

Characters



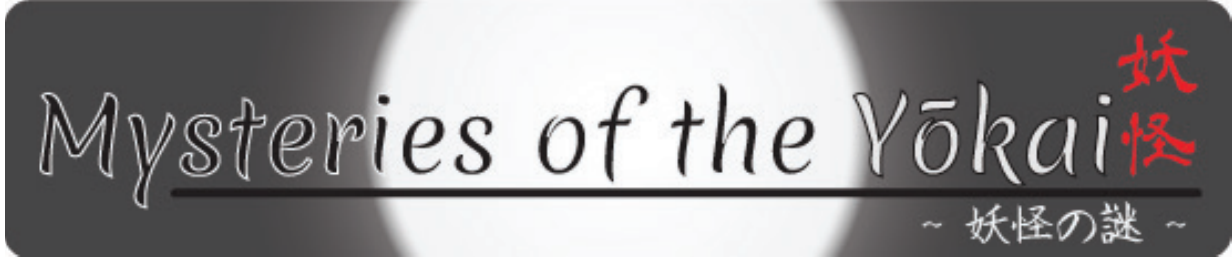


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WHAT IS MYSTERIES OF THE YOKAI?

Mysteries of the Yokai is a tabletop Role Playing Game set in alternate version of ancient Japan. In this world, the supernatural is very real, including the Yokai; a name given to enigmatic spirits, monsters, elementals and mythical animals. Yokai range from kind guardian spirits to dangerous mythical creatures.

Humanity is not helpless against the malicious side of the supernatural. Those with secret knowledge and strong will can harness Magic for their own use. Dedicated Martial Artists channel the power of Ki; the energy of life and the universe. Skilled warriors master the arts of the blade and travel the land, helping those without the means to help themselves. Clever investigators pull back the curtains on the secrets of the otherworldly. And Japan's young new Emperor has plans of his own, including reforming the Bureau of Spiritual Affairs.

WHAT IS A ROLE PLAYING GAME?

At the very basic level, a Role Playing Game (RPG) is any game where you act out the role of a character. Tabletop RPGs typically take the form of a group of people telling a story together with the aid of a set of rules.

Mysteries of the Yokai provides players with a rule system to explore stories set in a fantasy version of ancient Japan. Players create their own characters to explore the world with. One person acts as the Game Master, who helps set up the main story, plays the 'Non-player' characters, (NPCs) the group will encounter, and arbitrates the rules.

The main point of role playing and Mysteries of the Yokai is to have fun with your friends playing a game and experiencing the game's world together. If you find the rules or game causing problems, feel free to change the rules or make up your own.

PLAYERS IN MYSTERIES OF THE YOKAI

Each player creates their own character. This character will be that player's interface to the game world. Players choose how their character acts in the story and interacts with the other player's characters and the NPCs controlled by the Game Master.

Each character is built by spending a Resource called Potential on abilities. **New characters begin the game with 400 Potential to spend.** As you play the game, the Game Master will reward you with more Potential to spend after each adventure.

Your character can be anything you want. A wise sage, a noble samurai, a fast talking outlaw, even a Yokai! By spending your Potential on abilities you want, you can shape the things you can do in the story, but that's only part of what goes into a character. Creating and fleshing out your character's personality, history, motivations and habits helps you create a more realistic person to explore the world with, rather than just a set of numbers on a piece of paper.

You may wish to start by thinking about who you want to play as, coming up with goals and personality traits. You can also approach it from the opposite direction by choosing the abilities you find interesting and building the character around the skeleton the abilities provide. Listed later in the book are 5 example characters, along with a look at how they were created mechanically and why the players creating them made the choices they did.

You are free to choose any abilities you want, but you should talk to the Game Master to find out what kind of stories the group is likely to play. Some characters may be inappropriate for a particular story, or may find they have little to contribute to the story because their choice of skills aren't needed very often.

POTENTIAL

Characters spend Potential to increase their Attributes, Skills, and other Abilities.

New characters start with 400 Potential to spend.

Early Development Book

This book is a small introduction to Mysteries of the Yokai, specifically focused on creating characters. Additional books will be available covering further topics, such as the background of the world and the remaining mechanics required to play a full game.

All values and other content balance is currently in an early stage of development. We are actively looking for player's thoughts on the various rules for creating characters and the content available. Much more content will be in the full book than is provided here, but we're always happy to hear your thoughts on what would make the game better. Contact us at feedback@wardingcircle.com with your thoughts or suggestions on anything related to the game.

WHAT MAKES A CHARACTER?

Shown below is an example character, Hideki Kazato, the wandering Samurai. A full walk-through of Hideki's creation follows the introduction to abilities.

Attributes: There are 9 Attributes shared by all Characters in the game.

