substances.

Plant Traits (EX)

As a Plant, Kijimunna are immune to sleep, paralysis, stunning, critical hits, and the effects of massive damage. They cannot drown, and do not need to eat, though they need to consume at least twice the water of a similarly sized humanoid per day to avoid dehydration.

As (barely) sentient creatures, Kijimunna are vulnerable to mind-influencing effects.

Ability Score Modifiers

+2 DEX, -2 INT, +2 CHA. Kijimunna are graceful as a ballerina, sensual and vivacious, but they are not rational and usually seem simple minded, compared to most humans.

Racial Skills

Kijimunna can disappear into a forest like a fleeting dream. They receive a +4 racial bonus on Stealth checks made in natural terrain.

Racial Feats

Kijimunna are a natural part of the forest, and see no danger in its thorns and brambles. The little plants receive Nimble Moves as a racial bonus feat even if they do not meet the prerequisites.

Enhanced Senses

Kijimunna can see as clearly at midnight as they can at noon. They receive lowlight vision and darkvision with a 60 ft range.

Earth Child (EX)

As a child of the soil, a Kijimuna is strengthened and fortified by contact with the Earth. While the Kijimuna is in direct contact with soil or mud, she cannot be tripped or bull rushed, and receives a +2 racial bonus to her Combat Maneuver Defense.

Ripened (EX)

Once per day a Kijimunna can choose to allow a few of the vines growing across and inside her plant body to come to seed, and produce a number of colorful, tasty berries.

The Kijimunna can produce a number of berries equal to her CON score. If a living creature consumes one or more berries, it is sustained as if had ate a complete meal (sized for a Medium creature), and recovers 1 Hit Point. Berries retain their potency for about

eight hours. Having her berries plucked is intensely pleasurable for the Kinimunaa, and can be considered a sexual act for the purpose of sex-magic feats.

Death by Metal (EX)

Kijimunna are pained by the touch of metal (not to mention plastic and other relics of the modern era). A Kijimunna suffers double the normal armor check penalty when wearing any armor composed wholly or partially of metal.

Those who hunt Kijimuna have discovered that this species wide mystic allergy can prove fatal. A Kijimunna who is penetrated sexually with any metal (or plastic) object, even



slightly, must succeed at a DC 18 FORT save or immediately fall to -9 HP and dying. Even if the plant creature succeeds, she takes 6d6 points of damage from the unwelcome intrusion. Kijimuna are aware of this, and elder plant-creatures choosing suicide often choose this relatively pleasurable method of death.

Kijimuna Alternate **Racial Traits**

Nighshade (EX)

Your body sprouts small, colorful mushrooms, that, when eaten provide a surge of strength. Three times per day, the Kijimuna can produce a handful of small, tasty mushrooms that when consumed provide the character with a +2 enhancement bonus to its STR score. This effect lasts for a number of minutes equal to the Kijimuna's CON score. Like the Ripened racial traits, having her mushrooms consumed, is intensely pleasurable for the Kijimuna.

This ability replaces the Kijimuna's Ripened racial trait.

Spirit of Wood (SU)

The Kijimuna embodies the wood element, and thus, cannot be harmed by wood. She considers all wood to be her flesh. The Kijimuna suffers no damage if struck by a weapon composed wholly of wood (such as a club, quarterstaff or wooden arrow).

This ability replaces the Kijimuna's Earth Child racial trait.

Sustaining Rice (SU)

The Kijimuna is a spirit of the rice fields, capable of nourishing those she loves with her body. The Kijimuna can open her body's leafy folds at will, and pour out fresh, delicious cooked (but nonmagical) rice. Producing a single meal's worth of rice is a full round action. The Kijimuna can produce virtually infinite amounts of rice, in a

variety of styles. Watching a character eat her body's rice is a sexual act for the Kijimuna.

This ability replaces the Kijimuna's Ripened racial feat.

Water Plant (EX)

The Kijimuna is a creature of swamps and flooded farmers fields. She gains a Swim speed equal to her base land speed.

This ability replaces the Kijimuna's burrowing speed.

Kitsune

Medium Fey (Shapechanger)

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

Kitsune like nothing better than tempting priests from their vows, dragging heroes on tavern crawls lasting weeks, and otherwise thumbing their noses at stodgy human laws and custom. Though mischievous and more than a little greedy, Kitsune enjoy the company of humans, and often spend decades among human friends and lovers. Most are fairly good hearted, and will take time out from their schemes and carousing to put an end to predatory oni they encounter. Kitsune have always protected humanity, whether or not humans want this protection, and consider their thefts to be fair repayment for their courage.



Appearance

Kitsune could almost pass for human, if not for their bushy, russet fox tail, which hangs from the base of their spine. When wishing to pass for human, the Kitsune hide their tails beneath long kimono or robes. One quirk, however, will always give a disguised Kitsune away. When seen in a mirror, Kitsune appear with elaborate facial mokos and long fox-like ears, marks of an invisible supernatural heritage that is normally unseen.

When a fox first becomes a Kitsune, she appears as an attractive young woman with a single tail. Each century of her life, a Kitsune gains an additional tail. Kitsune can live up to 999 years, eventually becoming a nine-tailed fox, legendary for skill and wisdom.

Reproduction

Kitsune enjoy the company of humans—particularly intelligent and charismatic performers and daring rogues—and Kitsune of both genders

often take human lovers. Quite a few bear children with a human partner, who might or might not be aware of the foxes' otherworldly origins. Kitsune births are always litters of several half-vulpine newborns, who do not take a fully human form until their third or fourth year.

Homes and Lands

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

Kitsune Racial Traits

Size and Type

In their true form, Kitsune are Medium Fey. They receive no special bonus or penalties due to their size. Kitsune have a base landspeed of 30 ft.

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

Ability Score Modifiers

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

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

Racial Skills

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

Enhanced Senses

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

Four Footed Trickster (SP)

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

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

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

Foxy Disguise (SP)

Wise Kitsune have many tricks with which to disguise themselves among humans, and play their ancient, vulpine tricks. Once per day per five character levels, the Kitsune can cast *Alter Self* as a sorcerer of her total character level.

Liver of Immortality (SU)

Consuming the liver of a recently slain Kitsune will grant a single living creature immortality, a well known fact among the Tatakama's people. A Kitsune's whose liver is devoured cannot be raised or resurrected by anything short of the direct intervention of a deity. A dying Kitsune can will her liver to rise from her body, and drift towards a specific creature that she bequeaths her immortality to. Otherwise, a DC 10 Survival check allows the liver to be harvested; it must be consumed within an hour of the Kitsune's death to maintain its potency.

Kitsune Alternate Racial Traits

Amagitsune (SU)

You are a fox of heaven, divinely sanctioned to protect mankind and bedevil oni-kind. Kitsune of this kind are marked by golden fur and gleaming eyes. Your type changes to Outsider, with the native and good subtypes.

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

This racial ability changes the Kitsune's type, and replaces the Kitsune's Foxy Disguise racial feature.

Emptiness Fox (SP)

You are one of the most highly regarded of all fox-folk; you serve the Void Element,

which contains all things and is the source of all wisdom.

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

This racial ability replaces the Kitsune's Foxy Disguise and Racial Skills racial traits.

Hainu Kitsune (SU)

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

You gain a Flight Speed (40 ft). You receive a +2 racial bonus on Fly checks. This racial trait replaces the Kitsune's Four Footed Trickster racial trait. Your long, shaggy hair is as white as snow.

Koropokkuru

Medium Humanoid / Animal

Reclusive spirits of the forest and of dank, dripping caverns, the Koropokkuru are a fading race. Long ago, these dour little men were native to the Earth-realm, but as the centuries wore on, and the Earth's magic faded, they climbed the branches of the Universal Tree into the Tatakama, eventually disappearing into its most remote regions. These reclusive hunters rarely leave their forests. The grumpy little men have little time for adventure, preferring instead to keep to the old ways, say the old prayers, and hunt their old enemies.

The Koropokkuru are tradition-bound to a fault, despising and cursing the new and strange with every breath in their wrinkled little bodies.

For those passing through their forests, Koropokkuru can be excellent guides, if you can convince them such a commission is worthy of their attention. The Koropokkuru know the location of every *Torii* and demon's lair in their territory, arcane secrets passed down from grumpy father to grumpier son for millennia.

Appearance

Koropokkuru are dour little men covered in wrinkly, leathery flesh the color of coal. In contrast to their somber skin tone, their hair, which they wear long and flowing, is a rainbow of iridescent colors, as colorful as a peacock's plume. The Koropokkuru have yellow and amber eyes with horizontal slits; their women have dark blue or green eyes with human pupils.

Reproduction

Koropokkuru favor arranged marriages arranged by the eldest and wisest of their kind, and like everything else in their existences, the grumpy folk find much to complain about in these marriages. Koropokkuru of both genders practice bestiality, having no taboo on the subject, and most Koropokkuru marriages consist of a husband, a wife, a companion animal for the husband and one for the wife.

Contrary to tavern tales and bawdy stories, Koropokkuru do not bear children with their animal lovers, though given the species close association with the Daughters of Kirin, you'd be forgiven the misunderstanding. Many Koropokkuru villiages are home to one or two Daughters of Kirin, fathered by the god on one of the villages' mares. Most Koropokkuru will only leave their homes to protect a Daughter of Kirin "sister" on her journeys, and these good hearted horse-girls are among the few beings in all the Tatakama whose antics can bring a smile to a Koropokkuru face.

Homes and Lands

Koropokkuru villages are nestled in old growth forests, hidden behind walls of brambles and thorns. The villages are home to hundreds of

times as many animals as humanoids, from chickens to cows to horses and mules and even stranger, more legendary beasts. Human farmers and merchants make regular visits to Koropokkuru villages to trade for animals, forest mushrooms and food stuffs, or to see the advice of a Koropokkuru breeder, widely regarded as the best animal handlers of all the races.

Koropokkuru **Racial** **Traits**

Size and Type

Koropokkuru are Medium creatures that flit between the Humanoid and Animal Types. When confronted with an effect whose effect is based on the victim's type, the Koropokkuru is considered to be the type more favorable at that instant.

NPC Koropokkuru usually gain skills, feats and hit die by character class, but those who advance purely by Hit Die gain skill ranks and feats as a Humanoid, and determine their base saves, base attack bonus and Hit Die type as an Animal.

A Koropokkuru's base land speed is 40 ft. The creatures are amazingly nimble.



Ability Score Modifiers

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

Koropokkuru are nimble, and are talented athletes, almost from the moment they can walk. They are less reflective and focused than humans, and their small numbers and outsider nature saps their confidence.

Racial Skills

Koropokkuru are natural hunters and foresters, and they receive a +4 racial bonus on Survival, Ride and Handle Animal checks. They may attempt these checks on members of the Magical Beast type with an INT score of 5 or less at no penalty.

Enhanced Senses

Koropokkuru have animal-keen eyes giving them *lowlight vision*.

Ancient Wisdom of the Forest (SU)

Koropokkuru have guarded the Tatakama's forest for uncounted generations, and the secrets of doing so are passed down along family lines. When in the region of their birth, or any area designated as favored terrain, the Koropokkuru may substitute a Survival check for Knowledge (arcana, planar and religion) checks made to identify threats, wonders or natural features.

Half an Animal (SU)

Their closeness to the natural world gives the Koropokkuru a profound connection to the animal kingdom. The Koropokkuru have no taboo about taking a beloved animal as a lover. The Koropokkuru can use any feat, spell or special ability which requires sexual contact with a sentient creature (with an INT score of 5+) while engaged in a bestial act of lust/love with any non-sentient animal, vermin or magical beast.

Once per season, the Koropokkuru can engage in a day long ritual that awakens a beloved animal to true sentience. Doing so requires sexual contact with the animal, vermin or magical beast, which must have an INT score of 3 or lower. During the ritual, the Koropokkuru grants the animal an inherent +3 bonus to its INT and CHA scores, skill ranks and feats as a Humanoid of its Hit Die, and the ability to speak the languages of its Koropokkuru patron. The uplifted animal has an alignment identical to Koropokkuru.

A Koropokkuru can use this ability to enhance its own animal companion or familiar, but cannot do so to any creature being used as a familiar or companion to another character.

Beloved Beast (SU)

Koropokkuru care for their animal companions with the same gruff care they lavish upon their wives and children. A Koropokkuru's animal companion or familiar always has maximum Hit Points for a creature of its type.

Koropokkuru Alternate **Racial Traits**

Abura-Sumashi (SU)

You are an even uglier and grumpier little Koropokkuru, with stony grey skin and a wide head like a potato or gourd. You are much stronger than other members of your kind. You receive the following additional racial traits, which stack with the typical Koropokkuru racial traits.

+2 STR, -2 CHA.

Your stony skin provides you with a +2 natural armor bonus to Armor Class. In addition, you earn your name "oil squeezer", from your ability to squeeze a lump of rock or clump of earth to produce a single flask of lamp oil. You may use this ability a number of times per day equal to 3 + your STR modifier.

Abura-Sumashi replaces the Ancient Wisdom of the Forest racial trait.

Azuki-Arai (SU)

You are a surprisingly jolly little man, always singing cheerful songs of rape and cannibalism, but despite the morbid tunes you sing, you are mostly harmless. Azuki-Arai do not suffer a CHA penalty.

In addition, once per day each, you may cast any of the following spells as a Bard of your total character level: Cause Fear, Lullaby, Open/Close. There is much magic in an Azuki-Arai's morbid song.

Azuki-Arai replaces the Koropokkuru's Racial Skills.

Kumo (SU)

Your totem beast is not a thing of fur or feathers. Instead, are half a spider. You are considered both a Humanoid and a Vermin for determining how spells and feats effect you.

Your base land speed is only 30 ft, but you gain a Climb speed of 30 ft.

This ability modifies your type slightly.

Tanuki

Medium Humanoid (shapechanger)

They are fat and jolly, enjoying nothing better than a good meal, a cup of warm *sake* and a willing bedmate. They live for today without fear or regret, leaving dirty dishes, broken hearts and a stack of unpaid IOUs in their wake. Tanuki are a capricious and pleasantly vulgar folk, who waddle out of the Tatakama's forests for a night of carousing at a roadside inn and always seem to leave before the bill comes due. Tanuki are as likely to be found running from some angry shopkeep as they are to be pissing drunkenly against the roots of the Great Tree.

Appearance

When the Tanuki bothers to walk in its human shape, he resembles a fat and jolly human, potbellied and harmless.

Male Tanuki are infamous for their huge, swollen testicles, magical swinging organs that they can shape as needed to carry out their scans. Female Tankui have testicles of their own, hanging like bizarre tumors from their swollen labia. Like the males of the race, female Tanuki can drum and morph their testicles.

Whether in man-shape or walking on all fours, a Tanuki can always be recognized through an old, odd trick. Money always seem to vanish around the fun loving creature. A coin pressed to

the Tanuki's forehead will tarnish within seconds, and a piece of paper money pressed to the Tanuki's lips will begin to fray and unravel.

Reproduction

Contrary to popular belief, there are female Tanuki, though they are outnumbered by the males of the race, and usually disregarded. Though as loyal to their women as a son to his mother, Tanuki boys are attracted to pretty human and Elven girls- when romance is on their mind, these roly-poly little shapeshifters tend to go for big breasts over big hearts.

Tanuki mothers give birth to a litter of 4-6 Tanuki cubs, who need constant attention and care, and take up every minute of her time. Human women bearing a Tankui's offspring have a tougher time of it, and most are bed ridden for the length of their pregnancies.

Homes and Lands

Tanuki families live in cramped, damp burrows in the Tatakama's many forests. Few ordinary folk know the true location of these burrowers, but rangers and loggers often maintain cordial relations with the Tanuki. A few cups of sake or a 'loan' of a few coins can buy a (mostly) reliable guide to the forest. However, Tanuki can most often be found in a nearby human settlement, preferring the thrills of bars and geisha-houses to the dull serenity of their forest homes.

Tanuki Racial Traits

Size and Type

Tanuki are Medium humanoids with the Shapechanger subtype. In humanoid form, a Tankui has a base land speed of only 20 ft, due to their short legs and resolutely un-athletic natures.

Ability Score Modifiers

-2 DEX, +4 CHA. Tanuki are cheerful and charismatic, natural storytellers and bon viands, but are clumsy, especially when they've had a few to drink. Watching a Tankui in human

shape try to dance or climb a rope would make a statue weep with laughter.

Racial Skills

Tanuki are comedic geniuses and know how to lie low in dangerous situations. Tanuki receive a +2 racial bonus on Stealth checks. In addition, for every rank the Tanuki places into any other Perform skill, he also receives a free rank in Perform (comedy).

Enhanced Senses

Even in human form, Tanuki beggars possess the *scent* special quality. They can be trained to track by scent, but most are content to just follow their noses to a fresh cooked meal.

Tanuki Tracks (SU)

A Tanuki can transform himself into an ordinary raccoon-dog (a raccoon like scavenger native to the otherworldly Japan as well as the Tatakama) or back to human form at will, as if using *Beast Shape I*. Use the statistics for a Weasel familiar as a basis for a raccoon-dog.

While transformed, the Tanuki's weapons and gear meld into his body, and become useless. Transformation is a full round action which provokes attacks of opportunity. The Tanuki Beggar will always shift forms involuntarily if splashed with a full jug (1/2 liter or more) of sake.

Tanuki's Testicles (SP)

Tanuki are infamous and instantly recognizable for their swollen testicles, huge ovals which sometimes drag across the ground. Most Tanuki know how to play their testicles like drums, creating a low eerie sound which can drive away worse things.

Once per day, a Tanuki (of either gender) can magically cause his testicles to swell to inhuman proportions. As a full round action, which provokes attacks of opportunity, the



Tiki

can play his balls like skin drums, producing an effect similar to *Bane* cast by a cleric of the Tanuki's total character level.

In addition, once per day, the Tanuki can swing his testicles over his shoulder to create a magical carrying sack. Doing so transforms his testicles into a *Handy Haversack* for one hour. If not unloaded before the hour is up, the items stored within appear in an adjacent square, and the Tanuki is *sickened* for an hour. Transforming

his testicles into a *handy haversack* is a full round action, which provokes attacks of opportunity.

Tanuki Alternate **Racial Traits**

Mujina (SU)

You are a separate breed of Tanuki, slightly more energetic, but mocked by your Tanuki brothers and sisters for your woefully small testicles. In fact, Muina women don't even have testicles- an aberration against heaven and earth!

Mujina can shape change into different forms as if using *Beast Shape I*. In addition to a racoon dog, the creature can also transform into a Dog, or a badger (use the Weasel familiar's statistics). In addition, the slightly more nimble Mujina does not suffer a penalty to its DEX score and has a base land speed of 30 ft.

This racial ability package replaces the Tanuki Testicles racial ability.

Tanuki's Purse (SU)

Once per day, the Tanuki can reach into its testicular purse and pull out a handful of leaves, rocks and twigs. Why it carries rocks and twigs in its scrotum is a mystery best left to the ages. However, the Tanuki can attempt then a Bluff check: he transforms the garbage into a pile of coins with a GP value equal to the Bluff check result.

Most Tanuki use these coins to pay for a wild time at an inn or tavern. However, there is one problem: the coins return to their original form of leaves and twigs within 1d4 days, meaning someone will be left short by the Tanuki's trick.

This ability replaces the Tanuki Testicles racial ability.

Ubume

Medium Undead

Ubume are tragic undead bound by misfortune, guilt and longing, but sustained by a selfless hope. The Ubume have chosen to become undead, and to exist in a body of cool gray flesh, rather than to return to the Karmic wheel as the penance for a crime only they themselves prosecute. Ubume are the restless, transfigured spirits of women who died in childbirth, whose children died in the womb and never tasted the air.

Their sin, as the Ubume themselves see it, is that their mortal bodies were too weak or sickly to bring their child into the world. Rejecting heaven and the comforting amnesia of reincarnation, the Ubume wander the world, the sleeping soul of their dead child wrapped tightly in their arms, in the hopes of giving their child a chance at life, however meager.

Appearance

Ubume resemble the human women they were in life, but their spiritual pain has warped and twisted their bodies. Their skins are cool and gray, and their bodies are slick with a cold, clammy ichors. Their jet black hair hangs in matted clumps, slick with their death-ooze and stinking of dried blood. They carry the inert, sleeping soul of their child with them; sometimes, the undead appears to carry her child in her arms, a heavy burden wrapped in tattered, blood splattered cloth and spider webs.

At other times, her child-soul merges with her own undead flesh, entering her dead womb and making the undead creature appear vastly pregnant. Her unbreathing child's umbilical cord trails between the Ubume's legs, connecting dead mother to dead baby in a perversely natural way.



Reproduction

Ubume are female, but are effectively sexless creatures. Bound by the weight of tragedy, these undead women have no interest in sex or romance, and little capability to indulge in such acts even if they were interested. A Ubume's vagina is tattered and torn, her reproductive portal hanging between her legs in tattered, fleshy ribbons.

carried in her arms. However, the Ubume's base land speed is never reduced by armor or encumbrance.

Undead Immunities (EX)

Ubume have all the immunities common to Undead player characters.

Ability Score Modifiers

+2 STR, -2 DEX, -2 CHA. As an undead, an Ubume has no CON score. The burden the undead mother carries has strengthened her

Homes and Lands

Ubume walk the shadowed roads between settlements. They are unwelcome in many communities, seen as an obvious ill omen, and blamed for any miscarriages suffered by a villages' women. Like the Akaname, Ubume linger on the bottom of the social order. As unwelcome and eerie nomads, Ubume have no lands or community of their own, though many elder members of the species attempt to aid their younger siblings whenever encountered.

Ubume Racial Traits

Size and Type

Ubume are Medium Undead. As a medium creature, the Ubume receives no special bonus or penalties due to her size.