Character: Hideki Kazato Player: Richard

BODY		MIND		SOUL		POTENTIAL	
Strength	+3 60	Intelligence	+2 30	Zeal	+1 10	Remaining	6
Endurance	+3 60	Discipline	+2 30	Resolve	+1 10	Spent	394
Agility	+2 35	Perception	+1 10	Insight	+1 10	Total	400

ATTRIBUTE MODIFIERS

STR	DIS	INT	AGI	RES	INS
3	2	2	2	1	1

SKILLS		
Total Modifier	Potential	Assoc. Attribute
5	18	Animal Handling (+2) (END +3)
3	10	Diplomacy (+1) (DIS +2)
5	24	Intimidation (+2) (STR +3)
3	12	Leadership (+1) (DIS +2)
5	20	Survival (+2) (END +3)
3	12	Tactics (+1) (INT +2)
7	70	Weapon-Sig (+4) (STR +3)

OTHER ABILITIES

Fortune's Favor Check: $\frac{3}{3}$ FP $\frac{1}{1}$ KI Effects: $\frac{3}{3}$ Ki Refresh (once per battle or once per day, then it doesn't use up the one refresh)	Diligent Focus Check: $\frac{3}{3}$ FP $\frac{1}{1}$ KI Effects: $\frac{1}{1}$ Focus Refresh
Reinforcement Check: $\frac{3}{3}$ FP $\frac{1}{1}$ KI Effects: $\frac{1}{1}$ Ki Rally	Unyielding Check: $\frac{3}{3}$ FP $\frac{1}{1}$ KI Effects: $\frac{1}{1}$ Ki Morale Threshold

EQUIPMENT

Check: $\frac{3}{3}$ FP $\frac{1}{1}$ KI	Effects:
--	----------

COMBAT

THRESHOLD: 3 RALLY: 3

FOCUS REFRESH: 4

KI LIMIT: 11

ARMOR: Body Mind Soul

ACTIONS

Primary Attack (Such as Weapon Skill)

Weapons-Signature $\frac{3}{3}$ FP $\frac{1}{1}$ KI

Check: $\frac{3}{3}$ DG + STR(3) + 4

Rec. Defense: Agility, Acrobatics, Athletics, Stealth

Effects:

Primary Defense (Such as Acrobatics, Stealth or Weapons)

Weapons-Signature $\frac{3}{3}$ FP $\frac{2}{2}$ KI

Check: $\frac{3}{3}$ DG + STR(3) + 4

Rec. Against:

Effects:

Other Actions

1000 Strikes $\frac{3}{3}$ FP $\frac{2}{2}$ KI

Check: Use Weapon Skill

Effects: Damage +1 per every 2 Margin of Success instead of the normal 3

Check: $\frac{3}{3}$ FP $\frac{1}{1}$ KI

Effects:

Check: $\frac{3}{3}$ FP $\frac{1}{1}$ KI


Effects:


Skills: Players can choose which Skills their character is trained in.


Other Abilities: Besides Attributes and Skills, there are many other Abilities that characters can gain.

Combat Abilities: During conflicts, action and time are more carefully tracked, and characters have abilities they can use to defeat foes or help allies.

Mysteries of the Yokai has a large list of Abilities you can choose from, many of which are explained later in this book. You may want to build a specific type of character, such as a Samurai or Ninja, or something less common, such as a doctor that likes to fight, or a bookworm martial artist. By spending Potential on Attributes, Skills and Other Abilities you define what your character *can* do. During game play, you choose what your character *does* in the situations the GM describes to you.

 Attributes measure the abilities that all characters possess, like Strength or Intelligence. They are divided into Body, Mind and Soul.

 Skills are abilities a character has trained at, such as investigation or using weapons in combat. They also benefit from your Attributes.

 Katas are package deals that help you create traditional archetypes like warriors, sages, peasants, nobles, rogues, martial artists, etc.

ATTRIBUTES

Every character in *Mysteries of the Yokai* is measured in three broad categories. Body represents the physical world, the actual bodily make up of a character. Mind represents the thinking and planning abilities a character possesses. Soul represents the core of a being, their spirit or nature.

Each of the three categories is further broken down into 3 Attributes. These roughly track the character's effectiveness to do something (offense), resist something being done to them (defense), and the skill, speed, and grace by which they do those things (skill).

Body includes Strength, Agility, and Endurance, the physical makeup of a character's body. Mind includes Intelligence, Discipline, and Perception, use of the brain and applying knowledge and experience. Soul includes Zeal, Resolve, and Insight, the core that makes an individual distinct from others and personally drives them.

BODY

Strength

Strength measures the ability to apply physical force. Lifting, striking, and pushing are examples of things you can do with Strength. Strength is often used with Weapon skills, and is a good Attribute to invest in for warriors, martial artists, or those who rely on their body to achieve goals.

Endurance

Endurance measures how long and how well you can maintain physical activities. It also measures how healthy the body is and helps to resist illness, poison or the effects of too much *sake*. Endurance is a good attribute to invest in for anyone who wants to be active for long periods of time; from a rugged wilderness explorer to an elegant court dancer.

Agility

Agility measures the fine control the character has over their body. Having higher agility allows a character to perform complex activities, such as picking a lock or archery trick shots. Agility is often used with Weapon based skills, abilities commonly associated with rogues and thieves, and those in technical professions, such as mechanics or calligraphy.

MIND

Intelligence

Intelligence measures the ability to think, remember and apply logic. Intelligence helps many scholastic and technical skills, such as Investigation, Alchemy, and Lore. Characters that want to achieve their goals using their mind should invest in Intelligence.

Discipline

Discipline measures the ability to overcome challenges through force of will. Discipline lets a character resist bribery, distraction, and the negative effects of other character's skills like Manipulation and Intimidation. It can even be used to temporarily overcome the weaknesses of the body, enduring torture or continuing without food for days.

Perception

Perception measures how much of the world around the character is noticed, and how quickly. Perception applies when the character uses the five senses, as well as any 'otherworldly' senses they might possess. A martial artist's ability to see the aura of an opponent, an animal's sense of smell, and a trained bodyguard tasting poison in a gift of drink to the Emperor are all uses of Perception. Characters with high perception are also exceptional at processing and reacting to information as they perceive it; even a frail old sage may react with lightning speed because they are aware of the situation and ready to act before less perceptive characters.

Which Attribute to Use?

Sometimes more than one Attribute may be appropriate to the situation. For example, a character trying to resist exhaustion could use Endurance to resist the physical pain, or Discipline to mentally keep themselves from giving up.

Many Abilities throughout this book list standard uses for Attributes, but players should feel free to ask GMs if an alternate use is permitted in appropriate situations.

SOUL

Zeal

Zeal measures the strength of the soul when interacting with the world outside of oneself. It represents the force of spirit, conviction and the pressure that belief applies to the world through will. Zeal is often used for Magic or Ki abilities. Those with high Zeal are noticed, both by other people and the world itself. These impressions often linger even after the character has moved on.

Resolve

Resolve measures the ability of the soul to endure. Where Endurance resists the physical world, and Discipline resists weakness of mental focus, Resolve resists the temptations and challenges that threaten to change who a character is at their core. Resolve is also used to make 'the hard choices', and do what the character knows is right, deep down, in the face of doubt or confusion.

Insight

Insight measures the subconscious ability to choose actions and understand what is happening. Where Intelligence may be applied to carefully look at facts and deduce a logical answer with supporting evidence, Insight is the 'gut feeling' that pays off. Insight often comes from experience, those who are so used to doing something, they no longer have to stop and think about it. It can also come from being in touch with the world around you understanding what it is telling you; not in words or facts, but in feelings and courses of action.

INVESTING POTENTIAL IN ATTRIBUTES

By spending Potential on an Attribute, you can raise the Modifier it provides to Checks you make with that Attribute (see the section on Checks later in this book for more information). The total you have spent on an Attribute determines the modifier you receive. Each time you invest Potential into an Attribute, increase the running total on your character sheet, then look on the following table to find your modifier.

STARTING ATTRIBUTES

Player Characters are the heroes and extraordinary inhabitants of Japan. To represent this, all Characters start with 10 Points of Potential invested in each Attribute, giving all PCs a +1 to each Attribute Modifier. This Potential does not count against the 400 that new characters begin with.

ATTRIBUTE MODIFIERS

Potential Spent	10	30	60	100	150	210
Modifier	+1	+2	+3	+4	+5	+6



SKILLS

Skills represent the things a Character has trained to do. Like Attributes, Skills provide modifiers to Checks your character makes. By spending Potential, you increase the Modifier when performing that skill. Skills, however, have an Associated Attribute, chosen from a list of available options for that Skill (see the Skill list later in this chapter for Associated Skill choices for each Skill). Make this choice once, the first time you invest Potential in a skill. When you make a Skill check during play, you add both your Skill Modifier, and the Attribute Modifier of the Associated Attribute.

Shown below is the Investigation Skill from the Skills list later in the book, with a diagram to what makes up a skill. Players invest Potential in their character's skills, which provide a set of uses in the game once you have spent enough Potential to receive the first bonus listed. All skills allow you to make Checks to perform actions related to that skill; a character with the Investigation skill could use it to question witnesses, search for clues at the scene of a mystery, or deduce the motive of a potential suspect. Most skills also provide additional uses beyond simple Checks. In the case of Investigation, it provides you with an Action that can be taken in Combat.

Associated Attribute choices

INVESTIGATION [INS] [INT] [PER]

Description: Using careful observation, deductive reasoning, and the occasional gut feeling, you can find out the truth, or at least move closer to understanding what actually happened. This skill allows the character to gain information about a situation, location or person by studying related points of information (aka 'clues').

Rules: Your character can use this skill to gain information in any situation they have time to examine in depth. A successful Check with this skill provides the player with the information the GM thinks the character would be able to learn from the situation.

The character can also use the following Action in Combat.

Action Type: Full
Cost: 1+ Focus Point
Effects: Make an Opposed check against the target to find a weakness, using this skill for your Check. The opponent's skill or ability used for their check is based on the kind of weakness you are trying to find (for example, finding Body Weakness could be opposed by Weapon skills, while finding Mind Weakness might be opposed by Deception or Resolve. If you win the Check, the target's Armor of the chosen type is lowered by 1 point (minimum 0). You can use this ability multiple times, and the effects stack, but if the target ever wins the Check, all penalties are removed and you must start over. You may increase your Check by +1 for every 2 Focus Points you spend in addition to the cost.

Potential:	11	22	44	77	121	176	242	319
Modifier:	+1	+2	+3	+4	+5	+6	+7	+8

Skill Modifier based on Potential Spent

Description: Describes the skill and common uses.

Rules: How to use the Skill while playing.