Her base land speed is 20 ft; she moves with the uncomfortable walk of an eight month pregnant woman, even when her dead child is

rotting form, but her endless pregnancy has made her graceless, and her tragedy makes it difficult for her to interact meaningfully with others.

Enhanced Senses

Ubume can see clearly even during the blackest night, and have *darkvision* with a 60 ft range.

Racial Skills

As an incarnation of thwarted motherhood itself, Ubume are surprisingly kind and caring to mortal children, and their presence doesn't terrify or unnerve young children the way it does adults. The Ubume receive a +4 racial bonus on Diplomacy checks made against any creature in the Young Adult age category or younger, as well as Diplomacy checks made against child-undead such as Jinzu or Ohaguro (described fully in an upcoming sourcebook).

NPC Ohaguro and Jinzu (as well as other child undead) have an initial attitude of indifferent to the Ubume, and will not attack the ghostly-mother unless commanded to or attacking in self-defense.

Burdened Womb (SU)

The Ubume always carries her unborn child's spirit with her, in the form of a baby's corpse, half buried under a layer of sticky, blood soaked leaves and detritus, and swaddled in rags and spiderwebs.

She must either carry it in her arms, leaving only one of her hands free, or absorb the spirit child into her womb as a full round action. When carrying her child, the Ubume cannot wield any two handed weapon, and is considered to be carrying a Light load.

While her child sleeps within her dead womb, the Ubume gains use of both hands, and is not considered automatically encumbered. While her child is inside her, the Ubume's spirit is burdened, and she suffers a -2 racial penalty on all WILL Saves.

Dust of Guilt (SU)

Once per day, as a move-equivalent action, an Ubume can stroke and caress her dead child. A low and freezing wind blows from the Great Universal Tree and sweeps across the land. Dust and leaves from the spirit child's corpse billows into the air like a tornado.

All creatures within 30 ft of the Ubume must succeed at a WILL Save (DC 12 + the Ubume's WIS modifier) or become overcome by a nameless grief. Those who fail their saves become *shaken* for as long as the Ubume remains within 30 ft and for 1d6 rounds after.

Women suffer a -2 penalty on their WILL Save, as the Ubume's grief is uniquely feminine. Any creature who has ever lost a child, suffered a miscarriage, undergone an abortion or experienced any similar tragedy is rendered *cowering* for the duration of the effect on a failed save. If the creature saves successfully, they are merely *shaken* for the duration.

Motherhood and Rebirth (SU)

The Ubume's greatest desire is to lay down the burden of her ghost-child, and to give the child a chance at mortal life. All Ubume instinctively know a ritual which will return their child to life, but it may take decades of unlife before a Ubume is ready to perform this strange ceremony.

The Ubume must give willingly give her burden-child to a living sentient female, who must willingly undertake the ritual, and know the consequences of failure. This female must be of any good alignment The living woman must hold the dead child in her arms and succeed at three STR checks (DC 12, DC 15, DC 18) as the corpse child becomes progressively heavier. Only other women can attempt aid another checks to aid the mortal woman.

If all three checks are successful, the dead infant in the woman's arms opens its eyes and

returns to life as a mortal new born. If the mortal woman fails any of the three checks, she dies herself, and may not be *raised* or *resurrected* by mortal means. The Ubume cannot attempt the ritual again for a year after a failure. Each time this ritual fails, the Ubume herself suffers 1d3 points of permanent CHA drain, as parts of her fading humanity die with the slain volunteer.

Once the ritual is complete, the Ubume returns to life, becoming the woman she once was. The character is effectively rebuilt as a Human or Half-Elf female, losing all Ubume racial traits and gaining the traits of her new race.

Ubume Alternate Racial Traits

Compassionate Motherhood (SU)

Her curse of undeath is divinely sanctioned, and the Ubume is a strange, melancholy agent of heaven. She serves Inari, goddess of fertility, in her own way. The Ubume is a divine midwife.

Three times per day, the Ubume can cast *Stabilize* as a first level cleric. In addition, she receives a +2 racial bonus on Treat Injury checks. By touching a pregnant female and casting *stabilize*, the Ubume can ensure that the pregnancy is pain-free, easy and healthy for both mother and child. A single touch can avert a miscarriage or other tragedy.

Once per level of experience, the Ubume can touch a pregnant woman or a child in the Infant age category or younger and ensure that child grows up strong and healthy. The child receives a +2 racial bonus to its CON score and a +1 racial bonus to any other ability score of choice.

This ability replaces the Ubume's Dust of Guilt racial trait.

Envious Motherhood (SU)

The Ubume has no chance to be reborn; her child will never live. Driven mad by grief, rage and jealousy, the Ubume is an especially deadly predator. She feeds on living mothers and their children, and is utterly without mercy or sanity.

The Ubume inflicts one additional dice worth of damage with any successful attack inflicted on a pregnant female creature, and automatically inflicts maximum damage with any successful attack on any creature in the Child age category or younger. A pregnant woman who is critically hit by the Ubume must succeed at a FORT Save (DC 12 + the Ubume's WIS modifier) or miscarry.

This ability replaces the Motherhood and Rebirth racial trait.

Ubume-Chan (SU)

The Ubume died so young she is not fully aware of the cosmic tragedy of her death; to her, her dead child is a companion and playmate. Cute and disturbing in equal measure, the Ubume-Chan is among the most cheerful of her kind.

The Ubume-Chan treats her dead child as a familiar as a sorcerer of ½ her total character level (which stacks with any wizard or sorcerer levels she may have). Her dead child can walk outside her body, like a ghostly toddler still attached to its smiling, dead mother by a spectral umbilical cord. The Ubume-Chan receives the Alertness feat when this ghost-child is within arm's length.

The Ubume-Chan can choose to allow her fetus to walk on its own, freeing her from the effects of the Burdened Womb racial trait. While walking free, the fetal ghost can range up to 20 ft from its mother. However, while her child is out of her arms, the Ubume-Chan acts last in a round (her Initiative score is effectively set to zero) as her attentions are diverted to her ghostly child.

This racial trait adds a new option to the Ubume's Burdened Womb racial trait.

Alternate Racial Traits for the Core Races

The men, Elves and Dwarves of the Tatakama are strange creatures, often touched with the blood of gods, demons and the thousands of small spirits found in every corner of the world. The alternate racial traits found below allow you to build characters that fit perfectly into the Tatakama's mythos. Many of these racial traits may be selected by more than one race.

Quite a few racial traits offer new capabilities to Goblin player characters at no 'cost'. This is intentional; Goblins are both common and diverse in the Tatakama. These pathetic little oni may select one or two optional racial traits (at the game master's option); this should make the notoriously weak goblin race a more attractive option for gamers.

Akuma (SU)

Available To: Humans, Half Orcs

You were born under an inauspicious sign, and have always been violent, tempestuous



and ill-tempered. Your skin is a dusky crimson, and your eyes blaze like a fire.

When you are enraged, your body is wreathed in blood-red flames. Add +1 point of fire damage to any successful melee attack you make. Though you may or may not be evil yourself, you get along surprisingly well with the vilest creatures in the Tatakama. You receive a

+2 racial bonus on Diplomacy checks against creatures with any Evil alignment.

Replaces: Ferocity (half orc), Bonus Feat (human)

Unbalanced Erorotic Grotesque Nonsense

The Blood Immortal racial trait is absolutely and totally unbalanced, and completely changes the way the game is played, especially at low levels. Blood Immortal characters can't die, which means they can return to life without the expense of Raise Dead or similar magic, purely through their own internal power. At higher levels of play, where dying and coming back with the casting of a single spell is the norm, the fact a horrifically wounded Blood Immortal won't be coming back to the fight within the same week becomes a weakness, however.

Immortal characters are extremely rare in the PFRPG, but aren't exactly uncommon in horror hentai or ero guro. This alternate racial traits allows gamers to build and play powerful anti-heroes like Manji (*Blade of the Immortal*) or *Tokyo Red Hood* (from the self titled manga) from first level.

Blood Immortal (SU)

Available To: Humans, Half Orcs, Half Elves

You cannot die like other men.

Your viscera regenerates, returning you from the dead no matter how badly mangled you are. If even a few scraps of torn and tattered, bloody gore remain, you can become alive again. For some immortals, being murdered and returning to slay your killer is pleasure above any other, and they cum screamingly as they are disemboweled. Others see themselves as nothing more than cursed, tainted monsters, and want nothing other than to end their immortal misery.

You cannot be permanently slain, and you rapidly regenerate from even the most fatal and

cataclysmic of injuries. You have no maximum negative HP total, and naturally recover Hit Points with rest even when reduced to negative Hit Points. You automatically stabilize when reduced to zero Hit Points. If reduced to -20 HP or worse, magical healing has no effect on you until you return to 1 HP or greater via natural healing, which may take days, weeks or even months.

You are immune to starvation and thirst, non-magical disease and poison, and treat permanent ability score damage as temporary ability score damage instead. However, lesser restoration and restoration does not function on you; you must heal ability score damage at the normal rate. Your ability scores can be reduced below zero, as can your Hit Points.

Replaces: Ferocity (half orc), Bonus Feat (human), Elven Immunities (Half Elves)

Chochinobake (SU)

Available To: Dwarves, Gnomes

You are a spirit of an object, a *tsukumogami* that was once a hooded lantern created from bamboo and paper. Your purpose is to bring light to darkness, to accompany heroes as their best and most loyal sidekicks, and to serve as humbly and wholeheartedly as you did during your first century of life as a lantern.

Your body resembles a fat, round paper lantern, and your head is protected by a rice farmer's bamboo cap that seems to merge with your head. You constantly shed light as if carrying a hooded lantern. Three times per day, you can cast *burning hands* as a sorcerer of your total character level.

You gain the Fire subtype, as a result of the fish oil fires smoldering constantly in your belly. Your artificial origins render you immune to sleep effects and ingested poisons, however, your fragile bamboo and paper skin suffers double damage from slashing weapons.

Replaces: Hearty (dwarves), Gnome Magic (gnomes)

Elven Cruelty (EX)**Available To:** Elves, Half-Elves

The Elves have a reputation for cruelty, sexual sadism and depravity undreamt of even by the most rapacious human. As bad as their men are, Elven women are worse- slit your own throat if you see Elven riders on the horizon, because what they'll do to you will be far worse.

You receive a +5 racial bonus on Intimidate checks made against non-Elven humanoids. In addition, you inflict an additional die of damage with any successful attack made against a bound, helpless or unaware opponent.

Replaces: Elven Immunities**Forest Fairy Patrol! (SU)****Available To:** Elves, Half-Elves, Gnomes, Halflings

You've been assigned as a cute and sexy protector of the forest and its animals. Any non-magical animal can initiate a conversation with you, as per the speak with animals spell, though you can not initiate the conversation yourself. Animals usually begin conversations in hopes of receiving aid with their mundane concerns (help avoiding a predator, catching prey, finding a new nesting site or finding a mate), and there is usually an erotic component to such a request.

If you successfully aid the animal, you receive XP equal to 50 x your total character level; if you solve the problem and have a sexual encounter with either the needy animal (or an animal spirit, hannyo, forest-dwelling fey or cosplayer related to the situation), you receive XP equal to 100 x your total character level.

Replaces: Elven Magic (Elf), Gnome Magic (Gnome), Elven Immunities (Half Elf), Halfling Luck (Halfling)**Hannyo (SU)****Available To:** Humans

One of your parents was a spirit in fleshy, humanoid form, who seduced your mortal parent and produced a strange half-otherworldly offspring: you. Hannyo can come from any strata

of society, from a member of the royal court to the lowest leatherworker in the peasant's quarter of a city. Some hannyo flaunt their inhuman gifts and animal traits, while others hide such deformities as a mark of shame. Likewise, some Hannyo are on good terms with both halves of their heritage, while others favor one aspect or the other: flesh or spirit.

Hannyo appear as humans, maybe a little smaller, a little more graceful, and somehow animalistic. They also have one obvious animal feature, hinting at their otherworldly nature: feline or fox-like ears, a tail, or perhaps feet that end in a bird's talons. These traits can be concealed with a little care.

Hannyo characters gain the *scent* special quality, and receive a +1 bonus on Handle Animal checks.

Replaces: Skilled**Kintaro Dwarf (SU)****Available To:** Dwarves

You are a Kintaro Dwarf, known for your ruddy skin, striking grey-white hair and your deep love of adventure. You gain the Kintaro feat as a racial bonus feat, even if you do not meet the prerequisites.

Replaces: Stability**Little Pet (EX)****Available To:** Halflings, Gnomes

Members of your kind are not a natural species, instead you're specially bred, like hothouse roses or hybrid purse-dogs as playthings for the wealthy and decadent. Your tiny, slender bodies and taut little orifices give you a lolicon charm throughout your life, and you are programmed, both biologically and magically to thrive in the role of sex-pet.

You are extremely, dangerously cute and sexually flexible.

Each time you gain a level, your CHA score changes slightly. You roll 1d6+1 and add the result as an enhancement bonus to your CHA score. In addition, each level, you receive an additional benefit, based upon the result of this random roll.

Roll Result	Additional Little Pet Benefit
2-3	You become more sexually aggressive, and love to jump on and hug until you get what you need. You receive a +2 bonus to your CMB score.
4-5-6	You have catlike grace and reflexes. You receive a +5 ft bonus to your base land speed and a +1 bonus to REF save.
7	Your catlike or doglike little ears and eyes get even sharper than normal, providing you with Alertness as a temporary bonus feat.

Replaces: Defensive Training (gnomes), Halfling Luck (Halfling)

Noppera-Bo (SP)

Available To: Elves, Half Elves, Halflings, Humans, Gnomes

A few drops of oni blood in your heritage gives you a wickedly mischievous sense of humor and an uncanny talent. As a standard action up to 3 times per day, you can run your fingers along your face and wipe away every feature- your eyes, nose, mouth and tongue, though you can perceive the world, even speak, normally. Doing so allows you to cast *Cause Fear* as a sorcerer of your total character level.

Replaces: Keen Senses (elves, half elves, Halflings, gnomes), Skilled (human)

Otoroshi (EX)

Available To: Dwarves

Your clan is known as fierce, animalistic but loyal defenders of temples and shrines. You are renowned for your deep faith, unshakable will

and the thick, shaggy white pelt that covers most of your densely muscled body.

You receive a +2 natural armor bonus due to your shaggy, ivory pelt.

Your great faith makes you protective of clerics, priestesses and temple attendants, as well as their material possessions. When you are within 30 ft of any religious site, any character with divine spellcaster levels, or Outsiders that share your alignment, when making an attack roll with any bludgeoning weapon, you may roll 2d20 and take the better of two rolls.

Your training as a religious defender grants you proficiency with all Simple and Martial weapons that inflict bludgeoning damage.

Replaces: Defensive Training and Hatred

Prowess of Steel (EX)

Available To: Dwarves, Humans, Half Elves, Half Orcs, male gender only

The blood of true samurai flows in your veins, giving you an almost supernatural prowess with the blade. You receive a +1 racial bonus on melee attack rolls with any two handed sword. In addition, you are as skilled a lover as you are a swordsman, and receive a +4 racial bonus on Perform or Profession (sexual) checks.

Replaces: Stability (dwarves), Skilled (human), Multitalented (half elf), Weapon Familiarity (half orc)

Setotaisho (SU)

Available To: Dwarves

You were formed, not in a woman's womb, but in a garbage midden. Discarded plates, clay jugs, broken vases, and other forgotten earthenware congealed together, forming a body, then a soul, then a purpose. You

eventually rose from the trash heap, found by a good Dwarven family who raised you as one of their own.

Your body is the mottled grey-brown of unfired clay, and you bear some, usually comical traces of your unusual origin. Your ears might be too big for your head, and resemble a jug's handles, or your hands and feet might be a different, mismatched color than the rest of your body.

Your earthenware body is not pretty, but it is durable. You become immune to critical hits and stunning.

Replaces: Stability

Shikigami (SU)

Available To: Halfings, Gnomes, Goblins

You are a common household oni, but unlike your more fearsome kin, you are actually somewhat cute, and certainly helpful. You know how to hide. You can assume the form of both a rat, and a household object of some kind: a teakettle, an umbrella, a pair of sandals, a sake bottle, a fan, or something equally innocuous.

Once per day, you can assume the form of a Rat familiar as a standard action, as if using Beast Shape I cast by a sorcerer of your total character level. In addition, at will, as a standard action, you assume the form of a single household object. In this form, you are immobile and gain Hardness 4, though you retain your own Hit Points and full sensory capability. You can remain in object form as long as you wish, and may return to either your true form or your Rat form at will, as a move equivalent action. Once your object is chosen, it cannot be changed.

Replaces: Halfling Luck (Halfling), Gnome Magic (gnome), no trait (goblin)

Tenga-Ashina (EX)

Available To: Elves, Half Elves, Humans

You grew up in a strange farming or fishing village where half the inhabitants have

elongated arms, and the other half have elongated legs. Choose either long arms or long legs.

If you choose long arms, your spindly fingers drag on the ground when you walk. Your reach is improved by +10 ft.

If you choose long legs, your knees rise to the level of an ordinary man's head. Your long legs increase your base land speed by +10 ft.

Replaces: Keen Senses (elf), Multi-talented (half elf) Skilled (human)

Umi-Nyobou (EX)

Available To: Humans, female gender only

You are a wild woman of the water. Your body is covered in fishlike scales, and your fingers and toes are webbed. You gain the Amphibious special quality, and gain a Swim speed equal to your base landspeed.

However, your wildness is unsettling, and you have no concern for the laws, taboos and propriety of mankind. You gain the Chaotic subtype, and are affected by spells and other abilities based upon your alignment as if you were Chaotic, regardless of your actual alignment.

Replaces: Bonus Feat

Winter Born (SU)

Available To: Dwarves, Humans, Half Elves, Elves

You were born during a winter storm, when the Akashita winds blow cold across the infinite worlds, and are a spirit of cold. Your flesh is frozen porcelain, beautiful and perfect, and your breath steams even on the warmest night. Your hair, including that decorating your genitals, is the pristine white of a new snow fall.

You gain the Cold Subtype, and do not lose your DEX bonus to Defense when balancing or crossing icy terrain. You ignore terrain penalties or rough terrain caused by naturally occurring ice or snow, though not similar obstructions created magically.

Replaces: Greed (dwarves), Keen Senses (elf or half elf), Skilled (human)

Yama-Oroshi (SU)

Available To: Goblin, Gnome, Halfling

A spiny little half-oni, you are not a true born member of your race. Instead, you are a radish grater, used for centuries by the same family, that somehow awakened to sentience. You grew a small body for yourself, and your wire grating surface became scaly, raspy iron hair. You grew up in the company of one of the small races, but never lost your love for vegetables, nor your humble nature.

Your wiry, prickly hair is sharp enough to cut. Anyone grappling you suffers 1d4 points of slashing damage per round. Any member of the plant type grappling with you suffers 1d4+3 points of slashing damage per round. You receive a +3 racial bonus on Profession (farmer) checks.

Replaces: Hatred (gnome), Fearless (Halfling), no trait (goblin)

Yoki Blood (SU)

Available To: Elves, Half Elves, Humans

Your family has a long history of demonic corruption. Your tainted blood occasionally bubbles to the surface, causing black blisters and pustules to appear on your chest and genitals. Your eyes are jet black, as is your long, stringy hair.

Once per day, you can allow your yoki blood to come to the surface, healing you but



corrupting you. Doing so is a standard action, that allows you to instantly recover 1d6 + half your class level Hit Points (to a maximum of 1d6+10), and provides you with a +2 inherent bonus to your STR score for one minute. However, any time you succumb to your Yoki Blood, you suffer 1d4-1 points of temporary CHA damage.

Replaces: Keen Senses (elf or half elf), Skilled (human)

Yuki-Ona (SU)**Available To:** A female of any race

Your birth was heralded by an intense snow storm. Your skin is chill and blue, and in some is so pale as to be translucent. Any cloth that touches your skin bleaches to the white of a mountain blizzard.

You gain the Cold Subtype. You receive a +2 racial bonus on Stealth checks and Survival checks made in snowy, mountainous conditions, as the storm seems to whisper its secrets to you.

Replaces: This alternate racial trait does not replace any existing racial traits, as the Cold Subtype has its own benefits and drawback.

Cosmetic Alterations

In addition to changes to their game-rule elements, players importing Elf, Dwarf, or other Core Race characters into a Tatakama campaign should feel free to change the look and 'feel' of their characters to better suit hentai tropes. Feel free to give your Elves long and expressive ears, your Gnomes garish blue hair. Also, since it's a hentai game, feel free to alter more personal aspects of your heroes anatomy....

Reincarnation

Reincarnation is a known and accepted fact across the Tatakama. Many of the men, women and demons walking the world have lived before, many times, and have been drawn to the Tatakama to atone for some sin in a previous incarnation. The purple skies, beneath the branches of the Great Universal Tree, are filled with drifting, luminous flotilla of *hito-dama*. These phantom lights drift across the sky like great schools of carp, and oracles are said to see omens in the random and ever-changing patterns the hito-dama swarms create.

Hito-dama swirl like a slow-moving and luminous cyclone above places of birth and death. Dying souls leave the body, drifting up into the clouds, joining the soul storm. Mothers, out of the corner of their eye, might catch a glimpse of a tiny soul-light, faster and brighter than a firefly, dart into their child as it pushes free of her vulva.

Most creatures only see their former lives in distorted, mysterious dreams, but a handful of especially wise souls might remember the lessons of past incarnations. Any character born to the Tatakama that meets the prerequisite may select the Reincarnate feat, allowing them access to their past incarnations.

Reincarnate (General SU)

You have been trapped in a cycle of death, life and rebirth for uncounted lifetimes, both in the Earth-realm and in the Tatakama. Your strong soul has found some enlightenment in this incarnation, allowing you occasional glimpses of your previous mortal incarnations.

Prerequisites: WIS 13+

Benefit: A number of times per day equal to 3 + your WIS modifier, you can call upon your memories of your past lives to aid in current situations. As a full round action which provokes attacks of opportunity, you can allow a previous incarnation to come to the fore in your mind. Your personality may alter dramatically, and you might speak with a distinct accent or manifest minor physical changes, though your alignment/allegiances are fundamentally unchanged. Your past incarnation can remain in control for a number of minutes equal to your WIS modifier (minimum one minute).

During this time, you may choose to apply any two of the following benefits. You may instead choose the same bonus twice; the effects stack. These benefits define the memories and abilities of your past incarnation, and a new selection of benefits can be chosen each time this feat is activated. In game terms, each time you activate this feat, you call upon a different spiritual ancestor.

- A +2 bonus on any two Knowledge skills of choice
- A +2 bonus on any other skill of choice
- A +1 bonus on attack and damage rolls
- A +1 bonus on one save of choice
- A +1 dodge bonus to Defense
- Familiarity with a chosen weapon
- Ability to speak, read and write a chosen language
- Ability to cast a 0 level arcane or divine spell once per use

Special: You may select this feat multiple times. Each time you do, you may select an additional benefit. Thus if you choose this feat twice, you can manifest up to three benefits simultaneously.

Cultural Templates

Historically, Japan has been a caste driven society, and the divisions were never sharper than during its feudal period. The following cultural templates may be added to any character in the Tatakama, and reflect these class divisions. By changing the way different castes adventure, fight and die, these social templates aim to capture the reality of Shogunate-era, fantastic Japan in a visceral and memorable way.

Each character may (and in some campaigns, must) select a single cultural template during character creation. This is a lens through which the character's background and social standing is viewed. During play, a character may change their cultural template, (a member of the samurari caste who is disgraced by practicing shit



magic and is declared burakumin, or a heroic heimin merchant elevated to the ranks of nobility) but this is extremely rare. Members of the adventuring party might all belong to a single caste, have a few members of a lower caste who act as servants (such as burakumin scouts accompanying a band of samurai) or belong to different castes.

From lowest and most humble to most exalted, the Tatakama's social strata are ranked as follows: Ainu (who are not part of society, so much as they are completely apart from it), Burakumin, Heimin, Samurai, Nobility and the Imperial Family. Even monsters and inhuman beasts may be part of this hierarchy: Anakame embalmers are considered Burakumin, some of

the most noble samurai are Daughters of Kirin, and some more civilized Ironclub Oni blacksmiths are heimin, and so on.

Gamemasters might also want players to roll randomly to determine a character's social standing, and which template is applied. The game master can either choose realistic demographics, which are designed to (roughly) model the demographics of a working society. He or she can also choose to weight the percentages to better reflect the tropes of various stories.

In heroic tales, samurai, nobility and brave princesses are all common characters, while the filthy burakumin are regularly ignored. In grim, anti-heroic tales focusing on the adventures of criminals, ninja and bandits, such characters are rare, especially compared to down and dirty burakumin scavengers and crafty heimin Yakuza.

These Cultural Templates do not change a character's Challenge Rating.

The Ainu Template

Your revered ancestors were the first inhabitants of the Japanese archipelago, a fading and primitive people displaced by the newcomers. Over the centuries, more and more Ainu souls migrated to the endless twilight of the Tatakama, where they live as they have for millennia.

Ainu are known as a race of hunter-gatherers, who live simply and worship the spirits in all things. They are children of the forest, who have a gift for appeasing the eight million kami native to Japan, and the eighty times eighty million kami that hide within every blade of Tatakama grass.

Ainu are a petite but powerful race, whose men wear full beards. Both genders practice tattooing, and they have darker, more leathery skin than their Japanese neighbors, a consequence of their rugged life style.

Cultural Template	Realistic Percentages	Heroic Adventures	Underworld Tales
Ainu	01-5%	01-10%	01-10%
Burakumin	06-25%	11-10%	11-50%
Heimin	26-65%	11-15%	51-65%
Ninja	66-75%	16-25%	66-85%
Samurai	76-90%	26-75%	86-95%
Nobility	91-98%	76-95%	96-98%
The Imperial Family	99-00%	96-00%	99-00%



Heroic Options: Gruff, bearded Dwarves, joyously incestuous Bloodstrong Men and foul tempered Koropokkuru are often considered Ainu, and occasionally a lucky family discovers to their joy that their mare has given birth to a powerful and strong-hearted Daughter of Kirin. Human Ainu naturally gravitate to the Druid and Ranger classes, while their warriors are usually

Barbarians. Few Ainu ever become Alchemists or Wizards: these professions require a degree of civilization and education the Ainu have no interest in.

Acquiring the Template: This cultural template is added during character creation.

Ability Score Modifiers: +2 STR, +2 WIS, -2 INT. Ainu characters are physically robust and strong for their size. They have keen senses and strong wills, but are tradition-bound to a fault and are not as well educated as other cultures native to the Tatakama.

Animal Friend (SP)

Ainu speak the language of beasts fluently, and are often considered little more than beasts themselves. Ainu can be treated as being under a permanent *speak with animals* spell. They receive a +2 template bonus to Handle Animal and Survival checks. Ainu especially love and revere bears, and are equally beloved by ursines. This bonus on Handle Animal checks increases to +4 when dealing with ursine creatures.

Bear Spirit (SU)

If an Ainu character who selects a bear (or bear-like creature) as an animal companion, the creature receives maximum Hit Points per Hit Die, and is an incredibly large, powerful example of the species.

Tattoos of Maturity (SU)

When an Ainu boy reaches 18 or a girl reaches 16 or so, their hands, lips and forearms are tattooed ritually. These tattoos protect the Ainu, and declare their role in society. Ainu characters receive a +1 deflection bonus to Armor Class against creatures of the Animal or Magical Beast type, thanks to their mystic tattoos.

Mercy Towards the Beasts (SU)

Hunting is a duty that is necessary for survival, but is a somber task for Ainu. For 24 hours after slaying any creature of the Animal type, an Ainu character suffers a -2 template penalty on REF and WILL Saves; they are distracted and unlucky.

Illiterate (EX)

Ainu characters do not begin the game literate in any language: their history is primarily oral. Ainu characters must spend 2 skill points to become literate in a language they can speak.

The Burakumin Template

Burakumin form the lowest rank of Tatakama society; they are the unclean and the defiled, those whose very presence is offensive to all men and women of higher station. Often referred to as *eta* (which simply means shit or filth), burakumin are members of a hereditary caste of lowly, humble workers that deal in work others consider unclean. Burakumin can find employment only in professions that involve contact with dead flesh or bodily waste: tanners, leatherworkers, executioners, low prostitutes, street sweepers, and other distasteful jobs.

Burakumin usually are forced to reside in segregated ghettos, often built in or around a garbage dump or other foul wasteland. Burakumin have no rights and in fact, no official existence in the eyes of the law. They are considered property of the local magistrate or feudal lord. Members of higher castes can usually murder a burakumin without cause, and without fear of legal reprisal. As such, burakumin are often forced to adopt a servile and humble demeanor, knowing the only way to avoid trouble is to be invisible. This invisibility has its small advantages. Social superiors will often speak freely in front of a burakumin laborer, allowing

these shunned folk to become master spies or blackmailers.

Heroic Options: Because of their association with shit and with death, Anakame and Ubume are almost always burakumin. Those who are not are unique among both their cultures, and in human society, and should have an interesting backstory to explain their relative prosperity. Burakumin characters often gravitate towards the Rogue's lifestyle, and a few become Rangers to merely to survive. Those who practice shit-magic usually learned the techniques from a burakumin sensei.

Acquiring the Template: This cultural template is added during character creation.

Ability Score Modifiers: +2 CON. Burakumin must be tough to survive the disease and crushing poverty that are endemic in their communities. Those who take a more heroic path are often surprisingly hearty, difficult to kill adventurers.

Accustomed to Filth (EX)

Burakumin live amid the refuse and filth of society, and their hovels are built amid shit and stagnant water. The Burakumin are immune to the effects of the *stench* special quality, and receive a +4 template bonus on FORT Saves against other foul stench and inhaled toxins.

They make excellent shit-mages, if they learn any *skatto* feats, the saving throw DC associated with their powers are increased by +2. In addition, the burakumin receives an additional +2 template bonus on saves against *skatto* magic.

Accustomed to Hunger (EX)

Burakumin live on the verge of constant starvation, and require only half the food and water of a similarly sized humanoid to survive.

Eta's Eyes (EX)

Burakumin are often forced to keep to the night, to avoid the hateful stares of their social betters. As such, all burakumin possess

strange, yellowed eyes that grant them lowlight vision.

Reviled (EX)

Burakumin are unwelcome in polite society, and despised by even the lowest heimin. When making any Diplomacy, Perform or Intimidate check against any member of one of the other social classes of the Tatakama, the Burakumin must roll 2D20 and take the worse of the two rolls.

If both rolls are 1 or 2, the Burakumin has made some huge social blunder that earns the enmity of whoever he is addressing. The check's target automatically has his or her attitude worsened two steps, and the Burakumin suffers a permanent -2 penalty on all future CHA-based skill checks against that character.

Poor (EX)

Reduce the starting gold of a Burakumin character by half.

The Heimin Template

The majority of the Tatakama's inhabitants are considered *heimin*, or 'half people'. Heimin make up the ranks of farmers, merchants, craftsmen, foot soldiers and other unremarkable souls that keep the Tatakama working smoothly. Considered shifty and potentially larcenous by the samurai caste, heimin are nonetheless essential. They produce everything the samurai need to live, and more than that, as artists and craftsmen, produce the things that samurai and their betters need to live well.

Many members of the clergy, priests, clerics, monks and miko are considered heimin, as are actors and other entertainers. Heimin control many of the Tatakama's industries, and dominate its trade, allowing canny heimin to become incredibly wealthy.

Heroic Options: Tanuki and Kitsune may often be thought of as heimin, especially if they own a business of their own, such as a rice stand, a tavern, or an inn. Some low ranking Kami are also considered Heimin, especially if they have a head for commerce or a knack for making useful or beautiful things. Clerics, Alchemists, Bards and Wizards often rise from the ranks of the heimin, taking advantage of the caste's wealth and excellent education. A few bold heimin fighters and paladins are even promoted to the ranks of *ji-samuari*- heroic warriors that are considered samurai in spite of their low birth.

Acquiring the Template: This cultural template is added during character creation.

Ability Score Modifiers: +2 INT. Heimin are intelligent and hardworking, with a knack for commerce and craftwork.

Family Craft (EX)

The Heimin is a master of a craft practiced in her family for generations. Select a single Craft skill of choice. The character receives a +2 template bonus on checks with this skill, and may complete projects related to that craft in half the usual time.

Head for Business (EX)

Heimin are excellent bargainers, who have a head for business, and unlike the lofty samurai (who consider it dishonorable to even handle money or ever ask an item's price), they have a keen understanding of the true nature of trade objects. As such, heimin pay much less than other castes for goods and services.

When purchasing any of the mundane goods and services or livestock or trade goods (such as a lantern, or a tavern stay, the purchase of a horse or cattle, passage aboard a ship, ect) described in chapter 6 of the PFRPG, the heimin reduces the pricing scale by one step. Gold pieces devolve to silver pieces, and prices in SP are reduced to an equivalent amount of

copper coins. This ability cannot reduce the price of any item below 1 CP.

This price reduction also applies when the heimin purchases any simple weapon or light armor, or any shield (but not tower shields). This price reduction does not apply when purchasing magical items, masterwork quality items, or items made of special materials (such as adamantine or darkwood).

Forbidden Arms and Armor (EX)

Members of the Heimin class may never become proficient with Heavy Armor, nor with any Exotic Melee Weapon. If they have proficiency in any of these forbidden weapon and armor types as a result of their class or race, they lose such proficiencies when the template is applied.

Mistrusted (EX)

Heimin are not really trusted by their social betters. Heimin suffer a penalty on Bluff checks equal to their highest ranked Craft skill when interacting with members of the Samurai, Nobility or Imperial Family Castes.

The Ninja Template

Ninja are not a recognized social class, and they usually pass for heimin or even lowly and socially invisible burakumin. Ninja villages are usually isolated by a quirk of geography or a reputation for ill luck; most travelers will never spend the evening in a village with a reputation for plague or murder, allowing ninja thieves, assassin and criminals to train in secret.

Ninja practice stealth and deception to survive, and are closely associated with the Yakuza, acting as scouts, informers, operatives and blackmailers. Ninja are pragmatic and dispassionate, equally disdaining the samurai code of honor and the Yakuza's flashy violence. Ninja prefer to accomplish their tasks unseen and unsuspected, and survive by invisibility.

Heroic Options: Kitsune with their natural agility and cunning, and their greedy natures make excellent ninja. Tanuki are usually too lazy- and far too jolly- to slit throats or climb walls, but most Tanuki-run whorehouses and inns are fronts for ninja activity, a place to gather information and meet contacts. Ninja heroes are most often rogues- pragmatic, multitalented and untrustworthy, but an especially cunning few might be bards or sorcerers.

Acquiring the Template: This cultural template is added during character creation.

Ability Score Modifiers: +2 DEX. Ninja are slippery and move like a shadow.

Weapon and Armor Proficiency

Ninja characters are proficient with all Simple Weapons and with the Nunchaku, Sai and Shuriken. Ninja characters are proficient with Light Armor, but not with any form of shield.

Subtle Deception (EX)

When using the Disguise skill to change minor details only, you receive a +10 bonus on the Disguise check. You are skilled at making minor changes in skin tone, hair style, posture or other minor details that make you appear to be an entirely different person. If your Disguise check result when concealing minor details only exceeds 25, you receive a +2 template bonus on all Bluff checks while so disguised. .

Void Soul (SU)

Ninja characters are treated as being under the effects of a permanent *undetectable alignment* effect.

Subtle Way (EX)

Ninja tactics and training emphasize the subtle- poison slipped into a bowl of *sake*, a knife across the jugular while your target sleeps, and other underhanded and effective tactics. For 24 hours after being seen engaging in open combat by any living being not slain during that same

combat encounter, the Ninja suffers a -2 template penalty on attack rolls.

Evil Reputation (SU)

If a character discovers the Ninja's true caste, the Ninja suffers a -2 penalty on all future Bluff and Diplomacy checks against the character. In addition, supernatural effects and spells caused or cast by the character treat the Ninja as if his alignment is evil, regardless of the Ninja's actual alignment.

The Samurai **Template**

Samurai are a caste of nobility. Hereditary warriors, samurai are also courtiers, who are expected to be conversant in poetry, flower arranging, calligraphy and other high arts. Samurai follow *bushido*, an exacting code of honor and duty that binds them to their feudal lord and his interests. Respected samurai are often appointed as village leaders, serving as a combination of major, judge and ceremonial leader. In addition to this, all samurai are expected to be competent warriors, ready to lay down their life in defense of their lord, and their honor.

Heroic Options: Races known for heroism and honor often are considered samurai, especially noble Kami, Daughters of Kirin, Dwarves and Futakuchi. Most samurai take at least a few levels in Cleric, Fighter, Paladin or Inquisitor... quite a few also have Aristocrat levels, especially courtly samurai who spend more time in the Imperial Palaces than they do on the battlefield. Samurai spellcasters are often wizards, because only noble born heroes can afford the expense of keeping a finely penned spellbook and magical laboratory.



Acquiring the Template: This cultural template is added during character creation.

Ability Score Modifiers: +2 WIS. Samurai possess indomitable wills and a reserve of courage great enough to face death without flinching.

Lawful: A Samurai caste character must be of any lawful alignment. If the character changes to another alignment, they usually are considered ronin- outcasts among their own kind, but still

considered samurai. Especially infamous fallen samurai may be demoted, falling to the status of heimin or burakumin (though the last is rare except as punishment for the worst crimes or dishonor).

Weapons and Armor Proficiency (EX)

All characters of the samurai caste are proficient with light, medium and heavy armor, and with all simple and martial weapons, as well as the katana. They are not proficient with shields.

Honorable Punishment (SU)

Samurai are known for their honor and trustworthiness, if not for their mercy or compassion, and they have no tolerance for disobedience or dishonor. Three times per day, when making a melee attack against any character of the AINU, Burakumin, Heimin or Ninja castes, the samurai may add an additional dice of damage to the attack. This additional damage is added in, and is not multiplied on a critical hit. The samurai must declare the use of this ability before rolling to strike.

Resolve (SP)

A samurai should be able to make any decision in seven breaths. Once per day, a samurai character may cast *augury* as a full round action with a flat 75% chance of success. Doing so requires no focus or material component; the samurai just meditates for a few breaths, weighing the consequences of his actions.

Arrogant (EX)

There is no warrior equal to a samurai- all samurai know this inescapable fact of the universe. These warriors see members of the lower castes merely as an opportunity to test their blades, not a real threat. Samurai suffer a -2 template penalty on attack rolls against basically humanoid characters of the AINU, Burakumin, Heiman or Ninja castes.

Low Skills (EX)

Samurai are only expected to practice honorable skills that display superior grace and beauty. Samurai characters suffer a -2 template penalty on checks with the following skills, considered dishonorable by members of their caste, and thus, rarely practiced.

Appraise, Craft (any except weapons or armorsmithing), Disable Device, Disguise, Heal, Knowledge (local), Perform (any except poetry), Profession (any except nobility or warrior professions), Stealth, Survival.

The Nobility **Template**

Nobles are the highest ranking members of the samurai caste. Powerful landowners and government officials, these professional diplomats spend most of their time at court, advancing their family's wealth and prestige. Powerful lords are referred to as *daimyo*, and spend the majority of their lives at the imperial capital, far from their holdings, and entrust junior members of their family to rule in their stead.

Heroic Options: Humans, Elves and Kami are the most likely nobles, though especially courteous and graceful Kitsune may also be a member of this caste. Heroic nobles often become Bards, Sorcerers, Clerics, or Wizards, all professions that require intelligence, charm and clarity of purpose to one degree or another. Very few nobles ever choose to become frontline fighters, and those who do often choose the righteous path of the paladin to the less exalted occupation of fighter.

Acquiring the Template: This cultural template is added during character creation.

Ability Score Modifiers -2 STR, +2 INT, +2 CHA. Nobles are cunning and well mannered, impeccably educated and confident, but they are unaccustomed to labor or hardship.

Graceful Diplomacy (EX)

Nobles are skilled diplomats and peacemakers, who can end wars and provincial strife with a few well chosen words. When making any Diplomacy check, the Noble rolls 2D20 and takes the best result.

If the Noble rolls 19-20 on both checks, her grace and nobility so impresses the check's target, and all those in attendance that the target's attitude is immediately adjusted upward by two categories, and all NPCs in attendance who can clearly see and hear the negotiations have their attitude adjusted upward by one category.

Cherry Blossom Cunning (SP)

By meditating and centering her mind, the Noble can display incredible intelligence and cunning. Once per day, the Noble can enter a meditative trance lasting one minute, after which the Noble receives a +2 enhancement bonus to her Intelligence score per four character levels (maximum +10 enhancement bonus). This enhancement bonus lasts for one hour, and functions otherwise identically to the *fox's cunning* spell.

Divided Loyalties (EX)

Nobles are forced to balance the interests of their families and their own careers with their duty as rulers and their loyalty to the Imperial family. Their mental conflict has weakened the Noble's will; she suffers a -1 template penalty on WILL Saves per four character levels.

Unready for Violence (EX)

Their soft lives in the imperial court has left most Nobles unprepared for the brutal realities of the battlefield. Nobles suffer a template penalty on their Initiative checks equal to their ranks in Diplomacy.

The Imperial Family Template

Elevated even among the ranks of nobility, a member of the imperial family has a connection, by blood or marriage to the Tatakama's royalty. Members of these ancient bloodlines rarely mingle with commoners- most have never met a dirty, impoverished burakumin, and only deal with skilled heimin vassals through intermediaries. A member of the imperial family lives a life of leisure and contemplation; their sole duty is to rule over other nobles and the vast hordes of those below them in the social order.

Heroic Options: Great Kami of noble bloodlines, humans who are the descendant of legendary samurai or lordly daimyo, and Elves from the highest clans might all be considered members of the Imperial Family. Heroic imperial nobles often become paladins- it is a great disgrace for one to soil their hands as a fighter or even worse, a ranger. Most however, become wizards or sorcerers of great arcane power and incredible wealthy and influence.

Acquiring the Template: This cultural template is added during character creation.

Ability Score Modifiers: -2 CON, +2 INT, +2 WIS, +2 CHA. Children of imperial families are taught from an early age to display discernment, wisdom, cunning and politeness. Unfortunately, they tend to be physically frail (often in ways that accentuate their beauty).

Authority of the Shogun (SP)

The members of the Imperial Family speak with the full authority of the imperial throne, and even their most casual words carry immense weight. Three times per day when addressing a member of any lower social caste, the character can speak a *Command* as a cleric of her total character level.

If the imperial character wishes, rather than using the rules for a typical command, she can instead expend a daily use of this ability as part of an Intimidate skill check, filling her words with dread. If she chooses to do so, she receives a +10 template bonus on the Intimidate check.

Imperial Regalia (EX)

The members of the Imperial Family are blessed with impossible wealth, and live amid luxuries and magic undreamed of by those in the lower castes. When purchasing permanent magic items with a base value of 10,000+ GP, members of the imperial family may reduce the base price of the item by one decimal point: a 15,000 GP item costs only 1,500 GP when purchased by a member of the imperial family.

This does not affect the creation cost of magic items the imperial family member constructs herself, nor magic items with a cost below 10,000 GP. Most members of the family will allow their lessers to create magic items for their use.



Strictures of Honor (SU)

Members of the Imperial Family are so bound so utterly by the Tatakama's codes of honor and duty, they are bound in ways that lower born characters are not.

An imperial family member who practices any of the following low skills, touches the corpse of a humanoid, monstrous humanoid or giant, or who publicly disobeys a member of the Imperial Family caste with greater or equal social

power or class levels, becomes publicly disgraced.