Actions: Some skills provide Actions that can be taken in Combat. They will be listed in a box like this.

KATAS

A Kata is a package deal that rewards a character for dedicated training in a well established field of study. When you purchase a Kata, you pay the required amount of Potential, then add the listed Potential values inside the Kata to your character.

DETECTIVE

Attributes

INTELLIGENCE	5
PERCEPTION	10

Skills

BARGAINING	5
EMPATHY	8
INVESTIGATION	15

Kata Cost

39 Potential

The example above shows the Detective Kata, which focuses on investigations and interacting with witnesses and suspects. It provides a total of 43 Potential in Abilities, but only costs 39. When making your character, you would note that you had spent 39 of your 400, then add the listed values to your Attributes and Skills.

Katas are meant to give bonuses to characters who focus on specific paths of advancement. They allow you to end up having more than 400 total Potential, but somewhat restrict where that Potential goes. If you choose not to use Katas, you will have more freedom to take additional abilities, but your total overall number of Potential will be slightly less than someone who takes mostly Katas. You can freely mix Katas with spending Potential on specific Attributes, Skills, or other Abilities.

BUILDING A CHARACTER WITH POTENTIAL

When you create a new character in *Mysteries of the Yokai*, you have a certain number of Potential to spend. This is usually 400, but a GM running a game focused on higher power characters may allocate more Potential to spend. Remember that all PCs begin with 10 free Potential in each Attribute that does not count against their starting Potential.

Consider the kind of character you want to play and look through the Skills and Other Abilities section later in this book. You may want to start by spending Potential on your Attributes, because they tend to influence most other abilities, particularly Skills. Conversely, you may want to choose skills first so that you know which Attributes you associate most with Skills.

Katas give you more Potential among your abilities than the cost of the Kata, so it can be helpful to keep a running total of the Potential spent separate from the values on your character sheet.

On the following pages you will find an example of character creation, stepping through how the players spent their Potential.

EXAMPLE CHARACTER: HIDEKI KAZATO

WANDERING SAMURAI

Hideki is being created by Richard, who wants to base his character on the concept of a “Wandering Samurai Hero”. Richard has decided that Hideki’s two main goals in life are to help the innocents of Japan who face danger in this time of change, and to escape the shadow of the Kazato clan. Hideki is a master swordsman, but the Kazato nobles are known for being expert statesmen and diplomats. Hideki is more concerned with stamping out evil than appeasing the fragile ego of diplomats or settling the petty squabbles of lower nobility. Richard feels Hideki’s glory will be found protecting the helpless of Japan, not in the halls of his family’s estate.

Richard decides to take the Samurai Kata twice, since it is central to his concept of Hideki.

He also thinks that Hideki is really focused on combat; not only is he trying to outshine his family, but he has learned through his travels that many dangers to the innocents of Japan need to be discouraged with the blade. Because of that, he takes the Duelist Kata 3 times to boost his Agility, Strength and Signature Weapon - Noble blade.

SAMURAI

Attributes

AGILITY 5

DISCIPLINE 10

INTELLIGENCE 5

STRENGTH 10

Skills

INTIMIDATION 6

LEADERSHIP 6

TACTICS 6

WEAPONS - SIGNATURE 20

Other Abilities

COMBAT PROWESS 10

Kata Cost 70 Potential

DUELIST

Attributes

AGILITY 5

STRENGTH 5

Skills

WEAPONS - CHOOSE 1 10

Kata Cost 18 Potential

After taking these Katas, Richard has spent a total of 194 Potential on Hideki, and as the following Potential invested in the listed Attributes, Skills and other Abilities (including the free 10 Potential for attributes).

Ability	Modifier	Potential		Modifier	Potential
Agility	☯+ 2 ☯	35	Intimidation	☯+ 1 ☯	12
Discipline	☯+ 2 ☯	30	Leadership	☯+ 1 ☯	12
Intelligence	☯+ 1 ☯	20	Tactics	☯+ 1 ☯	12
Strength	☯+ 2 ☯	45	Weapons - Signature	☯+ 4 ☯	70
			Combat Prowess	☯	20

The Samurai Kata has provided Richard with 20 points of Potential to spend on 'Combat Prowess', a set of Other Abilities listed in the Abilities section. Most of these abilities relate to actions that can be taken in Combat. Combat is explained in depth in the Conflicts section.

After reading through the choices in Combat Prowess, Richard feels that Diligent Focus, Reinforcement, and Unyielding all fit his character concept. He spends his 20 Potential from Katas on Unyielding, giving him a +1 Morale Threshold, which lets him stay in battle longer. He then spends 25 Potential on Diligent Focus, giving him an additional Focus Point. Focus Points are used to take actions in Combat, so Hideki will be able to do more to help his allies or attack enemies. Finally, he spends 15 Potential on Reinforcement, which increases his Rally value. Even if Hideki is forced out of combat, he will Rally faster, returning to aid his comrades. Richard has spent an additional 40 on these abilities, and a total of 234 of his 400 starting Potential.

DILIGENT FOCUS

Tracking every variable in battle, you are able to act when the need arise.

This Ability increases your Focus Refresh value.