Appraise, Craft (any except weapons or armorsmithing), Disable Device, Disguise, Heal, Knowledge (local), Perform (any except poetry), Profession (any except nobility or warrior professions), Stealth, Survival.

For 24 hours after being publicly disgraced, the imperial family member is at the mercy of luck and is unready for the field of combat. During this time, the character is considered to have only a single Hit Point per Hit Die, plus CON bonuses. If reduced below this fractional total, the character is slain.

New Talents

The new talents described below offer another way to customize the heroes, gods and monsters of the Tatakama. Each trait is roughly as powerful as half a feat, a little less powerful overall, or only useful in certain situations. Players can each select two feats at character creation, which must be chosen from different categories. As the Tatakama is steeped in magic, many of these new talents offer obvious supernatural abilities, while ordinary feats usually are limited to extraordinary abilities, the result of training or drive. These Tatakama-specific starting talents join the roster of available talents described in the PFRPG *Advanced Player's Guide*.

A few of these talents have prerequisites that must be met. You must meet any prerequisites listed (such as gender, ability score minimums, or ranks in a particular skill) to choose that talent.

Angelic Little Loli (SU)

Type: Faith

Restricted: good aligned, female or bishonen characters only, young adults or younger characters only

Ability: WIS 13+

Your beautiful girl's body hides a saintly and pure heart. Your innocence provides a measure of protection against oni-spawn horrors. You gain a +1 holy bonus on all Saves made against the hostile attentions of evil outsiders and undead.

Hostile creatures of those types who confirm a melee critical hit against you must succeed at a WILL Save (DC 10 + your WIS modifier) or be *shaken* for as long as they remain in your presence and for 1 round after they leave it. Once a creature saves against this effect, it cannot be affected by your purity again for 24 hours.

Limitation: You lose the benefit of this talent for 24 hours if you engage in consensual penetrative sex, though you can engage in masturbation, oral or fetish acts with a lover.

Bara (EX)

Type: Social

Restricted: Male characters only, adult age category or older only

Ability: CON 13+

You are *bara* "bear" a healthy, virile and sexually insatiable gay man, proud and strong. Your hyper-masculinity makes you desirable, especially in the eyes of younger lovers. You may add your CON modifier as a luck bonus on sexually oriented Bluff and Diplomacy checks involving other men.

Bishonen / Bishojo (SU)

Type: Social

Ability: CHA 13+

You are a bishonen "beautiful boy" or bishojo "beautiful girl", a seductive and androgynous beauty. Your strange, gender-bending beauty makes you particularly adept at seducing members of your own gender. You receive a +2 bonus on sexually oriented Bluff and Diplomacy checks made against creatures of your own gender.

Bless Gohei (SU)**Type:** Faith**Ability:** WIS 13+

You can bless the zig-zagging ritual streamers commonly found in Shinto temples. This minor magical artifact is common across Tatakama and even the strange parallel world of Black Japan. Blessing a gohei requires a short ceremony requiring 1d4 rounds, and a token sacrifice of religious oils, herbs or incense worth 1d4 GP. Once created, a gohei can be worn on a believer's clothing, affixed to a weapon or a shield, or hung from a structure such as a temple gate or the entry arch of a private home.

Once blessed, a gohei retains its blessing until the next dawn. Evil outsiders suffer a -1 morale penalty on all attack rolls, skill checks and saving throws within 60 ft of a blessed gohei. This penalty is not cumulative if the outsider is exposed to multiple gohei simultaneously.

Body Sheath (EX)**Type:** Combat

Your body has a hidden sheath, like a warrior's vulva ready to accept your blade. You may hide a single Medium or smaller weapon on your body, and receive a +5 bonus on Sleight of Hand checks to conceal this weapon. No matter how deeply imbedded in your body this weapon is, you can withdraw the item as easily as you could from a standard sheath or holster.

Broken Doll (SU)**Type:** Combat**Ability:** CHA 13+

You are at your most beautiful bloodied and with your face swollen and deformed by bruises. When you are reduced to half your maximum Hit Point total or less, you receive a +2 enhancement bonus to your CHA score.

Carnal Inspiration (SU)**Type:** Magic**Restricted:** Ability to cast arcane spells

For 24 hours (or until you next sleep) after a sexual encounter with a partner who has a

charisma score of 15+, you are blessed with a gift for the magic of change, creation and lust. You cast all spells from the Conjuraton and Enchantment schools at +1 caster level.

Charming Seducer (EX)**Type:** Social**Ability:** CHA 13+

You have a knack for talking lovers into your bedroom. Once per day, when attempting to seduce a new lover, or to convince a current lover to accede to some specific sexual request, you may add +20 to a single Bluff or Diplomacy check to do so. You must declare the use of this ability prior to making the check.

Carve Netsuke (SU)**Skill:** Craft (bone or woodcarving) 1 rank

Using techniques passed down from your parents, you have mastered the art of carving *netsuke*- tiny charms often used as decorative clasps, made from bone or wood. With a successful DC 12 Craft (bone or woodcarving) check, and about two hours of exacting work, you can carve a *netsuke*.

While carrying a netsuke, a character receives a +1 luck bonus on a single skill check, represented by the activity depicted by the carving. A netsuke will only function for the specific person it is carved for, or that character's child or heir. A person can carry any number of netsuke at any given time. As an art object, most netsuke can be purchased for 2-5 gp; as a gift to a trusted friend, their value is far greater. Netsuke are Fine magical trinkets of negligible weight.

Cherry Blossom Touch (SU)**Type:** Faith**Ability:** WIS or CHA 13+

You have been blessed with the mysterious ability to touch a cherry blossom tree, no matter how ancient or sickly it is and return the tree to full health. The tree is covered in fragrant blooms, as if at the height of spring, no matter the season. You must touch the tree for at least one minute to use this ability, and this touch

has no affect on a tree that is truly dead, nor upon processed wood or lumber.

Anyone of a non-evil alignment who sees you make a cherry blossom tree bloom when it shouldn't is favorably deposed to, and you receive a +2 luck bonus on Diplomacy checks against that person for a day.

Demon Hunter's Semen (SU)

Type: Combat

Restricted: Male characters only

You have been blessed by luminous semen that can strengthen a lover against demonic violence. For one hour after accepting your semen into their body, characters receive a +1 luck bonus on all saving throws against spells and effects generated by creatures of the Outsider type.

Dreams of the Earth Realm (EX)

Type: Magic

In dreams, you walk the neon-soaked streets of Black Japan, remembering a previous incarnation in another world hung in the branches of the Great Universal Tree. Each time you awaken, you may attempt a DC 16 WILL Save to remember some fragment of your dream. If successful, you receive one of the following benefits, determined by rolling D4.

1. You can speak and are literate in modern Japanese, as spoken in the Black Tokyo campaign setting.
2. Your faint memories of otherworldly science provides you with a +1 insight bonus on Craft and Disable Device checks.
3. Your previous incarnation's karma provides you with a +1 luck bonus on WILL Saves.
4. You gain proficiency with firearms, which may or may not be of any use depending on the technology available in this incarnation.

These benefits last for 24 hours, or until you next sleep or rest.

Dimwitted but Mighty (EX)

Type: Combat

Ability: at least a -1 penalty in either INT or WIS

You aren't exactly brilliant, but you are as strong as an ox. If you have a penalty to either your INT or WIS scores, once per day, you may add that penalty as a luck bonus on any STR check, STR-based skill check or melee attack roll. You must declare the use of this talent prior to making the roll.

Ecchi (EX)

Type: Social

Your sex drive is insatiable, and you don't confine your lusts to ordinary humanoids. Oh no, you are a dedicated pervert, always on the look out for new sexual thrills. The first time you have a sexual encounter with a member of a new creature type you receive a bonus skill point to be spent as you see fit.

If you manage to have a sexual encounter with every creature type (subtypes irrespective) in the game, you gain either the Tantric Wisdom, Gifts of Ecstasy or Perverted Immortality feat.

Ecchi Adventurer (EX)

Type: Social

You've got a specific kink, one fetish you love more than anything else, and indulging in it gives you confidence and prowess. Select a fairly specific category of lover that fits your echhi fetish (pregnant women, nice feet, women in priestly vestments or lingere, the feel of armor, ect). If you manage to find a lover who meets your fetishistic criteria, for 1 hour after the sexual encounter, you gain XP from challenges as if their CR was +1 greater.

Eyrines Apprentice (SU)

Type: Combat

Restricted: non-evil characters only

You have learned secret techniques and martial arts katas from a breed of female warrior called an Eyrines Sister (described fully in an upcoming sourcebook), and have been tasked

with avenging the crime of rape. Your specialized training provides you with a +3 insight bonus on attack rolls made to confirm a critical hit if the target has ever raped a sentient creature.

Eta's Nose (EX)

Type: Combat

Your stomach is as strong as that of the lowest eta, and you do not recoil from strong odors. You receive a +4 bonus on FORT Saves made to resist the *stench* quality or similar repulsive odors.

Exorcist's Tongue (SP)

Type: Faith

You have a gift for interpreting the words of spirits, ghosts and yokai. You can communicate with any incorporeal undead with a language, as if under the effects of a limited *tongues* spell.

Fertile Skin (EX)

Type: Social

Restricted: female characters only

You can become pregnant from semen introduced into any orifice, or even splashed upon your skin or hair. Your entire body is as fertile as a vagina.

Geisha Apprentice (SU)

Type: Social

Restricted: female or bishonen male characters only

Ability: WIS 13+

You have studied with a traditional geisha mistress, and understand the fading and highly ritualized role of a geisha. You are a submissive, cultured companion. When interacting with characters in the Samurai, Nobility Imperial Family castes (or supernatural creatures drawn from Japanese myth), if you choose to take twice as long as normal to perform a Diplomacy check, you may substitute add your ranks in Knowledge (history) to the check as an insight bonus on the check.



Goopy Lubrication (SU)**Type:** Combat

If you think about it, you can make your orgasmic burst as goopy and cloying as sovereign glue. Once per day, you can either ejaculate or drip your sexual fluids on an object, which is treated as if splashed with a single vial of sovereign glue.

Gomune (EX)**Type:** Social**Skills:** Perform (any) 1 rank

You are a birth member of a hereditary caste of low entertainers and traveling minstrels, allowed to wander the Tatakama at your leisure and to bear simple weapons by ancient decree. Select one specific type of Simple Melee weapon; you receive a +1 competence bonus on attacks with this weapon type. In addition, you receive a +1 competence bonus on a single Perform skill of choice, and that skill is always considered a class skill for you.

Half Demon Pussy (SU)**Type:** Combat**Restricted:** Female characters only**Ability:** CON 13+

An oni ancestor hides somewhere in your heritage. Your tainted bloodline gives you insatiable lusts, driving you to half crazed with a need to fill your pussy. Your half-demon viscera squirm, writhe and reorganize themselves around the shafts that penetrate you in hopes of driving it deeper.

For an hour after any penetrative sexual encounter, you have a 15% chance to ignore the effects of critical hits, as if you had a lesser version of the *light fortification* armor feature. This fortification does not stack with fortification from other sources, such as spells or equipment.

**Hiruko (SU)****Type:** Combat

You were born a 'leech child' an imperfect creation of the gods, recognized by the cold black blood that spilled from your mother's womb as your birth began. Your small, pinched mouth and sharp, small teeth testify to your corrupted birth. As an unclean creature, any time you have sexual relations with another living creature, consensually or not, it suffers 1d3 HP worth of damage, and you recover a single HP if wounded.

Holy Milk (SU)**Type:** Faith**Restricted:** Female gender only

Your breasts will never be empty, and constantly dribble a thin stream of sacred mother's milk. According to the oldest legends, mother's milk was used to ward off evil long before priests discovered how to bless water. Once per day, as a full round action, you can bottle a vial of your breast milk, which functions as a vial of Holy Water.

Incestuous Aid (EX)**Type:** Combat

Your family works well together, especially intimately. You know their orgasm as well as you know your own, and this insight also gives you familiarity with their less carnal exertions. When using the aid another action to assist (or be assisted by) a member of your immediate family that you have had intercourse within the past 24 hours, the bonus is +4.

Incestuous Sensei (EX)**Type:** Social

You've mastered a few Tantric secrets, and can share your skill and wisdom with close family members after a lusty lesson. Members of your immediate family receive a +1 competence bonus on any class skills you possess 5 or more ranks in for 24 hours after a sexual encounter with you.

Incestuous Siblings (SU)**Type:** Combat

Your relationship to a brother or sister is the most powerful love and lust you will ever know. When you select this talent, designate at least one of your siblings, who must also select this talent (you can select this talent multiple times, with different siblings, if you wish).

For an hour after a sexual encounter with your lover/sibling, both you and your sibling use the better base saving throw progression possessed by each of you. For instance, if you have a better WILL and FORT Save, your sibling

would use those, while if your sibling has a superior REF save, you would use that progression. This ability only functions when you are within sight and hearing of your sibling.

Inspiring (SU)**Type:** Faith**Ability:** CHA 13+

You bring out the best in your friends, motivating them to depths of heroism and endurance they didn't know they possessed. Anyone who spends at least an hour in your company who has chosen either the Great Fortitude, Iron Will or Lightning Reflexes feat receives an additional +1 bonus on the enhanced saving throw (s). This bonus lasts for 24 hours, or until the recipient next sleeps.

Kitsune's Kiss (SU)**Type:** Social

Somewhere along the way, a good hearted Kitsune became infatuated with you. Your mysterious friend or former lover gave you a gift of luck. Once per day, when making a Bluff, Sleight of Hand or Stealth check, you may roll 2d20 and take the better of the two rolls. You must declare the use of this ability before making the check.

Killing Moan (SU)**Type:** Combat**Restricted:** undead player characters**Ability:** CHA 13+**Skills:** Perform (sing) 1 rank

You can sing a ghostly death song that sickens and kills mortals. Once per day, as a standard action, you unleash a keening, almost songlike moan. All living creatures within 30 ft who can clearly hear you must succeed at a WILL Save (DC 12 + your CHA modifier) or suffer damage to the number of ranks you have invested in Perform (sing). Affected targets suffer no damage on a successful save.

Light Foot Infantry (EX)**Type:** Combat

At one point in your life, you served as a conscript soldier during time of war. While on the battlefield, you won little glory or honor, but you became proficient with light armor and with the short sword and spear.

Machi-Yakko (EX)**Type:** Social**Restricted:** Burakumin, Heimin or Ninja caste characters only

You are a 'servant of the town' a protector of the common folk- the merchants, the prostitutes, the rice farmers- from depredation both by fearsome *oni* and by arrogant samurai.

Choose a single small city, or a distinct district or large neighborhood within a larger city (which need not be the place of your birth, nor the place you currently reside). Your exploits are well known here, and you earn great respect from the inhabitants. You receive a +1 insight bonus per four character levels on Diplomacy and Perception checks made in this region.

Magic Maid Service (SP)**Type:** Magic**Ability:** CHA 11+

Dirty little fantasies fuel your magical talents. With something less than a dirty thought you can summon a swarm of semi-real sexy, little pixies to do anything you ask them to.

At will and as a standard action, you may use a variant of the *prestidigitation* spell. Your *prestidigitation* takes the form of a swarm of several dozen cute fairies dressed in traditional maid costumes (or any other costumes you desire). While they perform the mundane functions of the spell, they put on a raunchy holographic show for you and everyone else in the vicinity. Feather dusters are inserted in some places you typically don't expect to see a feather duster inserted.

You may maintain the maid service effect indefinitely, as long as you spend a standard

action each round concentrating on the spell. Each round, you may designate a specific sentient creature as the target of the maids' lusty antics. That target must succeed at a WILL Save (DC 10 + your CHA modifier) or be *stunned* for one round by the playful sexual images. If the target cannot clearly see the pixies or is not normally attracted to beings of your maids' gender, this stunning enchantment has no effect.

Maid-Chan (EX)**Type:** Social**Restricted:** Female gender only**Ability:** CHA 13+

You are an excellent, hardworking servant for a lucky master. When properly dressed in your elaborate and seductive maid's uniform, you may add your CHA modifier as a bonus on Profession (servant) and a single Craft skill of choice.

Matagi (EX)**Type:** Combat**Restricted:** Ainu or Koropokkuru characters only

You are a skilled hunter, comfortable in winter as a snow fox, familiar with the spirits of the cold and the great animals you hunt. In any area of extreme environmental cold, you receive a +3 luck bonus on attack and damage rolls against creatures of the Animal type.

Megane-Ko (EX)**Type:** Social**Restricted:** female gender only**Ability:** INT 13+

You are an absolutely adorable, if slightly nerdish young lady. Your omni-present spectacles imply that you are shy, quiet and obedient, but when the glasses come off, you can be lusty and unrestrained. You may use your INT modifier in place of your CHA modifier as the key ability for Bluff and Diplomacy checks.

Midwife's Touch (SU)**Type:** Faith**Skill:** Heal 1 rank

Your skill at healing has given you an almost magical ability to ease pain. A number of times per day equal to 3 + your WIS modifier, you can touch a willing humanoid creature and produce one of the following effects: cast *stabilize* as a first level cleric, ensure the creature's labor is safe and relatively painless, or painlessly terminate a non-supernatural pregnancy.

Moon's Descendant (EX)**Type:** Combat

Like every member of your people, and every thinking creature native to the Tatakama, you are the descendant of the lunar god Tatehaya, whose glory can be seen through the branches of the Great Universal Tree when the night is still and the crickets sing. Unlike others of your race, your connection to your great-great-many removed grandfather is deeper than most.

Like your divine ancestor, god of the moon, treachery and tactics, you fight at best when bathed in silvery moonlight. Outdoors, when the moon is visible, you receive a +1 luck bonus to your Armor Class and a +1 luck bonus on Bluff checks made to feint in combat.

Mortician (EX)**Type:** Faith**Restricted:** characters in the burakumin caste only**Skills:** Knowledge (religion) 1 rank

You make a living preparing the dead for burial or cremation and in comforting those left behind. You receive a +2 bonus on Diplomacy checks made to comfort the grieving or made against any sentient undead creature.

Necro-Freak (SU)**Type:** Magic

You like your lovers perfectly still, cooling slowly to room temperature, bowel and

bladder utterly relaxed and trickling empty in death. A sexual encounter with a creature slain within the previous 8 hours is considered a sexual act for the purpose of sex-magic talents, feats and powers.

Never Ending Hymen (EX)**Type:** Social**Restricted:** Female gender only

Where an ordinary girl only loses her hymen once, you are physically (and mystically) a virgin each and every time you engage in sex. Your hymen regenerates after every sexual encounter. You are always considered a virgin for determining the effect of various sexual feats, spells and powers.

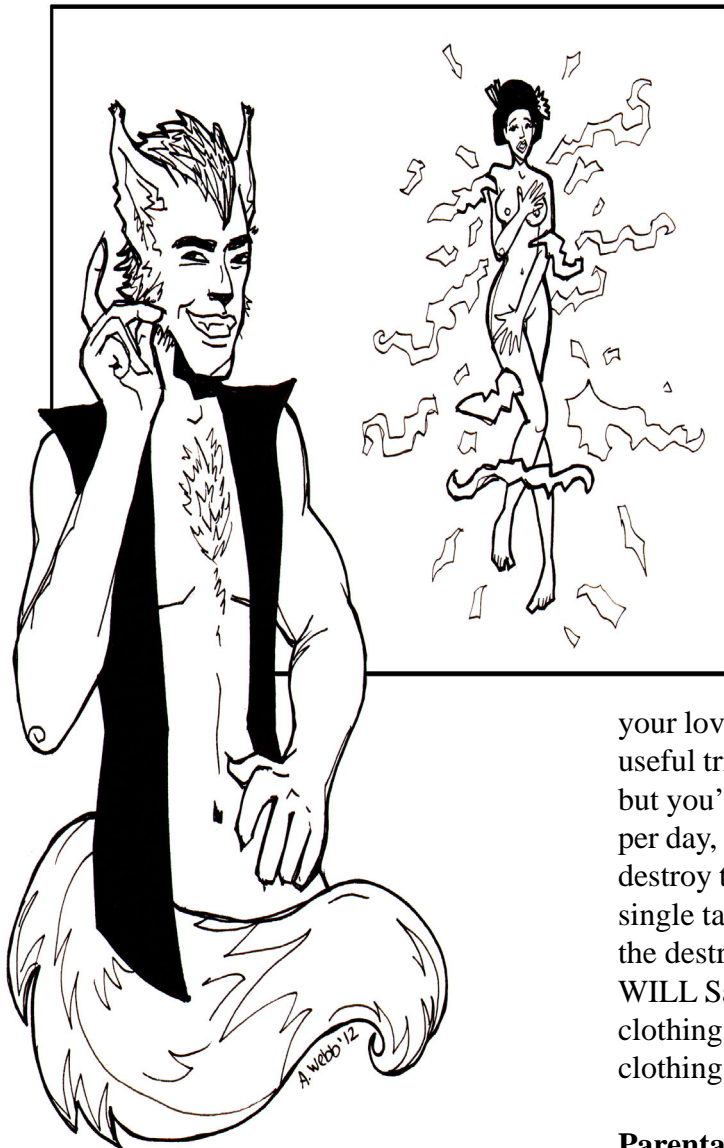
Night Slave (SU)**Type:** Combat**Restricted:** characters of the burakumin caste

You are a street sweeper, a refuse collector, a prostitute or one of the field hands that spreads the 'night dirt' upon the fields. You walk in darkness because of your low social station. Your nocturnal lifestyle means that you regularly confront the strange things hiding in the Tatakama night. You receive a +1 bonus on FORT and WILL Saves made between sunset and sunrise.

Ningyo Eater (SU)**Type:** Magic

You have eaten a great and rare delicacy, the tailfin of a mermaid. Usually only the nobility ever dine so well, but sometimes a lucky fisherman makes an incredible catch and shares his bounty with friends and fellow villagers. Whatever the case, by partaking of this wondrous meal, you have been granted a kind of immortality.

You have no maximum age, though physical ability score penalties continue to accrue, these never worsen past those in the Venerable age category. You cannot die of old age, though you can still perish due to disease, violence or misadventure.

**Omorashi (EX)****Type:** Combat

You have a twitchy little bladder, and when it fills up, all you can think of is rushing to a private place to piss. Each hour, roll a D6; on a roll of 1 you need to pee- badly! (Assuming you're not fatally dehydrated or something.) Until you pee, your distraction causes you to suffer a -1 morale penalty on attack rolls, skill checks and saving throws. However, until you pee, all your movement modes are increased by +5 ft. If you suffer a critical hit while holding your pee, you automatically piss, ending this effect.

Panchira (SU)**Type:** Magic**Restricted:** Female gender only

It's a universal law that a cute girl's panty shot can stop even the fiercest demon in his tracks as he stares lustfully. When you are dressed in a skirt, dress or kimono, any round you move at least 20 ft, you flash a shot of your panties (or what's under them). All creatures within 30 ft of you at any point during your movement that round suffer a -2 penalty on WIS-based skill checks for one round.

Panty Shredding Trick (SU)**Type:** Social

With a snap of your fingers, your lover's clothes explode off the body. It's a useful trick common among oni sex-predators, but you've somehow learned it. Up to three times per day, you can snap your fingers and instantly destroy the ordinary, non-magical clothes of a single target within 10 ft. Your target can resist the destruction of his or her clothes with a DC 11 WILL Save. You can only target ordinary clothing, and cannot affect armor or magical clothing of any kind, nor any form of armor.

Parental Demeanor (EX)**Type:** Social**Restricted:** Adult age category or older

You have a comforting presence and calm demeanor that serve you well when dealing with young people. You receive a +1 bonus on Bluff, Diplomacy and Sense Motive checks made against any character in a younger age category than yourself.

Phallic Tongue (EX)**Type:** Social

Stretch your tongue out with a lustful thought, and it transmutes into a long, slimy penis, always erect. Regardless of your birth gender, this strange second penis can enjoy penetrative sex, and even impregnate a woman. Your phallic tongue can stretch several feet, but

is not strong or dexterous enough to be used to manipulate objects. Whether this strange ability is a source of pride or shame is a matter of personal choice.

Piss Connoisseur (EX)

Type: Social

You love nothing better than a young girl's piss, and alike a connoisseur of fine wine, you are quite knowledgeable about the 'vintage' you are enjoying. You can conjure a perfect mental image of the face and form of a person after sampling a few drops of fresh urine. You can also attempt a DC 12 Wisdom check to correctly identify how close to her next menstrual cycle a woman is, or if she is currently or recently pregnant, just from the taste of her urine alone.

Possessor's Mark (SU)

Type: Magic

Ability: CHA 15+

You consider lovers and property to be interchangeable. Once per day, you can touch a creature during a sex act, and permanently mark it with a mystical, glowing rune on the face, breasts or genitals similar to an *arcane mark*. If your lover succeeds at a WILL Save (DC 12 + your CHA modifier), the mark is only semi-permanent, lasting a number of days equal to your CHA modifier. Otherwise, the mark is permanent, and can only be erased with a *remove curse* spell. If the sex act is violent or non-consensual, the victim suffers a -2 penalty on this save.

Play Pregnancy (EX)

Type: Social

Restricted: Female gender or bishonen male only

A few minutes of concentration allow you to mimic a pregnancy flawlessly, to better satisfy fetishistic lovers who want to sample a new mother's milk. Your breasts and belly swell dramatically, and you begin lactating. The kicking of a child in the womb is even simulated. You automatically succeed on Disguise checks to pass for pregnant, though you can end the deception at any time, as a full round action.

Pleasure Tattoos (SU)

Type: Magic

Your breasts, abdomen and genitals are marked with spiraling black tattoos that accentuate your curves and eroticism. These magic markings also heighten sexual pleasure to an unimaginable degree. Anytime the character enjoys an orgasm, the sheer pleasure allows him to recover a single HP if wounded.

Pretty Meat Pussy (EX)

Type: Social

Restricted: female characters only

A rush of hormones floods your belly and vulva, turning the flesh of your genitals completely transparent, revealing the pretty, bloody meat beneath. In addition to the visual thrill of sliding into a flayed vulva, this is especially tempting for cannibalistic oni and predators of all kind. You receive a +2 bonus on sexually oriented Bluff and Diplomacy attempts made against cannibalistic creatures.

Sexy Beast (EX)

Type: Combat

You were created as a sexual plaything by one of the Tatakama's many flesh-sculptors. You are naturally submissive. Each day, upon awakening, you may designate one character of either gender to be your master or mistress for that day. If within 30 ft of that person, you gain a +1 morale bonus on all attack rolls, skill checks and saving throws.

Sexy Little Witch (SU)

Type: Magic

Restricted: spellcasters only

You've studied with a traditional magical academy, and know that nothing sharpens your magical mind better than a cum just before preparing your spells. If you have a sexual encounter immediately praying or preparing spells /reading spell slots for the day, you can prepare an additional 2 zero level spells.

Storm Piss (SU)**Type:** Combat

You've got the wind and rain trapped in your bladder, and once per day, as a full round action, you can urinate into any body of water (river, lake, or even a small part of an ocean) and roughen the waters. All contiguous water within a 500 ft radius becomes choppy and storm tossed for one minute after you piss. This imposes a -2 penalty on Swim checks and Profession (sailor) checks in that particular body of water.

Swinging Testicles (SU)**Type:** Social**Restricted:** Male characters only, Tanuki cannot take this talent

Your balls are as huge and swollen as a Tanuki's, forcing you to carry them over your shoulder like a duffel bag as you walk. Your huge balls make you popular with the equally well endowed Tanuki, and you've learned some of their best jokes. You receive a +2 bonus on all CHA-based skill checks (except Intimidate) made against Tanuki characters, and a +1 bonus on Perform (comedy) checks.

Take a Beating (EX)**Type:** Combat**Ability:** CON 11+

You know how to roll with the punches, either from enemies or from cute girls who don't think you're as cool as you think. You gain Damage Resistance 1/- against non-lethal damage only. This DR stacks with Damage Resistance gained from other sources, as it applies to non-lethal damage.

Teasing Little Loli (EX)**Type:** Social**Restricted:** female or bishonen characters only, young adult or younger characters only**Ability:** CHA 13+

Old men are easy enough to seduce, and so are old women, if you put your vixenish mind and cute little body fully to the task. You receive a +2 bonus on Bluff checks against those in the Adult age category who would be sexually

attracted to you. This benefit increases to +3 against those in the Middle Age category, to +4 to those in the Old age category and +5 against Venerable or older characters.

Special: As you increase in age categories, your CHA score increases by +2 per age category, but your INT and WIS scores remain static.

Tempting Fluids (SU)**Type:** Magic**Ability:** CHA 13+

Anyone who tastes your delicious, cloying sexual juices suffers a -1 penalty on WILL Saves made to resist any charm or compulsion effect caused by you for 24 hours, as well as a -1 penalty on Sense Motive checks against you for the same duration.

Tsundere (EX)**Type:** Combat**Ability:** STR 13+**Restricted:** female gender only

You don't fall in love easily, and anyone wanting you as a lover must be prepared to suffer tons of casual violence as he or she proves their romantic worth. Any time you make a successful melee attack against a character with romantic or sexual interest in you, you inflict an additional point of subdual damage.

Ungaikyo (SU)**Type:** Magic**Ability:** WIS 13+

Ever since you were a child, mirrors have shown you strange and terrifying wonders. Once per day, while you are holding or touching a mirror, you can command that mirror to show you the true form of all creatures reflected in it. Doing so is a standard action, and the reflected creatures receive no save against this effect.

The mirror reveals transformations, pierces illusions and reveals invisible creatures. The mirror will not show the true form of someone disguised through mundane or high tech

means. This strange reflection remains in the mirror for one round.

Without Conscience (SU)

Type: Combat

Restricted: Evil characters only

You rape, torture and kill without a single thought given to karmic retribution. You do not suffer additional damage at the hands of the Eyrines Sisterhood nor their enchanted weapons based upon the number of creatures you have raped, nor are you affected by the Eyrines Apprentice starting talent or similar abilities.

Yakuza Irezumi (EX)

Type: Social

Restricted: Male characters only, Burakumin, Heimin and Ninja characters only

You have received the impressive, full-body tattoos, inked over hundreds of agonizing hours with bamboo needles, which mark sworn killers of the Yakuza. You receive a +2 bonus on Knowledge (local) and Intimidate checks, but suffer a -1 penalty on Disguise checks.

Birthright Feats

Birthright feats represent a character's heritage and early childhood experiences. As such, Birthright feats may only be selected at first level, or later in life only under extremely rare, unlikely circumstances.

Bishonen (or Bishoujo) Hermaphadite (Birthright)

You are neither truly male nor female, but an especially appealing combination of the two. Your body is androgynously beautiful, and your sex (whatever it is) is a matter of choice and pleasure, not biology.

Prerequisite: Bishonen / Bisoujo Starting Talent, character level first

Benefit: You are a naturally hermaphaditic humanoid, with strange and luridly beautiful genitals that combine male and female

anatomy and features that blend masculine and feminine traits into an appealing whole. You may use sexually oriented feats, skills and special abilities against both genders with equal effectiveness. Your charms are especially appealing to homosexual members of either gender, and you revive a +2 racial bonus on Diplomacy and Bluff checks made against homosexuals of either gender.

As a full round action which provokes acts of opportunity, you can enter a trance state where, through an intense act of concentration, rewrite your chromosomal structure and change gender, temporarily becoming fully male or totally female. When gender shifting, you always shift into a specific member of the opposite sex, which always resembles your natural form, as if your two bodies are close relatives.

When gender shifting, you receive a +10 racial bonus on Disguise checks against those unaware of your dual-gendered nature. You do not suffer a penalty on Disguise checks made to pass for a member of another gender. You can father children as a male or carry a child to term while in female form; you cannot gender shift while pregnant or nursing. If you possess any feats or class abilities usable only by a specific gender, you may use the ability in either form, assuming the ability is compatible with your new anatomy.

Ghost Lover (Birthright)

You have been chosen by a lovely and sexy, but unquiet spirit as a lover. Your ghostly lover is your most loyal and stable romantic partner. In addition to quiet moments of pleasure, your ghostly lover can occasionally materialize in the physical world to save your life.

Prerequisite: Exorcist's Tongue starting talent, WIS 15+, Knowledge (religion) 1 rank

Benefit: As a swift action, you can materialize your ghostly lover from raw magical energy, who appears within the nearest empty adjacent square within 60 ft of you. This ghostly lover has his or her own quirks and personality,

but they share your goals and basic outlook on life- the similarities between your karma and your ghost lover's is what attracted them to you in the first place.

A Ghost Lover's Life and Death

In most respects, ghostly lovers are statistically identical to their mortal partner, having identical attributes, and sharing the same skills, feats and class abilities. However, a ghost lover only has a single hit point, and vanishes instantly when slain, leaving nothing but quickly fading fog, which smells like lust, behind.

When a ghostly lover is slain, the mortal lover must succeed at a DC 15 WILL Save or be *shaken* for 1 minute from empathic backlash and spiritual trauma. The ghost lover cannot move more than 60 ft from the mortal lover, if the ghost does, it vanishes as if slain.

Ghostly lovers are thinking, sentient creatures that can remember events that occur to them, even if slain. Once a ghostly lover reforms, it can report on events occurring before its previous 'death.'

Combat Actions

When created the ghost can act immediately on their mortal lover's initiative count. Typically both beings act simultaneously. Each being- the mortal and the ghost- may take move or move equivalent actions, and even double move, if they choose to.

However, only one being out of relationship may take an attack action per round. Both characters may freely use flanking and aid another to aid the pair's designated attacker. Likewise, both the mortal and the ghost may make attacks of opportunity normally.

The mortal cannot be flanked unless her ghostly lover is as well, and is not considered flatfooted unless her ghostly lover is as well.

Equipment and Limited Use Abilities

The ghostly lover materializes with ghostly duplicates of whatever her lover is carrying or wearing, including magical items. These duplicate items function identically to the items used by the mortal lover. However, these ghostly duplicate items vanish instantly if dropped or removed from the duplicate.

Ammunition and limited use devices, such as arrows, potions, or the like are shared all both lovers. Thus, if the mortal is carrying a quiver full of 12 arrows, and the ghostly lover fires off three shots, the mortal will only have 9 arrows remaining when her ghostly lover vanishes.

Limited use powers, such as Psionic abilities with daily use limitations, per day or per encounter class features, or prepared spells/spell slots are shared in a similar manner.

Significant and Insignificant Summonings

The Ghost may materialize as often as she or her lover desires for purely romantic or sexual reasons. However, if the ghost is called to perform a skill or engage in combat (a Significant Summoning), she can only remain in the mortal realm for a number of rounds equal to the mortal lover's WIS score plus ½ the mortal's total character level. The mortal can call for a number of Significant Summonings per day equal to her WIS modifier.

Heikegani (Birthright)

One of your ancestors fought and died honorably in a great battle that slew far too many noble samurai. The crabs that picked at the flesh of the fallen were forever marked by spiny shells that resembled screaming human faces.... And you, the descendent of the noble slain, are marked by a glistening, crablike shell.

Prerequisites: Humans from the Samuuri, Nobility or Imperial Family castes only

Benefit: Your crablike shell provides you with Damage Reduction 2/magic, which stacks

with Damage Reduction from other sources. Like a crab, you gain the amphibious special quality.

Once per day, you can sheathe a Larger or smaller weapon in crab-like red coral, enlarging and engorging the weapon like a fiddler crab's jagged claw. Doing so is a free action, and while so sheathed, your weapon inflicts an additional +1d4 points of slashing damage per four character levels (maximum +5d4) and receives a +1 bonus on critical confirmation rolls per four character levels. Your weapon remains so sheathed for a maximum of one round per character level.

Drawback: Your rough, crablike carapace marks you as forever apart from ordinary humanity, and you suffer a -2 racial penalty to your CHA score.

Kintaro (Birthright)

From the moment you exited your mother's body you have possessed a vigor and vitality unmatched by other boys. You wrestle bears for fun, and think nothing of chopping down an ancient oak with your bare hands. Your great strength will mark you as either a great hero or an infamous bully and brigand, but one thing you will never be is unremarkable.

Kintaro children are marked by ruddy complexions that glow with health, and somewhere on their bodies, usually above their genitals, they are marked with a strange golden birthmark that spells out the kanji for 'golden'.





an unattended, non-magical object of size Small or smaller.

The spirit within will converse with you as if it were a thinking, perceiving animal. Select a specific type of object (such as teakettles, dolls, sandals, swords, ect), when speaking with objects of that kind, they are always helpful to you and will always truthfully and completely answer any question you ask, often giving you even more information than you expected.

Perverted Immortal (Birthright)

You look like a dirty old soul, but in truth you're even kinkier and more ancient than most mortals can comprehend.

Prerequisite: Middle Aged age category or older, character level first

Benefit: You no longer suffer the detrimental physical effects of aging. You do not have a maximum age and do not suffer physical ability score penalties as you advance through the age categories. Bonuses to mental ability scores for age and wisdom continue to accrue.

To maintain your immortality, you must have incredibly kinky sexual intercourse with a sentient virgin of either gender at least once per month, who must be in the Adult age category or younger.

If you do not do so, you immediately suffer the physical penalties associated with your age (maximum penalties equal to being in the Venerable category). These ability score penalties vanish as soon as you indulge your lust

with a young virgin.

Your great age provides you with a cumulative +1 insight bonus on Knowledge (history and nobility) checks for each century of your enhanced lifespan (maximum +10 bonus). If you are unsure exactly how many centuries your character has lived before the campaign begins, roll 1d4+1.

Other Feats

Semen that can raise the dead, shit magic, sacred virginity and monstrous transformations.... These new feats represent the perverse powers found beneath the branches of the Universal Tree.

Armored Seduction (Combat)

You know how to wear your armor to maximize your beauty. You can somehow make even full field plate look sexy.

Prerequisite: CHA 13+, Armor Proficiency (heavy), Persuasive

Benefit: You may add your armor's equipment bonus to armor class as an equipment bonus to Diplomacy and Bluff checks made against those who would be sexually attracted to your race and gender.

Black Fatherhood (Combat SU)

Rape and atrocity assures the continuation of the species. Your oni-spawn children violate their mothers during their gestation, taking command of them body and soul to ensure the continuation of your dark, violent lineage.

Prerequisite: Wombscrape

Benefit: At any time, you may issue a *Command*, as a cleric of your total character level, to anyone who is carrying your offspring. The victim receives no save against this short, primal command, and must be able to see, hear and clearly understand you. Doing so is a standard action.

Once per day, you may issue more involved commands to one of your child-bearers. This ability functions identically to *Charm Monster* cast by a sorcerer of your total character level. Unlike a typical charm effect, the victim resists with a FORT save, as the fetus within her takes temporary control of her autonomic nervous system, on your behalf. As the command affects the target's physical body, not her mind, you cannot compel her to undertake purely mental actions, have any specific thoughts, nor prevent her from using Psionic or magical abilities that require only a mental action to activate.

Immediately after the birth of your child, you may choose to affect your unwilling child-bearer in one of two ways. You may either attempt to end her life, requiring her to succeed

at a FORT Save (DC 12 + your CON modifier) or die outright. Even if this FORT Save succeeds, the woman still suffers 1d8 points of damage per point of your CON modifier.

Alternatively, you may choose to change your mother's alignment to match your own, which may result in the loss of certain class features. In this case the mother must resist with a WILL Save (DC 12 + your CON modifier). You must be within 60 ft of the mother to use either ability.

Blood Breeds Monsters (General SP)

Your blood sows monsters where it touches the earth.

Prerequisites: Hungerblood, Toughness

Benefit: Anytime you suffer 20 or more points of damage in a single round and survive, you may summon one creature or CR 2 or less, as if using *Summon Monster II*. The creature appears out of your spilled blood and acts immediately, serving you loyally until the end of the combat encounter.

Bodymeld (General SU)

As you make love with a willing partner, your body and theirs flow together like bloody wax, transforming and merging you. Instead of two, you become one, sharing your talents and blending your souls in an intimacy deeper than any you've ever known.

Prerequisites: Tantric Wisdom, Great Fortitude, Heal 9 ranks

Benefit: During a sexual act with a willing, sentient partner, you may temporarily absorb your lover into your body, borrowing his or her unique gifts and physical talents. Both you and your partner (who does need to possess this feat) must consent to begin the bodymeld. Once the bodymeld begins, your bodies intertwine and melt into a single composite form.

Your composite form is always a Large Monstrous Humanoid, and shares the genders of the two lovers. If you and your lover are of different genders, the composite form is



hermaphaditic. Among homosexual pairings, the composite form shares the lovers' genders. The composite form always physically resembles its component individuals, but is a distinct, unique creature.

The composite form uses your class level, base attack bonus and base saves, since you are the dominant partner in the merger. Each of the combined form's attributes is equal to the better partner's ability score +2.

While combined, you receive a +1 insight bonus on any skill your lover has 5 or more ranks in. You may speak, read and write any language known to either component partner. Your composite form may use any extraordinary abilities or feats possessed by either of its component partners, and may use hentai feats specific to either partner's gender. The composite form possesses low light vision and gains the *scent* special quality.

Your lover can observe the world and is aware of events during the bodymeld, but cannot take any actions, other than to dissolve the merger early. You may maintain your composite form for 10 minutes per point of your (newly enhanced) CON score. Once the merger ends, your lover appears nude and adjacent to you. Both you and your lover are *fatigued* after the body meld ends.

Bodywalk (Combat SU)

The disturbing, magical ability to 'step' between bodies, using living beings as unwilling gateways is one of the most fearsome *hentai no judo* abilities. You move between living humans like a dark wave, leaving agony and disfigurement in your wake.

Prerequisite: Possessor's Mark, Combat Reflexes, Base Attack Bonus +5

Benefit: Three times per day, you may transform your body into a dark wave of blood and gore, that splashes against a victim within 30 ft of your position and disappears inside the victim's body. Using this ability is considered a move action. You may then teleport to any other

humanoid within 90 ft of the initial victim, who shares one of the following physical traits with the initial victim: race, gender, or ethnicity within a race.

The transition is a bloody, disgusting process, as your body seems to liquefy and rush into the target's orifices and through their skin. Both victims used as gates during the body walk suffer 2d6 points of damage and are *nauseated* for a number of rounds equal to your CHA modifier. Either target can resist your body walk by making a successful FORT save (DC 15 + your CHA modifier).

If the initial target saves successfully, you do not teleport, but that daily use of the body walk ability is still used up. If the secondary target saves successfully, you cannot exit through his or her body. If there is another acceptable target within range, you can attempt to exit through that person. If not, you reappear adjacent to the original target and suffer 1d8 points of damage, and are nauseated as if you were this feat's exit point. Bodywalking is a conjuration (teleportation) effect.

Skatto Magic

The following feats are considered *skatto* (shit) magic.

Caress of Soiled Cloth, Cocoon of Filth, Enema Alchemist, Poison the Bowels, Scatological Armory, Shit Rider, Wards of Filth.

Caress of Soiled Cloth (Metamagic)

By masturbating into a recently worn article of clothing, you perform a hedonistic magical ritual that binds you intimately to the object of your fetishistic lust.

Prerequisites: Spellcraft 5 ranks, Deft Hands

Benefit: By obtaining a recently worn article of clothing, you may perform a fetishistic sexual ritual, cumming onto the cloth to affect the user with through your sexual arcane talents.