Potential Spent	25	55	95
Focus Refresh	+1	+2	+3

Cost: _____ Varies

Reinforcement

Being driven from the field is not the end of your story. You tend to return right when your friends need you the most.

This Ability reduces the level the Enemy Morale must be pushed to in order for you to Rally.

Potential Spent	15	30	50	70
Rally number	-1	-2	-3	-4

Cost: _____ Varies

Unyielding

As long as you can still fight, you refuse to be driven from battle.

This Ability increases your personal Morale Threshold.

Potential Spent	20	50	90	140
Morale Threshold	+1	+2	+3	+4

Cost: _____ Varies

(Combat Prowess Abilities, and other Abilities besides Attributes and Skills, are found in the Abilities lists later in this chapter. Many of these abilities affect combat, skill checks, or other subjects covered in the Conflicts chapter of the rules).

Richard now looks at Hideki's Attributes. Looking at the Attribute Modifier chart on page 3, he sees that both Agility and Discipline receive +2 Modifiers because he has spent at least 30 Potential on them. Hideki's Intelligence Modifier is only +1, because he has spent 20. Richard could spend another 10 to reach a +2, but decides to wait and see how many Potential he spends on other things first. He has 45 points in Strength, so he spends another 15 to reach 60, giving him a +3 Modifier to Strength rolls, and adding a +3 to any Skills associated with Strength.

Looking over his skills, he sees he has a +1 Modifier in Intimidation, Leadership and Tactics, from taking the Samurai Package twice. He decides that Hideki is probably more intimidating, especially to the forces of evil in the world, and spends another 12 Potential to receive a +2 Modifier for the skill. Looking at the available Attribute associations for Intimidation, he chooses Strength, because it is the highest attribute he has, and because he thinks Hideki will intimidate mostly through his physical presence, rather than Intelligence or Zeal. He has a +2 Modifier to Intimidation and a +3 Modifier to Strength, so when Hideki makes Intimidation Checks (see Conflicts chapter) he rolls the dice and adds +5 to the result.

5 Intimidation 2.4 +2 (STR + 3)

Richard fills in the details for his Intimidation Skill on the character sheet.

Richard always pictures Hideki riding a trained and powerful warhorse. Not only does it fit his station, but with all the traveling Hideki does, he needs a fast way to travel that won't leave him exhausted when he arrives on the scene. He decides to spend 18 points on Animal Handling and Associate it with Endurance, giving him a +3 total Modifier to ride and control his mount.

Even though Hideki is not as talented at politics as his family, he's still a noble, so Richard spends 10 Potential on Diplomacy, figuring it might come in handy when dealing with the various people and situations he will encounter. He associates it with Discipline; he approaches negotiations with a cool head, rather than a logical appeal (Intelligence) or a fiery cause (Zeal). This gives him a total Modifier of +3 to Diplomacy checks.

For the last skill Richard wants, he takes Survival. Hideki is no sheltered clan heir; he travels the world, and should be able to survive in any harsh environment. Thinking about it, Hideki has no Potential spent on Endurance yet, which Richard feels should be very important. He spends 20 Potential on Survival and 50 Potential on Endurance, which brings it up to a +3 Modifier. This makes his Survival Modifier a +5, and also increases his Animal Handling total to +5.

Seeing that his Tactics skill must be associated with Intelligence, Richard spends the 10 potential to raise the Intelligence Modifier to +2, giving him a +3 to Tactics checks.

The total cost of the previous Attribute and Skill changes is 135, so Richard has spent 369 total Potential, and is nearly done. Looking over the other Abilities section, he finishes with Fortune's Favor, which lets him re-roll once per scene, and Thousand Strikes, an ability that makes his weapon attacks more effective by using Ki (Ki is explained in the Conflicts chapter).

Richard has spent 394 Potential, and saves the remaining 6 for use after play has started. As he adventures, Hideki will gain more Potential from the GM for the actions the party takes in the story.

Hideki's full character sheet can be found at the end of this chapter. In total, after spending Potential as listed above, Hideki has the following Attribute and Skill Modifiers. He also has several Combat abilities.

FORTUNE'S FAVOR

You are favored by spirits of luck, or perhaps the universe itself.

Special: When you purchase this ability, permanently reduce your Ki Limit by 1.

Effect: Once per scene or combat, you may re-roll any roll. If all the dice rolled in this manner are a '6' (before any modification), this does not count as using your reroll for the scene.

Cost 5 Potential

1000 STRIKES

You attack with the speed of a whirlwind.

When you make an Attack action with any Weapons skill, you can choose to use the following ability (before you make your Attack Check roll) in addition to the Attack.

1000 Strikes
 Action Type: Special
 Cost: 2 Ki
 Special: If you succeed at the Attack Check, you do an additional Tide damage for every 2 points of Margin of Success, instead of 3.