The item of clothing must have been worn by the target within the past 24 hours. By orgasming onto the article of clothing, you effectively have a sexual encounter with the target of your lust, allowing you to use sexually oriented feats, spells and class abilities against (or to benefit) that person from a distance.

If you have a feat or class ability that requires you to have a sexual encounter with someone of a specific gender or who meets a specific category (such as the Gift of Innocence feat), and the owner of the clothing meets the conditions, you can activate or enhance the feat. Feats such as Dark Lover's Carapace, which gain potency based on the number of sexual encounters you have each day grow more powerful each time you indulge in solitary, panty fetish sex.

If you have a sexual effect which provides a benefit to your lover, the clothing's owner automatically benefits from your masturbatory orgasm, provided that person is within one mile.

If you have a sexual effect which harms or weakens your lover/victim, the clothing's owner must save against the effect normally, provided that person is within one mile. Due to the lack of intimacy, the DC of all saves against your sexual effects are reduced by -10. If the effect does not normally offer a saving throw, the victim receives a WILL save against the effect (DC 10 + your CHA modifier).

If the clothing used in the masturbatory ritual is stained with the victim's blood, urine, feces or sexual fluids, the DC of all saves against your sexual effects are only reduced by -5.

Cocoon of Filth (General SU)

The feel of bodily waste against your skin, sliding between thighs and clothes comforts you, transforms you, and protects you.

Prerequisites: Wards of Filth

Benefit: A number of times per day equal to 3 + your CON modifier, you may soil yourself

as a full round action. Imbued with arcane energy, your bodily waste crawls across your skin like a living thing, transforming into dense, stinking armor. The foul armor provides you with Damage Resistance 5/magic against piercing and slashing damage, well as Fire and Acid Resistance 10. These resistances stack with Damage or Energy Resistance gained from other sources.

Each time your armor is activated, it remains in existence a number of minutes equal to your CON modifier (minimum one minute). Your armor can be dismissed at will, or may be destroyed by immersion in water or suffering more than 10 points of water based damage.

The stench of mystical feces is unbelievably foul and cloying, and any living creature who comes within 30 ft of you must succeed at a DC 13 FORT Save or suffer a -2 morale penalty on attack rolls, weapon damage rolls, skill checks and saving throws for 10 rounds. Characters subjected to stench from multiple Cocoons of Filth make only one saving throw. Characters affected by the foul armor's stench cannot be affected again until the original effect expires. This feat cannot affect any creature immune to sickness or nausea, nor anyone with a similar stench or another *skatto-witch*.

Cum Flux Flood (General SU/Metamagic)

Your body is a roiling cauldron, and you have mastered the secret of creating shiro-bozu cum-demons within that cauldron. The faint sticky ghost of male fluids on your lips is a testament to your mastery of arcane conjuration.

Prerequisites: Painted With Seed, Spell Focus (conjuration)

Benefit: By accepting semen into your body, you can create a Shiro-bozu (use the statistics for a Grey Ooze) within yourself, and unleash the milk-white beast to do your bidding. The creature oozes from your body pleurably.

Summoning the shiro-bozu is a full round action which provokes attacks of opportunity, and can be preformed at any time up to 3 hours after the sexual encounter. The creature serves you loyally to the best of its ability, though it is too stupid to follow any thing other than the most rudimentary of commands. The Shiro-bozu remains in existence for a number of minutes equal to one plus your CON modifier (minimum one minute). You may use this ability up to three times per day.

Dark Lover's Carapace (Combat SU)

A slick, oily black carapace bursts through your fragile skin, and needle-like bone spurs tear through your muscles. The transformation is agonizing, but grants you phenomenal strength and endurance. When wrapped in your cockroach-like, demonic armor, there are few things that can harm you.

Benefit: A number of times per day equal to 3 + your CON modifier, you may manifest demonic armor, which bursts from your skin and covers you from head to toe in dense organic plating.

This armor is amazingly tough. In its 'raw' state, the Dark Lover's Carapace grants you a +6 natural armor bonus to Armor Class. While armored, your maximum DEX bonus to Armor Class drops to +3. You can maintain your demonic carapace for one minute per two character levels. Activating or dismissing the demonic armor is a standard action, which does not provoke attacks of opportunity.

Your demonic armor becomes stronger when you satisfy your lusts. For every sexual encounter (consensual or not) you have enjoyed during the last 24 hours, your demonic carapace receives Damage Resistance 1/- (maximum DR 5/-). This damage reduction stacks with DR from other sources. In addition, you gain a cumulative +1 enhancement bonus to STR (maximum +5 bonus) while armored.

Special: You can only manifest your Dark Lover's Carapace when unarmored or lightly armored. In this case, it supercedes any manufactured armor you are wearing.

Drippings of Stone (General SU)

More than simply toxic, your orgasmic fluids carry a potent curse: a curse of life suspended forever, of death forestalled endless by an unbreakable cage of stone.

Prerequisites: Iron Will, Tantric Wisdom

Benefit: A number of times per day equal to 3 + your WIS modifier, at the moment of orgasm, your bodily fluids become a rushing geyser of warm liquid the color of grey basalt that smells of fresh earth and black mud. Your liquids erupt from your body, bathing your lover in strange magical fluids.

Your unfortunate lover must succeed at a FORT save (DC 14 + your CON modifier) or be turned to stone, starting with their organs in closest contact to you. Those who fail the save are petrified forever, screaming with weird pleasure.

All other living beings within a 10 ft radius of you at the moment of your orgasm is splashed with your dark earthen juices, and must succeed at a DC 12 FORT Save or turn to stone.

Enema Alchemist (General SU/Metamagic)

You've accepted your calling as a shit-witch, and know a few tricks designed to teach your friends and lovers the dirty discipline.

Prerequisite: Wards of Filth

Benefit: A number of times per day equal to 3 + your CON modifier, you may touch a willing creature, which must have a CON score of at least 11 and grant that creature a single use of a shit-magic feat. You may select any feat you possess which uses Wards of Filth as a prerequisite. The touched creature may use this ability once, as if he possessed the associated the feat.

Once bestowed, the shit-feat remains available indefinitely. If the touched creature does not activate the bestowed ability within 8 hours, he is *sickened* until he does so. At that time, the sickened condition vanishes and the creature may use the bestowed power once.

Eerie Dexterity (General)

You are amazingly supple and flexible, and your long, flexible toes are as dexterous as any great apes. More than just simply being double jointed or graceful, you move with the unnatural grace of a spider or lizard, contorting your body in ways that a man-shaped thing should not be able to

Prerequisites: Acrobatic, Nimble Moves

Benefit: You are incredibly acrobatic and dexterous. You are equally proficient with both your left and right hand, and your feet are as capable as fine manipulation as your hands. You can perform any task requiring manual dexterity as easily with your feet as you can with your hands. You may fold and contort your body into seemingly impossible positions, as well as voluntarily dislocating their limbs, or rotating limbs or twisting your head almost completely around without harm.

You receive a +2 bonus on Climb, Tumble and Escape Artist checks, as well as Perform (dance) checks and Profession (prostitute or courtesan) checks. You incur no penalty for fighting while prone or in an unusual position. You receive a +3 bonus on Intimidate checks made when contorted into an unnatural posture or position.

Normal: You suffer a -4 penalty on melee attack rolls while prone.

Familial Bodyswap (General SU)

Mother, father, son, daughter, brother, sister. You know their bodies as well as you do your own, and in a moment of pleasure allow them to walk in your skin, while you walk in theirs.

Prerequisites: Strength of the Bloodline

Benefit: By engaging in a consensual sexual act with an immediate family member, you gain the ability to trade bodies with that person. Both you and your incestuous lover must be willing for the mystic transformation to occur, mystical or mundane coercion cannot force a person to give up their flesh and blood in this manner. Your lover does need to possess this feat for you to body swap with them. As the incestuous lovers reach orgasm, each person's consciousness migrates to their lover's body.

This transformation functions as Alter Self, with several unique modifications. Experience gained in one form stays with that body, as does injury, though the consciousness inhabiting the body retains the memory of events that occurred while in their relative's skin.

If the lovers are of different genders and have class abilities or feats that are only usable by a specific gender, they lose access to those abilities for the duration of the bodyswap. Otherwise, both lovers can use feats possessed by either partner, assuming they meet the feat's prerequisites. Since the mind remembers its feats and training, and the body retains the muscle memory of those skills as well, both components of the body swap can use feats known to either.

The body swap lasts for a number of hours equal to the lover's combined WIS modifier. Thus if your WIS modifier is +5 and your lover's is +0, the body swap lasts for 5 hours. If your WIS modifier is +5 and your lover's is -1, the body swap would only last for 4 hours. The bodyswap always lasts for at least an hour, and can be dismissed by either party at any time.

When the body swap ends, the lovers' consciousness returns to their true bodies, regardless of the distance separating them. If the lovers are touching when the body swap ends, they suffer no ill effects. If they are not touching when the body swap ends, the lovers are both *stunned* for 1d6 minutes after the body swap

ends. You may use the Familial Bodyswap feat once per day.

Favorite Lovers (General SU)

You have a preference for lovers of a certain species, and can reach heights of passion with members of that kind which you can't reach with other bedmates.

Prerequisite: Tantric Wisdom

Benefit: Select one player species available in either the Tatakama or the Black Tokyo campaign setting, including humans. When having a sexual encounter with a member of that species, the bonuses provided by Tantric Wisdom or any feat which uses as Tantric Wisdom are doubled. Feats which do not provide a numerical benefit are not modified by Favorite Lovers. Check with the gamemaster if you are unsure whether or not a particular player species will have a major role in the campaign.

Grave between the Legs (General SU)

Your hate, fear and self loathing is focused inward, transforming your body into a poisonous, diseased wasteland: you have made your sexuality a weapon of mass destruction, usually in response to violation and atrocity.

Prerequisite: Knowledge: arcane lore 4 ranks, Iron Will or Great Fortitude

Benefit: Your sexual secretions have become a deadly toxin; anyone having sexual intercourse with you, or who ingests your blood or sexual fluids is at risk. Your bodily fluids are a highly potent toxin, which only becomes more virulent as you gain experience.

This feat may be voluntarily deactivated at will to allow for consensual, non lethal intercourse, or can be resumed at any time, as a free action. Creatures of every gender can select this feat. A victim can be affected by your toxins only once per encounter.

At first level, your sexual toxins have the following statistics as a poison.

FORT Save DC: DC 12 + your CON Modifier

Initial Damage: 1d4 CON. Secondary Damage: 1 CON

Duration: the toxin continues to afflict the victim for each round of the sexual encounter and for 1d4+1 rounds after the sexual encounter ends.

For every four character levels or Hit Die, increase the FORT Save associated with the toxin by +1, and add +1 CON damage to the poison's Initial Damage. A character with 10+ Hit Die adds unconsciousness 1d3 hours to the poison's Initial Damage.

Genderqueer (General SU)

You are neither male nor female, and your strange sexuality unsettles and weakens those who define themselves by gender identity.

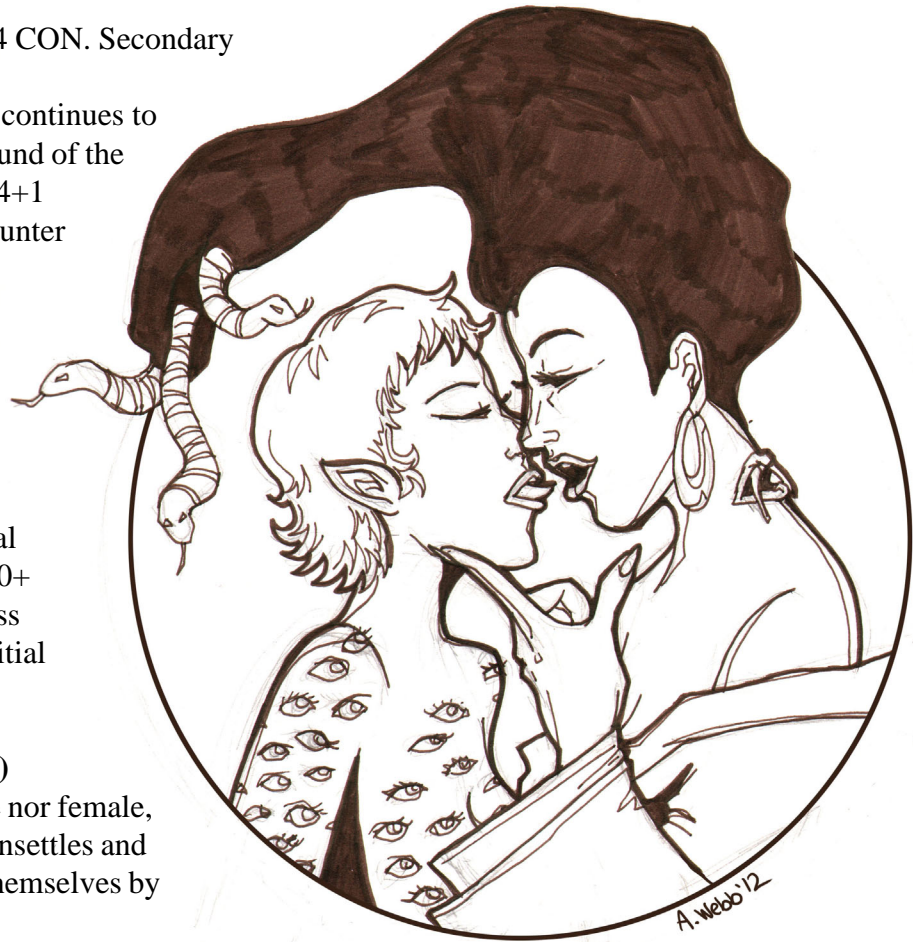
Prerequisites: Bishonen/Bishoujo
Hermaphadite

Benefit: You radiate an unsettling sensual aura, which extends 30 ft in all directions from your body. Within this aura, all characters must succeed at a WILL Save (DC 12 + your CHA modifier) in order to manifest any Supernatural abilities which are restricted to a single gender, including feats like Black Fatherhood, class abilities from classes like the Flow Witch that are restricted to a specific gender, or racial traits from a one-gendered race.

If the save fails, the character cannot manifest the chosen ability for the duration of the encounter, though the 'use' of the ability is not expended if it is a limited use power. You may suppress or re-activate this aura as a free action.

Gifts of Ecstasy (General)

You are a skilled and considerate lover, gifted with an almost magical understanding of what brings others pleasure.



Prerequisite: CHA 13+

Benefit: You receive a +2 competence bonus on sexually oriented Diplomacy and Bluff checks, as well as receiving a +2 competence bonus on Profession (prostitute or courtesan) checks. If you have 10 or more ranks in any of these skills, the bonus increases to +4 for that skill.

Gift of Innocence (General SU)

Few things are more precious than a young lovers first sexual experience. You are a skilled sexual teacher, initiating your lovers into sexuality, and drawing mystical power from the unique bond you share.

Prerequisite: Tantric Wisdom

Benefit: By engaging in their first sexual experience with a willing sentient creature, you gain a special bond with that person, as well as a temporary influx of magical potency.

As long as both you and your virginal lover are on the same plane of existence, you gain a sense of the relative distance and direction between you. You gain an instinctive awareness of your lover's general emotional state and are aware if your lover is ever badly injured (reduced to ¼ HP or less) or afflicted with a disease, poison or magical curse. You receive a +5 insight bonus on Sense Motive and Heal checks made against your lover.

If you touch your lover while casting any spell with a personal range, you may extend the spell's effects to the other person. Healing spells cast to benefit your virginal lover have their numerical effects maximized.

Hungerblood (Combat SU)

When you are wounded, your claret blood leaps from your body like a living thing, starving and anxious for vengeance.

Benefit: When you are wounded with any slashing or piercing weapons, lashing tendrils of your blood erupt from the wound. You receive a +1 bonus to Combat Maneuver Bonus when using these tactics against the creature that wounded you, plus an additional +1 point of bonus for every five points of damage the attack causes you. The bonus lasts until the end of the encounter, as tendrils of your blood coil around your adversary and his weapons.

At anytime, you may voluntarily suffer 1d4 points of temporary CON damage to manifest a masterwork whip made of your living blood. You are always considered proficient with this whip, which remains in existence for a number of minutes equal to your (now temporarily reduced) CON score.

Limitation: You must be using light armor or no armor to gain the benefit of this feat.

Incestuous Voyeur (General SU)

As you watch those closest to you lose themselves to sexual rapture, you are empowered with Tantric energy, mystically connected to your familial lovers in a new way.

Prerequisite: Tantric Wisdom, any Incest related starting talent or Bloodstrong Men race

Benefit: By watching any member of your immediate family (children, parents or guardians, siblings) masturbate to orgasm, have a sexual encounter with another person or any other extremely intimate act, you forge a mystic bond between your souls. You may spy unnoticed upon a relative, or may observe openly.

By concentrating, you can see through that person's eyes, hear what they are saying and experience everything they smell, taste or feel. While concentrating on your relative's sensations, you are helpless and entranced. You may end this trance state at any time.

This ability to bind your senses to your relative lasts for 24 hours, or until either you or your relative next sleep. This feat's supernatural effect functions without regard to distance, so long as both you and your relative are on the same plane.

If you choose, you may allow your relative (who need not have this feat) to see through your eyes and experience your sensory input for the feat's duration. To do so, not only must you watch your relative in an intimate moment, you must willingly share a similar intimate act with your relative.

While in the trance state, you (or your lover seeing through your eyes) you can use any unusual sensory capabilities possessed by your relative, such as lowlight or darkvision, tremorsense, blindsense or other exotic senses.

Innocence Restored (General SU)

Through a gentle, loving sexual act, you can wipe away sexual trauma and unwanted memories.

Prerequisites: Tantric Wisdom, any good alignment

Benefits: By engaging in a consensual sexual act with a sentient creature, you can wipe away the ill effects, both physical and psychological of a previous, unwanted sexual encounter. As the encounter comes to a climax, the lingering psychological after effects of sexual trauma vanish, restoring your lover to full emotional health, and removing any lingering status effects from the trauma. If your lover is suffering from any sexually transmitted disease (s) or unwanted pregnancy, both vanish.

Demonic pregnancies receive a must succeed at a DC 28 FORT save (using the mother's CON modifier and base FORT save) or be abruptly terminated. No lingering biological or forensic effects of the disease or pregnancy can be found. If your lover is suffering from a sexually transmitted disease, you are vulnerable to it normally during the act, but are no longer at risk once the sexual ritual is complete.

Your lover is once again considered a virgin for the purposes of certain spells and feats (such as Gift of innocence). The hymen regenerates in females affected by this feat. If your lover possesses any feats or class abilities directly related to sexual knowledge or sexuality, they lose access to those abilities for a number of days equal to your WIS modifier.

Lemon-Pink Hospital (General SU)

Your fluids- especially your urine and love juices- are potent magical panaceas. The messier your orgasm, the more healing fluids you produce.

Prerequisite: CON 13+

Benefit: Anyone engaging in sexual activity or tasting your fluids recovers a number of hit points equal to your CON modifier at the moment of your orgasm. This healing effect

cannot take a supplicant over their normal maximum hit points, excess healing is simply wasted. A character can benefit this ability only once per day.

Additionally, your healing lubrication renders you completely immune to all non-magical sexually transmitted diseases, though not conventional (non-STD) diseases or magical ailments.

Lemon-Pink Metamorph (General SP)

With the sticky-sweet taste of your lover still clinging to your lips, your true form melts away, replaced a perfect duplicate of that person.

Prerequisite: Truth of the Body, Deceptive

Benefit: You gain the Shapechanger subtype.

After sampling the sexual fluids of any sentient creature of size Medium or smaller, you can transform yourself into an exact physical duplicate of that person. This effect functions as an Alter Self spell, cast as a sorcerer of your total character level.

Lethal Jealousy (General SU)

You mark your lovers with a deadly kanji, traced in your own orgasmic fluids. This symbol is etched onto your lover's soul, and will destroy them utterly if they're stupid enough to stray.

Prerequisite: Spellcraft 5 ranks, Possessor's Mark starting talent

Benefit: During a sexual act, you can place a subtle curse upon a lover you have previously marked with your Possessor's Mark talent. Your lover must succeed at a WILL Save (DC 15+ your CHA modifier) or fall victim to your possessor's curse.

The possessor's curse has no obvious effects and remains can remain inactive indefinitely. However, if your lover has any sexual encounter with anyone other than you or a small number of other characters you specifically designate, the curse awakens. At the moment of your cursed lover's orgasm, a storm of fiery acid erupts from their genitals, which inflicts 8d6 points of damage, half of which is acid, half of

which is fire. This eruption affects the target of the curse, and all creatures and objects within 30 ft. Other characters, but not the cursed lover, may attempt a DC 15 REF Save for half damage.

Lusty Blades (Combat SU)

By masturbating to orgasm with the hilt of a weapon, or even slicing yourself delicately with a favorite blade, you imbue that weapon with a slippery, joyous energy which allows it to penetrate the defenses of even the toughest monsters.

Prerequisite: Simple and Martial Weapons Proficiency, Base Attack Bonus +3, Spellcraft 3 ranks

Benefit: By masturbating to orgasm with a single slashing or piercing weapon, a process which can take several minutes, you imbue the weapon with sexual energy. Once so enchanted, your weapon ignores any non-aligned Damage Reduction.

While enchanted, the weapon glistens with milky, white pink and gold liquid, and glows as brightly as a torch. Your lusty blade remains enchanted for one hour after you cum. No weapon may be enchanted more than once per day.

Menstrual Wings (General SU)

With a roar of pleasure, enormous, bat-like wings of luminous blood explode through the skin of your back, allowing you to take the sky upon crimson wings **Prerequisite:** Moon Wise, Fly 1 rank, CON 15+, female gender

Benefit: A number of times per day equal to your CON modifier (minimum once daily), you may undergo a dramatic transformation, bloodily manifesting enormous bat like wings. Each time you manifest the wings, you suffer 1d6 points of damage, as the wings burst through your shoulders.