Cost 20 Potential

Hideki's Final Attributes and Skills

Ability	Modifier	Potential		Modifier	Potential
Agility	+ 2	35	Animal Handling	+ 2	18
Discipline	+ 2	30	Diplomacy	+ 1	10
Endurance	+ 3	60	Intimidation	+ 2	24
Intelligence	+ 2	30	Leadership	+ 1	12
Strength	+ 3	60	Survival	+ 2	20
			Tactics	+ 1	12
			Weapons - Signature	+ 4	70

CHARACTER SHEET: HIDEKI KAZATO

Character: Hideki Kazato

Player: Richard

BODY		MIND		SOUL		POTENTIAL	
Strength	+3 60	Intelligence	+2 30	Zeal	+1 10	Remaining	6
Endurance	+3 60	Discipline	+2 30	Resolve	+1 10	Spent	394
Agility	+2 35	Perception	+1 10	Insight	+1 10	Total	400

ATTRIBUTE MODIFIERS	Potential	10	30	60	100	150	210
	Spent	+1	+2	+3	+4	+5	+6
	Modifier						

SKILLS			
Total Modifier	Potential	Modifier	Assoc. Attribute
5	Animal Handling	18	+2 (END + 3)
3	Diplomacy	10	+1 (DIS + 2)
5	Intimidation	24	+2 (STR + 3)
3	Leadership	12	+1 (DIS + 2)
5	Survival	20	+2 (END + 3)
3	Tactics	12	+1 (INT + 2)
7	Weapon-Sig	70	+4 (STR + 3)
			+ () + ()
			+ () + ()

OTHER ABILITIES	
<p>Fortune's Favor</p> <p>Check: _____ Cost FP _____ Ki _____ -1 Ki</p> <p>Effects: Re-roll once per battle or scene if all dice are 6, then it doesn't use up the one re-roll</p>	<p>Diligent Focus</p> <p>Check: _____ Cost FP _____ Ki _____</p> <p>Effects: +1 Focus Refresh</p>
<p>Reinforcement</p> <p>Check: _____ Cost FP _____ Ki _____</p> <p>Effects: -1 to Rally</p>	<p>unyielding</p> <p>Check: _____ Cost FP _____ Ki _____</p> <p>Effects: +1 to Morale Threshold</p>

EQUIPMENT

COMBAT	
THRESHOLD	3
RALLY	3
FOCUS REFRESH	4
KI LIMIT	11
ARMOR	Body <input type="checkbox"/> Mind <input type="checkbox"/> Soul <input type="checkbox"/>

ACTIONS	
Primary Attack (Such as Weapon Skill)	
<p>Weapons-Signature</p> <p>Check: $3DG + STR(3) + 4$ Cost FP _____ Ki _____</p> <p>Rec. Defense: Agility, Acrobatics, Athletics, Stealth</p> <p>Effects: _____</p>	<p>FP _____ Ki _____</p>
Primary Defense (Such as Acrobatics, Stealth or Weapons)	
<p>Weapons-Signature</p> <p>Check: $3DG + STR(3) + 4$ Cost FP _____ Ki _____</p> <p>Rec. Against: _____</p> <p>Effects: _____</p>	<p>FP _____ Ki _____</p>
Other Actions	
<p>1000 Strikes</p> <p>Check: Use Weapon Skill Cost FP _____ Ki _____ +2</p> <p>Effects: Damage +1 per every 2 Margin of Success instead of the normal 3.</p>	<p>FP _____ Ki _____</p>
<p>Check: _____ Cost FP _____ Ki _____</p> <p>Effects: _____</p>	<p>FP _____ Ki _____</p>
<p>Check: _____ Cost FP _____ Ki _____</p> <p>Effects: _____</p>	<p>FP _____ Ki _____</p>

Mysteries of the Yōkai 妖怪 Character Sheet
~ 妖怪の謎 ~

Character Ability Lists

CHARACTERS

ABILITY LISTS



Skills

Skills are a category of Character Abilities that let the character perform activities in the game related to that skill. For example, the Investigation Skill lets a character that possesses it find clues by examining a location, question other characters for information, and deduce possible motives or plans.

Since skill descriptions are limited, but the imagination and choices of players are not, GMs and players are encouraged to use existing skills when a player wants to do something that isn't covered explicitly.

Buying Skills

Skills are purchased for a character by spending Potential on them. The total Potential spent so far on a Skill determines the Modifier that skill provides. Unlike Attributes, each Skill has its own costs to achieve different Modifiers. A character needs at least a +1 Modifier to be considered trained in a skill. Sometimes the GM may allow characters to use skills they are not trained in, in which case the character makes the check using the Associated Attribute (see below) Modifier only.

Using Skills

In general, when a player wants to use their character's skills, they will either make a Check (see below and the Conflict Chapter for more information), or use the specific Actions or additional rules listed in a skill. Making an attack in combat is a specific use of one of the Weapon skills, picking someone's pocket is a Check made with the Vice skill, riding a horse or teaching a dog tricks are Checks against a difficulty number using the Animal Handling skill, and so on.

Checks

Checks are covered in greater detail in the Conflicts section, but for now, here are the basics.

Rolling a Check

When you are required to make a check, you will roll 3 standard six-sided dice (see note about dice on the side of this page), total the result, and modify the dice roll by any game modifiers that apply. Skill Checks are always modified by the particular Modifier you have in that Skill, as well as the Modifier for the Associated Attribute (see below). Checks may also be modified by the situation the character is in, or the abilities of other Characters that are assisting or opposing a character.

Associated Attributes

When you first purchase a Skill with Potential, you must choose one Attribute to associate with the Skill, from a list at the top right corner of the Skill entry. Whenever you make Checks using a skill, you always add the Modifier of the Associated Attribute to your dice roll, as well as the Modifier for that skill.

Alternate Attribute Choices

Sometimes, you may be creating a character with a different way of doing something. In this case, it doesn't always make sense to choose one of the available Associated Attributes. A player can discuss specific alternates for their character with the GM, if the GM approves, a player can choose an Attribute not listed for a skill.

Example: A player wants to take Botany, which is normally associated with Discipline or Intelligence. The player describes the character's process to the GM, explaining that the character tends to plants by speaking to their 'souls', understanding what the plants need to thrive. The GM agrees to let the player associate Botany with Zeal or Insight to represent this.

Determining Success

To determine whether a character succeeds at their intentions when using a skill, you compare the total Check result to a number, either an Opposed Check when another character is actively opposing you, or a Difficulty, when no other character is. For Opposed Checks, both sides have all characters involved roll a Check, and the side with the highest result succeeds. For Checks against a Difficulty number, any check that rolls equal to or higher than that number succeed.

Example 1: Hideki wants to impress a group of bandits by using his weapon to cut clean through a nearby tree. The GM tells Richard to make a Weapons Check against Difficulty of 16. Richard rolls 3D6 and adds his Weapons - Signature modifier (+4) and the Associated Attribute, Strength, Modifier (+3). Richard rolls a total of '12' on the dice and adds +7 to that, for a total Check of 19. He succeeds in slicing clean through the tree, impressing the bandits.

Example 2: The bandit's leader remains unimpressed, and challenges Hideki to a duel. The bandit makes an attack on Hideki, which is an Opposed Check. The bandit rolls 3D6 and adds his Weapon Modifier + Associated Attribute, Hideki does the same for his defense. If the bandit rolls a higher total for his Check, he has hit Hideki, if not, Hideki dodges or deflects the attack.

DICE

It is common in gaming to refer to dice with the abbreviation D, followed by the number of sides on the die or dice to be rolled. For example, 'D6' is a six-sided die. Adding a number in front of these abbreviations means to roll that many dice; 3D6 means to roll 3 six-sided dice.

D3?

Some situations or abilities in Mysteries of the Yokai require you to roll a 'D3'. In this case, roll a standard D6 and halve the result, rounding up. Or, in other words

- 1-2: 1
- 3-4: 2
- 5-6: 3

ACROBATICS

[AGI] [STR]

Description: *By leaping, flipping, or otherwise moving your body in quick and controlled motions, you are able to avoid attacks, walk precarious beams, or move your body in dangerous situations.*

Rules: Acrobatics can be used to make Checks to keep the Character upright, stable, or otherwise in control of their body in difficult situations, such as a rough sea voyage or walking across a high-wire.

The character can also use the following Action in Combat.

Action Type: Simple, Defense

Recommended Against: Any attack the user is aware of that would affect their body, such as: Weapon attacks, magic spells with visible attacks that affect the body, or terrain dangers such as falling rocks.

Cost: 1 Focus Point

Defense Roll: 3D6 + Agility Bonus + Skill Bonus

Potential:	12	24	48	84	132	192	264	348
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

ALCHEMY

[INT]

Description: *This skill represents the knowledge and practices used to mix chemicals and magical reagents to create potions, poisons, and other useful substances.*

Rules: This skill requires the user to have the correct materials for whatever they are trying to create. GMs may wish to use the Craft skill rules when players create any kind of potion or other item that can be held on to and used later. This skill can also be used in place of a Lore check when trying to identify a substance or its components.

Potential:	10	20	40	70	110	160	220	290
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

ANIMAL HANDLING

[END] [RES] [ZEA]

Description: *Animals require a different approach than humans, though it is not unheard of for animals in the world of Mysteries of the Yokai to exhibit human-like behavior or quirks. This skill represents how well you can interact with animals, take care of them, or train and work with them.*

Rules: This skill provides several actions that can be used with any animals, or other creatures with animal-level intelligence. In general, it will not work on sentient creatures, even if they closely resemble their mundane relatives in nature. For example, this skill works on normal Foxes, but not Kitsune.

This skill can be used to make Checks against animals to calm them, or direct them if they are already friendly. Hostile animals, or animals who are directed to do something dangerous or against their will can oppose this Check with Discipline or Resolve.

An animal friendly to this character can be taught to do tricks, or otherwise shown how to perform actions it could not normally learn naturally. The character makes an Animal Handling Check assisted by the animal's Intelligence Check, against a difficulty set by the GM. Easy tricks, such as fetch or guard are likely to be Difficulty: 14 or 15, while complex tricks or ones that require additional skills (such as teaching an animal to hold lock-picks in its mouth before teaching it to pick a lock) are likely to be difficulty 18-20. An animal can usually learn a number of tricks equal to twice it's Intelligence Modifier, after that it will begin to forget the tricks it uses less often when taught new ones.

This skill covers the riding of animals. Characters with this skill are able to ride any trained animal with no skill Check required under normal situations. Checks may be required by the GM when pushing the animal beyond it's normal endurance, or to stay mounted during combat.

Characters who have Medicine, Lore/Profession: Doctor or similar skills may also use those skills on Animals if they possess this skill (using the Modifier for that skill, not the modifier for Animal Handling).