While manifesting your bat like wings, you gain a flight speed of 60 ft (good maneuverability). When flying outdoors under a full moon, your flight speed increases to 80 ft

(perfect maneuverability). You may maintain your wings up to an hour per activation, or may retract the wings at any time.

You may only fly while unarmored or lightly armored, and carrying a medium load.

Moon Wise (General SU)

You are in tune with the rhythm of the moon and your own menstrual flows, and this knowledge gives you amazing arcane gifts.

Prerequisites: Heal 1 rank, female gender only

Benefit: During a 4-7 day period each month, chosen when this feat is first selected, you gain an assortment of minor supernatural talents. During your menstrual cycle, your connection to the natural world is sharpened, granting you low light vision with a range of 60 ft (or increasing existing lowlight vision by 60 ft).

In addition, a number of times per day equal to your CON modifier (minimum once daily), you may daub a droplet of your menstrual blood on a wounded creature to speed his recovery. Doing so is a full round action that provokes attacks of opportunity. The touched creature instantly recovers a number of HP equal to 1 + your CON modifier (minimum 2 HP recovered).

Mother to Demons (General SP)

Your womb is a dark and hellish dimension of monsters and foul things, and your vaginal lips are a torrii gate that opens to the darkness between worlds. You can give birth to powerful, deadly creatures that defend their mother with the dark devotion of a monstrous son.

Prerequisites: Vaginal Prison, Knowledge (the planes) 5 ranks, female gender

Benefit: You can give birth to a variety of creatures, an entire ecosystem of monstrous beasts and animalistic demon-kin who emerge naked and feral from your vulva. Birthing your dark children is incredibly painful and

difficult, just like natural childbirth. Birthing a child requires 1d4 minutes plus an additional +1d4 minutes per size category past size Small, and after the birth, you are *nauseated* for 1 minute per size category. During the birth, you are effectively helpless.

Each day upon awakening you can cast up to 10 levels of Summon Monster in any combination of Summon Monster spells you desire, up to a maximum of Summon Monster 6. For instance, you may choose to cast Summon Monster 5 and Summon Monster 1, cast Summon Monster 6 twice, or any other combination that adds up to ten and does not duplicate a higher level summoning spell than Summon Monster 6.

Once summoned your creature (s) remain in existence for one hour after leaving your womb. You can have any combination of summoned monsters at any given time, so long as the limits of this feat are requested.

Nudie Cutie (Combat SU)

Armor can be lots of fun to play in, but plate mail covers up way too much skin. You're naked and sexy, but still able to benefit from all the neat armor and magical clothes you uncover.

Prerequisites: Armored Seduction

Benefit: You're usually naked except for a distinctive, fun hat. If you wish, you may transform any light, non-magical armor (such as leather armor) or article of magical clothing or armor (regardless of bulk) into a unique hat, mask, glasses or other head covering. The transformed item occupies either the helmet or goggles but functions identically to a mundane version of the item, and its transformed state offers a clue as to its function. For example, you might choose to

wear a pair of *boots of speed* as a pair of cheetah ears, or a suit of chainmail as a simple chainmail coif.

The item returns to its normal state when it is out of your possession.

Orgasm Like Oxygen (General SU)

You have learned the greatest secrets of demonic lust-feeders, and can draw a strange



golden energy from sexual encounters that fortifies and sustains you.

Prerequisite: Tantric Wisdom

Benefit: By engaging in at least an hour-long sexual encounter with any sentient creature, you gain enough energy to sustain you physically. Each sexual encounter sustains you as if you had just consumed enough food and water to keep you alive for one day. In addition, for 8 hours after a sexual encounter, you have no need to breathe, and become immune to suffocation, drowning and hard vacuum.

Painted with Seed (General SU)

You live for the warmth of semen hitting your soft skin, and draw raw physical and emotional power from the liquid stuff of life and masculinity.

Prerequisite: Tantric Wisdom

Benefit: A number of times per day equal to 3 plus your CON modifier, you may bathe yourself in semen and male fluids, drawing mystic power from the sexual experience. By rubbing the semen on your skin or accepting it into you body, you receive bonuses, the type of which varies based on where you accept the ejaculation. Your skin seems to glow faintly with a milk white radiance where the mystically charged semen touches it.

You may benefit from a specific bonus only once per day. Each time you use this feat, you must select a new type of bonus and new sensation. A specific male may only assist with this feat once per day; each time you are ejaculated on it must be by a different person, in a different place.

Regardless of which bonus you choose, it remains in effect for a number of hours after the sexual encounter ends equal to your WIS modifier. These bonuses stack with bonuses gained from Tantric Wisdom. There is no limit to the number of bonuses you can have in effect at any given time. If a body part offers different bonus choices, you must choose only one. The bonuses you can choose from are:

- *Hair:* +2 morale bonus on Perform (any) checks or a *light* spell centered on your body, as cast by a first level mage.
- *Face:* +2 morale bonus on sexually focused Disguise and Diplomacy checks
- *Lips:* ability to cast *charm person* as sorcerer of your total character level
- *Throat:* you become immune to suffocation and drowning for the duration of the effect
- *Breasts or chest:* +2 morale bonus to your CON score or a +1 natural armor bonus to Armor Class
- *Stomach:* one Energy Resistance 5 of choice; or immunity to disease, poisons and drugs for the duration of the effect
- *Internally (vagina or anus):* Fast Healing 1 for the duration of the effect or +4 morale bonus to STR score
- *Back or buttocks:* immunity to the *sickened, nauseated* conditions for the duration of the effect or Damage Reduction 5/magic
- *Legs:* +10 ft increase to base land speed for the duration of the effect, or a +4 morale bonus on grapple checks and checks made to resist being bull rushed or tripped
- *Feet:* *spiderclimb* as a sorcerer of your total character level for the duration of effect
- *Hands:* +2 morale bonus on the following skills which involve manual dexterity: Craft (any), Disable Device, Linguistics (forgery checks), Perform (any instrument), Use Magical Device

Phallic Spear Technique (Combat SU)

A hateful thought, and your penis bursts through your clothes, your very masculinity transformed into a dangerous edged weapon. You are an arcane practioner of *hentai no judo*, a demonic martial art that emphasizes terrifying physical transformation and extremes of sexual violence.

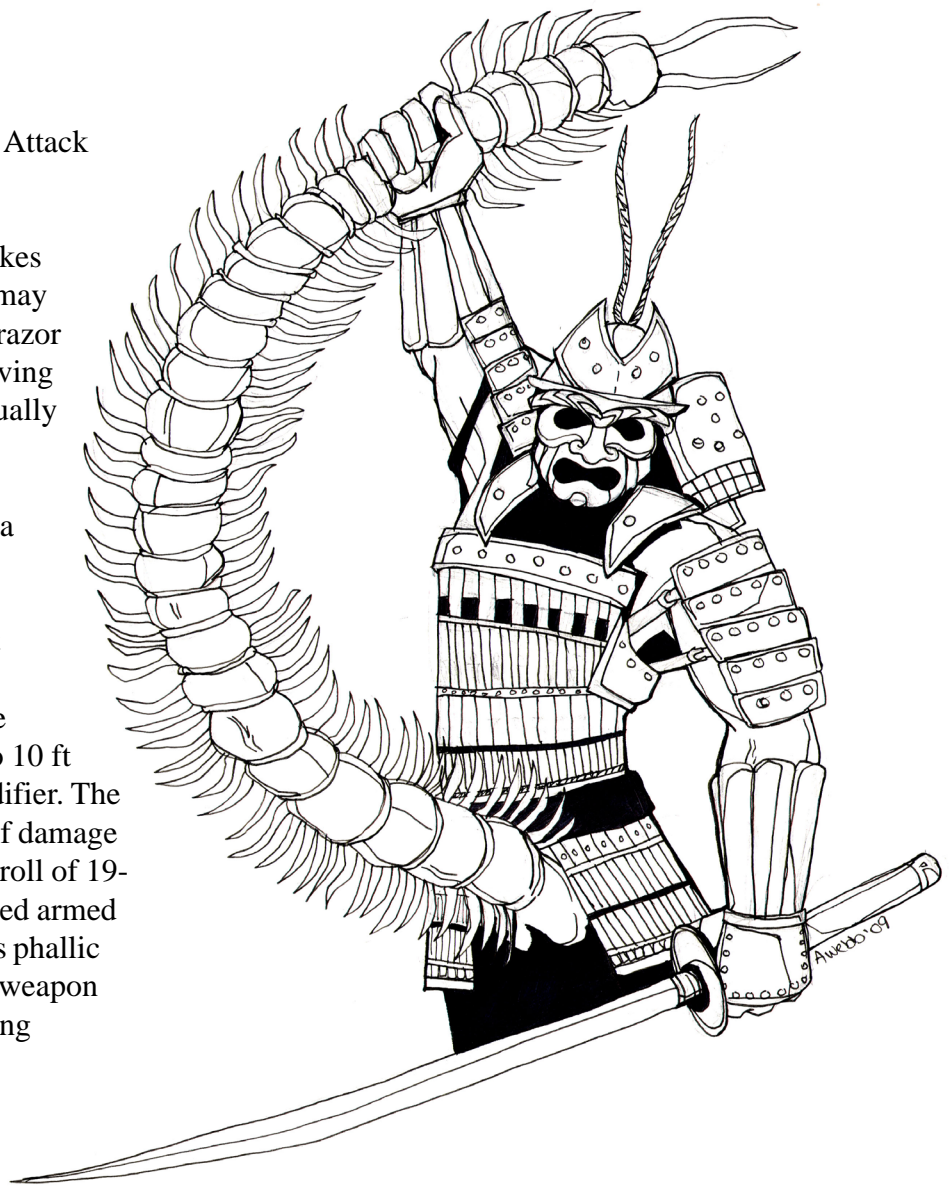
Prerequisites: Base Attack Bonus +5, male gender

Benefit: As a move equivalent action that provokes attacks of opportunity, you may transform your penis into a razor edged prehensile tendril, a living spear that can penetrate virtually any defense.

The combat penis is a reach weapon that can mystically grow or shrink to threaten enemies in adjacent squares, or can threaten opponents at a distance. The phallic spear can grow up to 10 ft per point of your CON modifier. The weapon inflicts 1d8 points of damage and threatens a critical on a roll of 19-20. You are always considered armed and proficient in its use. This phallic spear is considered a magic weapon for the purpose of overcoming damage reduction.

Your flexible, muscular combat penis grants you a +2 bonus to CMB checks. Unfortunately, if the attempt fails, an opponent can attempt to sunder the phallic spear in retaliation. The phallic spear has Hardness equal to your WIS modifier, and a number of Hit Points equal to your CON score.

If the Phallic Spear is severed, you lose the benefit of this feat for 48 hours, until your magically enhanced phallus regenerates, and suffer severe shock and blood loss. You must make a FORT save (DC 10 + the amount of damage dealt) or be nauseated for 2d6 rounds. Additionally, the wound bleeds severely, losing 1 HP per round until receive any amount of magical healing or receive a DC 15 Heal check.



Phallic Spear Mastery (Combat SU)

You have channeled your inner rage and hate, progressing deeper into the new martial art of *hentai no judo*, turning your already terrifying combat penis into a jagged scorpion's stinger capable of penetrating any defense.

Prerequisite: Phallic Spear Technique

Benefit: The wounds you inflict with your combat penis do not close. Your victims continue to bleed, losing 1 HP per round until they receive any amount of magical healing or a DC 15 Heal check.

Phallic Murder (Combat SU)

Your phallic spear is razor sharp and edged with lethal spines.

Prerequisite: Phallic Spear Technique

Benefit: Each time you select this feat, you can apply either a +1 enhancement bonus to

your Phallic Spear, or a magical ability (subject to game master approval) with a price equivalent to a +1 enhancement bonus.

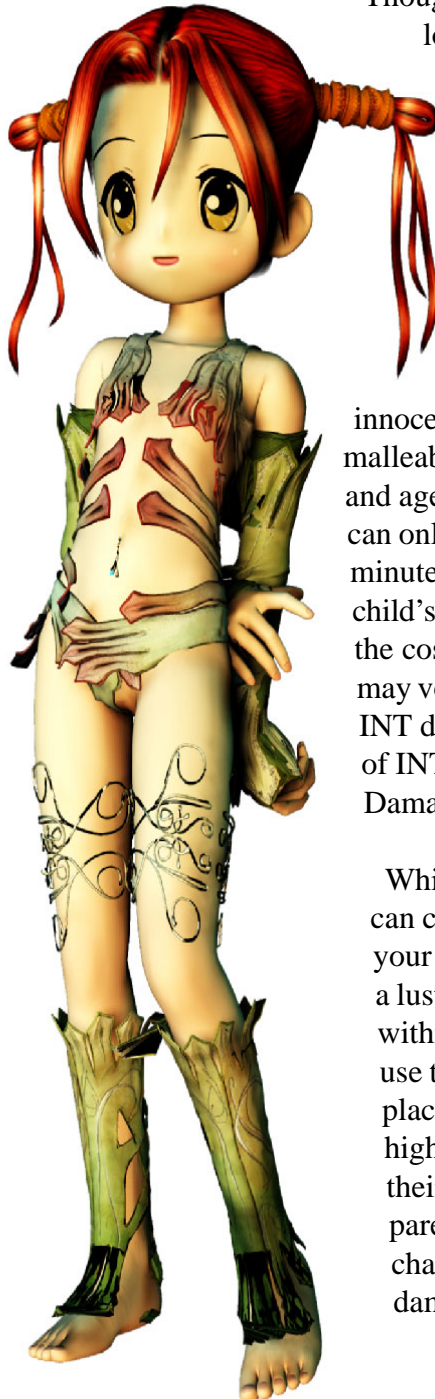
Pink Zone (General SU)

You radiate an aura of unbridled sexuality and porno-flick relationship logic, which unleashes chaotic and taboo lusts.

Prerequisites: CHA 13+, Charming Seducer Starting Talent

Benefit: Those within sight of you are much more likely to give into spontaneous sexual encounters, even those encounters which would normally be forbidden or taboo. You can easily convince a sentient NPC to have a sexual encounter if you can improve that NPC's attitude towards Friendly or better.

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



Playful Little Loli (General SU)

Your body is as slender and hairless as a little girl's, and you use your lithe, pure beauty to your advantage.

Prerequisite: Teasing Little Loli

Benefit: You resemble a young pre-teen, and know how to use your size to your advantage. You receive a +2 bonus to your CHA score, and a -2 penalty to your STR score. Though you remain your base size, you are treated as being one size category smaller, anytime doing so would benefit you.

Though Medium sized, you are the lowest end of height and weight norms, gaining a +1 size bonus to attack rolls and armor class, and a +4 size bonus on Size checks. You do not suffer a size penalty to your CMB or CMD.

Finally, your soul is innocent and fundamentally malleable, and you can take baby-play and age-play to a level other lovers can only dream of. With roughly a minute of concentration, you gain a child's playfulness and flexibility at the cost of your adult reason. You may voluntarily suffer temporary INT damage. For every three points of INT damage you suffer, you gain Damage Resistance 1/magic.

While suffering INT damage, you can choose any sentient creature as your 'mommy or daddy', enjoying a lustful crush upon them. When within 60 ft of your 'parent' you use their saving throw bonuses in place of your own, if they are higher, as you draw comfort from their presence. Once your play-parent is designated, you cannot change the role until your INT damage is fully healed. Your

chosen play-parent counts as an immediate family member for the purposes of incest-based magic, regardless of actual biological relationship.

Poison the Bowels (General SU/Metamagic)

You are an adept skatto-mage, and your mystic dominance over bodily waste allows you to inflict a painful, debilitating curse upon your enemies with just a thought.

Prerequisite: Wards of Filth

Benefit: Once per day per four character levels, you can take control over an opponent's bowels and use the filth you find there to poison their body. As a standard action, you make a ranged touch attack with a 30 ft maximum range. If successful, your target becomes *nauseated*. This condition remains in effect until the target moves his or her bowels, at which time the deadly secondary effect of the curse takes hold.

When your target attempts to shit, she suffers massive physical trauma, as her guts explode from the mystic pressure. Your target suffers 5d6 points of damage, and must attempt a FORT Save (DC 12 + your CON modifier) or suffer 1d6 points of permanent CON damage. A *remove curse* spell cast before the target shits ends the nausea and negates the secondary effect of this feat.

Special: This feat has no effect on creatures which do not need to eat nor defecate (such as constructs), do not have an animal-like metabolism (such as most plants) or are not alive.

Predator's Speed (Combat SU)

You like it when your prey runs. The faster and more graceful your prey, the better the chase, and the greater the thrill when you finally bring your victim down.

Prerequisite: Run, Nimble Moves, Base Attack Bonus +3

Benefit: By making a successful melee touch attack against any sentient humanoid or monstrous humanoid of the species and gender you are attracted to, you may steal away that enemy's speed and dexterity and add it to your

own. You may use this ability once per day per every +3 points of your base attack bonus.

Each time you touch the adversary, her base movement rates in all speeds are reduced by -10 ft, and she suffers a cumulative -1 penalty on REF Saves and DEX based skills. You gain an equal boost to your speed, REF Saves and DEX based skills, to a maximum of +100 ft / +10. This speed transfer lasts for one minute, after which your opponent regains her lost speed and the bonuses vanish.

Puzzle of Flesh (General SU)

With a grunt of effort, you can separate your limbs from your body, sending them on strange, perverse errands.

Prerequisite: Great Fortitude, Iron Will, Eerie Dexterity

Benefit: As a full round action, you may separate your limbs, even your skull and send them on errands on your behalf. You may split your body into any combination you can imagine, sending as many of your limbs as necessary to accomplish your mission. You may use this ability once per day.

Your limbs can range up to one mile from you. If they move or are taken farther a field than that, they simply become inert until you move within in range again. You may experience sensory input normally for the separated limb: see or hear through a separated eye or ear, experience touch through a limb, or taste through a separated tongue.

If you choose to send a vital organ out on a mission, and it is destroyed, you suffer the effects of losing that organ, possibly dying instantly if a heart or brain is severed. Your severed organs are treated as remote controlled extensions of your will and body. If targeted by a hostile effect, you save normally against the effect, regardless of the distance between you.

You may control one separated organ per point of your WIS modifier (minimum one separated organ), as a move-equivalent action. Uncontrolled organs simply wait, inert and immobile while your attention wanders. Many organs, which only have a rudimentary sense of touch, possess a limited form of blindsight, with a 5 ft radius, allowing them to navigate by touch, at least to a limited degree. A severed limb's or organ's speed is based upon its size. Severed limbs or organs have a +0 base attack bonus, and some have a slam attack based upon their size. Severed limbs cannot run or charge.

You may center any effect that emanates from your body on any of your severed organs. If you have sexually related feats or abilities, such as Phallic Spear Technique, you may use those abilities normally while bifurcated. You remain separated until you choose to reintegrate your organs. Reintegrating your organs is a full round action which provokes attacks of opportunity.

Rapist's Camaraderie (Combat)

You are a sexual predator and a coward, at your most dangerous when surrounded by other monsters who share your lusts.

Prerequisites: Base Attack Bonus +3, Male Gender

Benefit: While within 30 ft of any sentient male creature who has raped or seriously injured (removed at least half her total HP) any sentient female within the last 24 hours, you receive a +1 bonus on melee attack rolls, grapple checks and unarmed damage rolls against women. This bonus increases by +1 for every rapist within range, to a maximum +10 bonus.

Regenerative Womb (General SU)

Your womb is a nexus of magical power, able to give life to the dead, and bring change to those you bless with your touch.

Prerequisites: Moonwise, WIS 15+

Benefit: By spending at least 8 hours engaging in highly ritualized sex with a willing participant, or by anointing a dead body with your milk, blood or sexual secretions, you may

Body Component	Size	Natural Armor Class	Component HP	Slam Attack	Senses	Speed
Eye, Ear or Tongue	Fine	18 (+8 size)	1	-	Normal plus blindsight 5 ft	5 ft (crawling)
Full Head	Small	11 (+1 size)	1 per HD	-	Normal	5 ft (crawling)
Torso	Medium	10	½ base HP	-	Blindsight 5 ft	5 ft (crawling)
Arm	Small	11 (+1 size)	2 per HD	1d2 pts	Blindsight 5 ft	10 ft (crawling)
Leg	Medium	10	2 per HD	1d4 pts	Blindsight 5 ft	10 ft (crawling) or normal, if both legs are separated
Hand or Foot	Tiny	12 (+2 size)	1 per HD	1 pt	Blindsight 5 ft	5 ft (crawling)

cast any of the following spells as a cleric of your total character level. You may be healer, oracle or divine force of transformation at your choice: *Atonement, Break Enchantment, Hallow, Heal, Heroes Feast, Neutralize Poison, Regenerate, Reincarnate, Resurrection.*

Special: Only females can choose this feat.

Rebuilt by Lust (Combat SU)

Your bruised, broken and horribly scarred body is repaired and reenergized through sexual contact. Though it hurts you terribly, you know accepting a man into your damaged body is for the best.

Prerequisite: Broken Doll Starting Talent

Benefit: If you have a sexual encounter with a male while at below $\frac{1}{4}$ your maximum Hit Point total or while suffering from ability score damage or drain, your natural healing rate for both HP and ability score damage is tripled until you return to full health. During this healing period, any healing spells or psionic abilities used to benefit you have their numerical effects maximized.

Severed limbs and destroyed organs begin regenerating, usually rebuilding themselves completely within a week of the sexual encounter. If you have a sexual encounter with a male within 24 hours of suffering permanent ability score damage, you treat it as temporary ability score damage instead.

Scatological Armory (General SU)

You mastered an arcane fetish-spell long ago that turns your own stinking shit into armor. Now, you can spread this strange armor to those you touch, possibly giving them a taste for scat-play as well as a distinct tactical advantage.

Prerequisites: Cocoon of Filth

Benefit: When you activate your Cocoon of Filth feat, you may share the benefit of the feat with one other creature per five character levels, of size Large or smaller, that you are in direct physical contact with.

Serpentine Mane (General SU)

Your long hair writhes and moves with a life to its own, twining around opponents and always secretly working for your benefit.

Prerequisite: CHA 15+

Benefit: You have total psychic control over every strand of your hair. Your prehensile hair grants you a +2 bonus on your Combat Maneuver Bonus when grappling, and to your Combat Maneuver Defense, as well as Sleight of Hand and Escape Artist checks. If your hair is uncovered, you are always considered to have a 'hand free' for the purpose of what combat abilities you can bring to bear.

Limitation: If your hair is ever cut or burned, you lose the benefit of this feat until it regenerates back to full length, which requires 1d6+1 days.

Shit Rider (General SP)

You have mastered a filth and feces-based summoning ritual and can imbue your bodily wastes with a strange kind of fetishistic life. You know the secrets of creating a powerful, voracious predator from what oozes from your bowels.

Prerequisites: Cocoon of Filth, Spellcraft 4 ranks

Benefit: You know a secret ritual that allows you to summon an *Otyugh* (CR 4) from a ritual stage covered in your own bodily wastes. This disgusting ritual requires at least an hour, the sacrifice of strange oils prepared as an enema worth at least 50 GP and requires the caster to masturbate to orgasm in a pile of human waste, including his or her own. The waste then animates and congeals into an *Otyugh*.

The *Otyugh* serves you loyally to the best of its ability, though it is too stupid to follow anything other than the most rudimentary commands. The *Otyugh* remains in existence for 24 hours, or until the caster next bathes or cleanses. You may have only one summoned *Otyugh* in your service at any time.

Soaked With Lust (General SU)

Your arousal is obvious to everyone around you. Your slick, rich sexual fluids soak through clothes and pool around you. Your sexual odor is cloying and potent, like fine orchid perfume.

Prerequisite: CON 13+, Goopy Lubrication or similar starting talent

Benefit: At will, as a standard action, you can arouse yourself and allow an endless flood of sexual lubrication to flood your thighs and spread out around you. This pool of greasy fluid expands to cover a 30 ft radius around you, and moves with you as long as you choose to maintain the effect. You may end this effect at any time as a free action, in which case the lubrication puddles dry to nothingness after one more round.

This ability functions as *grease*, cast by a sorcerer of your total character level. While manifesting your lusty secretion, you gain a +10 circumstance bonus on Escape Artist checks and checks made to resist or escape a grapple or pin.

Drawback: Your potent sex-stink means any creature tracking you by scent receives a +4 bonus on Survival checks made to trail you.

Strengthening Orgy (General SU)

Prerequisite: Tantric Wisdom, Toughness

Benefit: By engaging in an hour long sexual act with multiple partners of either gender, you absorb the Tantric energy of your communal lust and transform it into raw physical power. You gain a cumulative +1 holy bonus to your STR score and a cumulative +5 ft improvement to all your base movement speeds per partner. You may receive a maximum +10 STR / +50 ft bonus with ten partners.

This enhancement lasts for a number of hours equal to your CON modifier once the sexual encounter ends.

Strength of the Bloodline (General SP)

The clan, the family, the bloodline is vital above all. The bonds of family love, both emotional and lustful unite your small, insular clan. Through your incestuous relationship breaks tradition and taboo, it gives you and your family of lovers incredible power.

Prerequisites: Tantric Wisdom, either any Incest starting talent or Bloodstrong Man race.

Benefit: Up to three times per day, you may engage in a sexual encounter with a member of your immediate family (child, parent or guardian, sibling), lasting at least one hour. The taboo sexual act provides great power, which you can call upon in a time of need.

The sexual act effectively casts either *Bear's Endurance*, *Bull's Strength* or *Cat's Grace* on both yourself and your sexual partner, who need not have this feat. This spell is cast as a sorcerer of the total character level of the most experienced partner. Both partners receive the benefit of the same spell-like ability, which is chosen when this feat is activated

This spell-effect lies dormant within both partners until needed, and remains dormant until 24 hours have passed, or either partner next sleeps. Triggering the stored spell effect is a free action, which can be preformed even on another creature's turn, allowing you an instant defense in the face of danger. You may also activate the spell effect immediately after failing any skill or ability check; if the ability boost raises the check result to a success, you succeed at the task. You choose which ability to enhance at the moment you activate the spell effect.

If the spell effect is not used prior to the end of its dormant period, the arcane energy dissipates harmlessly without effect.

Super Kawaii (General SU)

You are too adorable to kill, and even the most vicious oni would rather have you to play with rather than to kill outright.

Prerequisite: CHA 13+

Benefit: When unarmored or lightly armored and wearing at least moderately revealing clothes, you may add your CHA modifier as a luck bonus to your Armor Class.

Tantric Wisdom (General SU)

You have studied arcane sexual techniques and incorporated these erotic arts into your meditation. As a result, you have become both a more skilled lover and a more adept martial artist.

Prerequisites: WIS 15+, Spellcraft 1 rank

Benefit: By spending at least an hour enjoying sex with a partner, who need not have this feat, you may make a DC 20 Spellcraft check. If the check is successful, your mind clears and petty distractions vanish. You receive a +2 insight bonus on WILL saves, Perception checks and Craft (any) and Knowledge (religion) checks. This insight bonus lasts until you next sleep.

Additionally, your Tantric skills mean you can indulge in amazingly lengthy and varied experiences, and have full control over your fertility. You will not become pregnant or impregnate a woman unless you choose to do so.

Tentacled Myriad (General SP)

Semi tangible, magical tentacles, whose appearance is shaped by your most selfish sexual fantasy, burst from your body in search of willing (or unwilling) prey. Through sheer force of will, you conjure a limitless number of rubbery, rapacious tentacles, which seemingly burst from your body, passing seamlessly through clothes or armor, and even appearing from the earth, floor, or whatever surface is underfoot. The tentacles will even appear randomly out of pools of darkness or fog, or areas of dark water. Regardless of the tentacle's point of origin, you have a dull awareness of their actions, and can feel echoes of the sensations they enjoy as they grope victims.

Prerequisite: Spellcraft 5 ranks

Benefit: Once per day per four character levels, you can cast *Black Tentacles* as a spell-like ability, as cast by a 10th level sorcerer (or your arcane caster level, if greater). You can use this ability as a move equivalent action. If you have had a sexual encounter within the hour before using this ability, you can activate the Black Tentacles effect as a free action.

Truth of the Body (General SU)

Men and women may lie to each other, but they share an honesty beyond words during the act of love. You can taste the flavor of truth in a lover's intimate secretions.

Prerequisite: Sense Motive 1 rank

Benefit: By bringing any sentient creature to orgasm and sampling their sexual secretions, you gain insight into your lover's personality and motivations. You learn your lover's alignment as if by a first level divination effect, the creature's sexual preference, if any, and if the creature has lied to anyone within the previous 24 hours.

You receive a +4 insight bonus on all Sense Motive checks made against your lover for 24 hours after the sexual encounter.

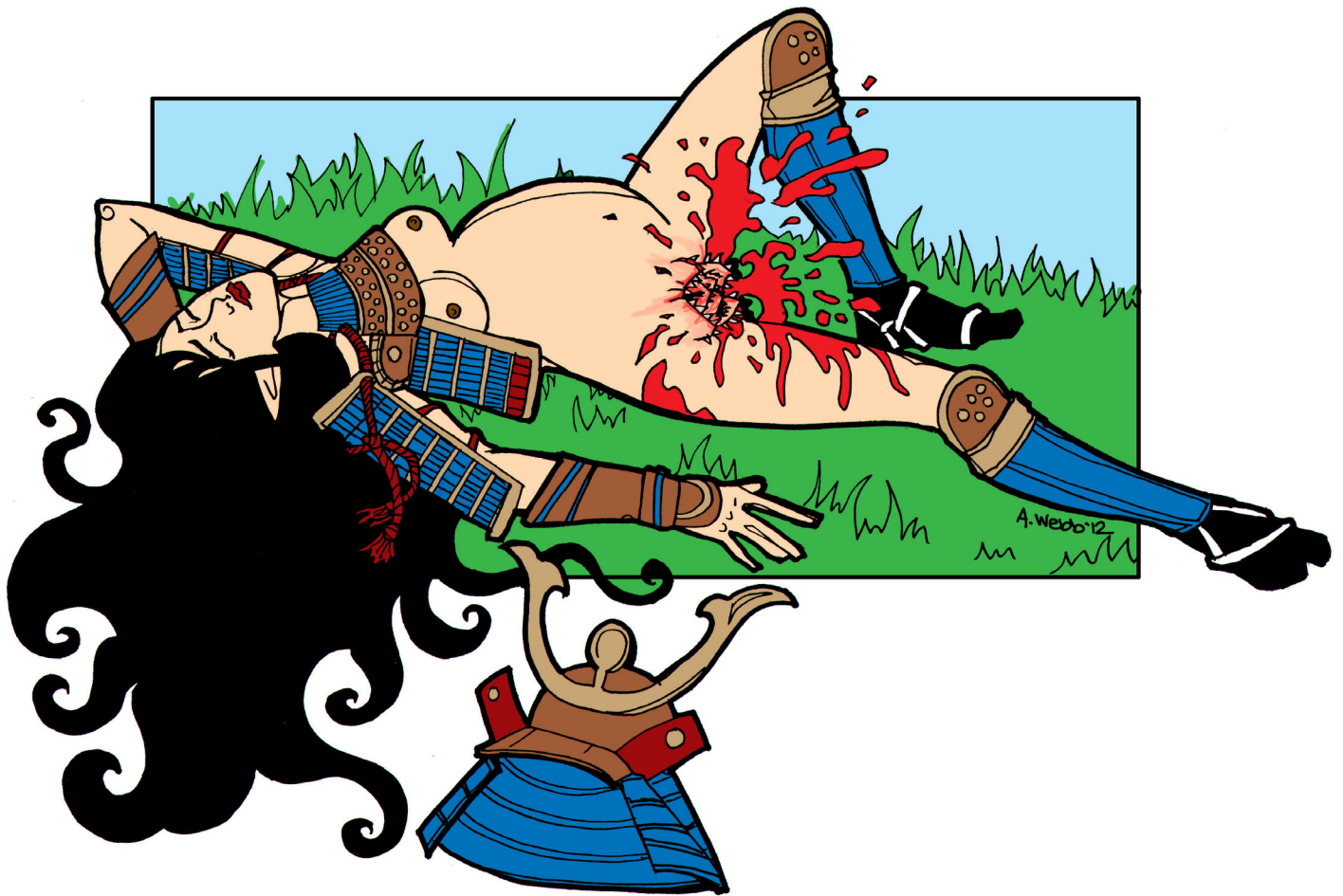
Except when dealing with the most virulent forms of disease, the amount of sexual fluid ingested is too small to transmit disease.

Unbirth (General SU)

Those trapped within your claustrophobic womb return to childhood, with all its weakness and powerlessness, eventually dissolving into bloody nonexistence.

Prerequisite: Vaginal Prison

Benefit: A victim swallowed whole by your vaginal prison begins to disintegrate and disincorporate, mentally and physically as he or she dies inside you. In addition to crushing pressure and acidic damage, each round the victim is trapped within you, he or she suffers a negative level.



By voluntarily suffering 1d3 points of temporary CON damage while an enemy is trapped in your vaginal prison, you can inflict an even more permanent disillusion on your adversary. Your victim must make a WILL Save (DC 16 + your WIS modifier). Success indicates that the victim suffers 1d2 points of permanent CON drain.

Failure indicates the victim moves to the beginning of the previous age category, immediately incurring the physical changes associated with aging. A creature de-aged past the Child category dies instantly and quickly devolves from baby to fetus to zygote to a mass of bloody, stillborn tissue.

Vaginal Prison (General SU)

Your vulva is an inescapable maw, capable of consuming your lovers whole when you finally tire of them. Trapped in a non-dimensional hell of contracting muscle and

boiling liquid, your prey's futile struggles for life only bring you orgasm after orgasm.

Prerequisites: Spellcraft 4 ranks, either the Gifts of Ecstasy feat, Half Demon Pussy starting talent or Futakuchi race.

Benefit: A number of times per day equal to 3 + your WIS modifier, you can transform your vagina into a strange Tessarect, a fold in space and time. If you have successfully pinned a foe your own size or smaller, you may elect to make a second CMB check, as though attempting to pin the opponent once again. If the check is successful, your vagina warps and stretches to impossible proportions, swelling your prey whole.

Once swallowed, the victim is shunted into a non-dimensional space within your body. While swallowed, the victim is considered grappled, but you are not. In addition, the victim suffers 1d4 points of bludgeoning damage plus 1d8 points of additional acid damage per round. The victim cannot break free through physical

effort, but may escape by casting any form of teleportation or dimensional travel magic, or by succeeding on a WILL save (DC 12 + your WIS modifier). A freed creature reappears prone and adjacent to you, in a random open square.

You can trap a creature in your vaginal prison for up to one round per character level. If the victim dies while swallowed, he or she is consumed completely, along with all non magical gear. If the victim is still alive when this enhancement ends, or if the victim breaks free with a successful WILL Save, you suffer 5d6 points of damage (FORT DC 18 half). You may choose to birth a swallowed creature at any time; any magical items swallowed can be vomited up at will also.

Special: Only females can select this feat.

Veins Full of Cum (General SU)

The semen you accepted into your body in search of its healing properties has seeped into your blood and marrow. Your blood has become the milky white substance of life itself, and you cannot die easily. Your cum-filled body always seems to heal itself as the sperm within your veins hardens into organic glue and melds torn tissues and severed arteries back together.

Prerequisite: Either Painted with Seed or Rebuilt by Lust

Benefit: If you are slain (reduced to -10 HP or fewer), your body begins rebuilding itself painfully. Regeneration begins automatically within 4d6 hours of your death, and you recover 1 HP per hour until you are restored to 1 HP, at which time you begin healing normally. You are unconscious and helpless until returned to 1 HP.

While in your healing coma, you automatically recover 1 HP for each male who ejaculates on your regenerating corpse, which can speed the healing process. If your body is damaged by fire or acid before the healing process is complete, you do not regenerate and can't return to life in this manner.

Each time you are restored to life in this manner, you must succeed at a FORT Save (DC 10 + the number of previous successful saves). Failure indicates you suffer 1d4 points of permanent INT drain from brain damage. Your INT score can't be dropped below 3 in this manner.

This feat is outclassed by the Blood Immortal alternate racial trait, another reason that trait is so potentially overpowered. However, Veins Full of Cum might be an attractive choice for characters who don't, or can't select Blood Immortal, or in campaigns where this alternate racial trait isn't allowed.

Wards of Filth (General SP/Metamagic)

Everything can be turned into an advantage, even the waste expelled from your body. You have mastered a secret runic language, which resembles but is distinctly different from known rune magic traditions. These strange sigils are known only to you and are potent only when painted by your hands, etched in your own fragrant and hideous shit.

Prerequisites: Craft (painting or calligraphy) 1 rank, Spellcraft 1 rank, ability to cast first level arcane or divine spells.

Benefit: A number of times per day equal to 3 + your CON modifier, you may use your bodily wastes to create an arcane barrier to protect yourself from harm. It requires at least 1d4 minutes to paint the warding circle of shit and urine.

The warding circle creates an invisible mystic barrier up to 60 ft in diameter that protects those inside from supernatural evil. Any non-good outsider, fey or undead wishing to enter the warded area must succeed at a DC 30 WILL Save to do so; if they fail, they are held at the barrier. No magical or supernatural effects caused by any of these creatures may pass the barrier.

The barrier remains in existence until the painted waste dries and flakes away, which requires an hour. Strong rain washes or running water washes the barrier away in one round. The barrier can also be broken by physically destroying the binding circle or wiping away the mystically infused shit and urine that composes it.

Alternatively, you may expend a daily use of Wards of Filth to duplicate the effects of either Hold Portal or Arcane Lock, which are cast at your total character level. Using this feat in this way is a full round action.

Womanly Ambrosia (General SU)

You may anoint the lips of your lovers with your potent womanly juices, sustaining and strengthening them.

Prerequisites: Moonwise, Tantric Wisdom

Benefit: Once per day, you may perform a ritualized sex act which emphasizes your pleasure and the flavor of your body, which requires an hour to complete. You may share this ritual with a maximum number of supplicants equal to 3 + your CON modifier.

Those tasting your juices in this manner are cured of all non-magical diseases, sicknesses, and nausea, becomes immune to poison for the next 12 hours, or until they next sleep. The supplicants also receive 1d8 bonus HP, plus an additional HP for two character levels you possess (maximum 1d8 + 10 temporary HP). These bonus HP last until the supplicant next rests or sleeps.

Those sharing the ritual receive a +1 morale bonus on melee attack rolls and WILL saves for the next 12 hours, or until they next sleep. During this time, your supplicants become immune to fear effects.

Special: Only females can select this feat.

Womanly Suffocation (General SU)

The flesh and fat of your breasts flows like wax, oozing over your lovers and entangled adversaries, crushing and suffocating them.

Benefit: A number of times per day equal to 3 + your CON modifier, you allow your flesh to flow like syrup, pouring over any creature you are grappling. Each time you activate your Womanly Suffocation ability, you retain the effects for a number of rounds equal to one plus your CON modifier (minimum two rounds).

Your amorphous, crushing flesh grants you a +10 profane bonus on all grapple check for the duration of the effect. If you manage to pin your opponent while grappling, your flesh constricts mercilessly, automatically dealing 1d6 + your STR modifier points of bludgeoning damage per round the grapple is maintained.

Special: Only females can select this feat.

Wombscrape (Combat SU)

You are one of the vilest and most dangerous practitioners of *hentai no judo*, and have transformed your reproductive tactics into deadly weapons. You can impregnate a woman through blood and pain, and can breathe out a stinking cloud of predatory semen.

Prerequisite: Phallic Spear Technique, Base Attack Bonus +9

Benefit: Any fertile human being who is wounded by your Phallic Spear Technique must succeed at a FORT Save (DC 8 + the damage inflicted) or become pregnant with your offspring. Alternatively, a woman who is pregnant with another man's offspring spontaneously miscarries on a failed save.

Once per day, you can exhale a deadly cloud of acidic semen, which creates a 30 ft cone of vapors. Males caught within the cloud of semen suffer 1d8 points of acid damage per point of your CON modifier, and may attempt a DC 15 FORT Save for half damage. Any females caught within the cloud must succeed at a DC 15 Fort Save or become pregnant/spontaneously abort, but do not suffer acid damage. The semen cloud remains in existence for 1d4 rounds; characters

within the acid cloud must make a new save each round of exposure.

Drawback: This feat cannot affect any character, male or female, which possesses the Tantric Wisdom feat.

Appendix: Other Character Building Options

Hentai is all about the strange, the horrific and the erotic and grotesque in equal measure. Two other Otherverse Games sourcebooks fit nicely into the Tatakama.

Fursona: The Definitive Guide to Creating Anthropomorphic Characters allows players to custom-build animalistic heroes and villains. Since much furry art is undeniably erotic, anthro heroes fit nicely into a hentai-inspired campaign.

Fursona IV: Fur of the Yokai is a supplement for Fursona custom written for the Tatakama. It includes new orders and abilities drawn from Japanese folklore, including the treacherous ghost dogs known as Inugami, the Namazu, a race of wantonly destructive catfish men, among others, as well as suggestions on using some of the animalistic races in this sourcebook as alternative orders. Buy it!

Accidents of Birth focuses on mutants, monsters and deformities. Mixing and matching elements from these two sourcebooks, especially if you include starting talents and hentai feats from this sourcebook, should allow you to build any creature ever seen in hentai, no matter how many deformed tentacle-cocks these things have.

Appendix: Historical Japan and the Tatakama

The Tatakama is a distorted reflection of Edo-period Japan. Its culture, people and monsters are all drawn from the folklore of the period- as re-interpreted by modern horror hentai and anime. Rather than recapitulating tons of historical data, I've concentrated on explaining the Tatakama through my descriptions of the creatures that call it home and the strange powers they can bring to bear. Players and gamemasters wanting a better historical foundation with which to build the Tatakama might look at the following sources, all of which are D20 and PFRPG compatible, and draw upon the same myths and legends as Black Tokyo for their genesis.

Ronin

Written by Jeremy Puckett, Highmoon Media Productions, 2008

This older D20 sourcebook is probably **the absolute best resource** currently published on historical Japan, and its myths. Packed with useful detail and an excellent overview of the nation's history and folklore, this sourcebook also includes a great bestiary and some new feats and new classes that nicely complement the material here.

Kaidan: A Japanese Ghost Story

Written by Jonathan McAnulty, Rite Publishing, upcoming

This upcoming campaign creates a fantastic, Japan-like setting that combines classic Japanese ghost tales with the first arrival of Westerners to the country.

The Jade Oath Campaign Setting

Written by Frank Carr, Rite Publishing, 2011

Also from Rite Publishing, this interlaced series of short PDFs each focuses on a different aspect of Japanese and Asian mythology, from demon hunting heroes to new player races like Bakemono, to new forms of magic.

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The Tatakama is a twilight world, a place between realms. Between life and death, between the worlds that mortals call home and the realms beyond where gods and demons dwell.

Races of the Tatakama is the first sourcebook specifically for the Tatakama Campaign Setting, and focuses exclusively on character creation. Inside, you'll find twelve new player races, Tatakama-specific alternate racial traits for the core races, seven cultural templates that define a character's social standing, dozens of starting talents and new feats.

Inspired in equal parts by ancient Japanese legends and the latest hentai available on P2P servers, the world of the Tatakama is like nothing else in gaming.

This erotic world is fully compatible with the 3.5 revision of the world's most popular role playing game, and the most popular, currently published revision of that legendary game system.