Potential:	9	18	36	63	99	144	198	261
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

APPRAISE

[INT] [PER]

Description: This skill allows your character to examine objects, places or people and gain a good measure of their abilities, qualities/quantities, or intentions. Examples include a merchant using the skill to analyze the value of goods, a General finding weaknesses in enemy deployment, or a shrewd observer learning the intentions of a speaker in a social situation.

Rules: This skill can be used to find out general information on the target, depending on what the skill is used on and what the character is trying to learn. For example, Appraise could be used to determine the value of a piece of jewelry, or what stones it is made up of. When used on a person, the character may be looking to know if the target is healthy, what region they are from, or what style of martial arts they are performing. This will be an opposed check if the target is attempting to conceal information, usually against the target's Deception skill, or the skill relevant to the information the user of this skill wants. When the target is not resisting, this is a Check against a difficulty determined by the GM, based on the information being gathered.

The character can also use the following Action in Combat.

Action Type: Full
Cost: 1+ Focus Point
Effects: Make an Opposed check against the target to find a weakness, using this skill for your Check. The opponent's skill or ability used for their check is based on the kind of weakness you are trying to find (for example, finding Body Weakness could be opposed by Weapon skills, while finding Mind Weakness might be opposed by Deception or Resolve. If you win the Check, the target's Armor of the chosen type is lowered by 1 point (minimum 0). You can use this ability multiple times, and the effects stack, but if the target ever wins the Check, all penalties are removed and you must start over.
 You may increase your Check by +1 for every 2 Focus Points you spend in addition to the cost.

Potential:	11	22	44	77	121	176	242	319
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

ATHLETICS

[END] [STR]

Description: Athletics represents the ability to perform well in physical activity, and to maintain those activities for extended periods without suffering a decline in performance. While Strength determines your ability to exert physical power, Agility represents control, and Endurance measures your general health, Athletics lets your character bring all aspects of their Body together in activities such as sports, climbing, or swimming.

Rules: This skill can be used whenever the character needs to make Might or Endurance checks to perform physical activities that require skill or training. Where it only takes Might to lift a large hammer, it takes Athletics to throw it as far and as accurately as possible. Endurance only keeps your body from collapsing when running for a long time, Athletics teaches you how to pace yourself for a long race and know when to use that last burst of speed. While Weapons - Natural may teach you how to punch someone with your first, Athletics lets you endure blows by minimizing contact and maximizing the effort you invest in each action you commit to.

The character can also use the following Action in Combat.

Action Type: Simple, Defense
Recommended Against: Physical attacks that could be absorbed or deflected through skill and training using only the body.
Cost: 1 Focus Point
Defense Roll: 3D6 + END Bonus + Skill Bonus

Potential:	13	26	52	91	143	208	286	377
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

BARGAINING

[INS] [PER]

Description: The ability to get others to give you what you want by offering them something they want, and to get the most in exchange for giving the least in the process.

Rules: This skill is used whenever two or more parties wish to exchange something. Using this skill is usually an opposed check against the other participants' Bargaining skill. The higher the Margin of Success (MoS) for a character, the better deal they receive.

In combats using a Social setting, the GM can allow a player to use this Skill to inflict Tide damage equal to this Skill's modifier and the Margin of Success of an Opposed Check using this skill.

Example: Azumi is an Information Broker by trade. The party is currently negotiating with a group of Oni, trying to convince them to help defend the local town against a hostile Greater Yokai spirit that has moved in to the area. While the Samurai has appealed to the warrior skills of the Oni and the Noble has bribed them, Azumi points out that the Yokai threatens both the Oni and the town, and proposes that, after allying to defeat the Yokai, the borders of both groups' land be re-evaluated. The Oni want an area with a natural spring and access to the town's orchards. Azumi has +3 Insight and +2 Bargaining. The Oni chief has no modifier to Insight, Perception or Bargaining. Azumi rolls '12' and modifies it by +5, for a total Check of 17. The Oni rolls a '14'. Azumi carefully negotiates the land such that the Oni don't actually get any new land, but will be given jugs of fresh water and crates of fruit every month. The Tide bar is pushed against the Oni by 3 points, 2 for Azumi's Bargaining, and another 1 for the MoS of 3.

Potential:	10	20	40	70	110	160	220	290
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

BOTANY

[DIS] [INT]

Description: Represents a person's affinity with plants, flowers, trees, herbs, and fungi. It combines knowledge with practical application. The character knows what plants are safe or dangerous, and can care for gardens or forests. This skill also covers the traditional hobby of Bonsai.

Rules: You can use this skill to make Lore Checks regarding plants. This can tell you information about plants growing in nature, or information required to alter plants and maintain them outside their normal environments, such as gardens or preserves.

The GM may allow a character to use this skill like Craft in order to create items from plants, such as medicines, or the famous Bonsai trees that require skill and care, as well as an artistic eye.

Plants do not normally have the ability to act, but this skill can be used in a similar way as Animal Handling to teach plants 'tricks'. For example, a character can use Botany to crossbreed a plant strain that responds a certain way to sunlight, or one that reflexively captures insects that land on it. See the rules for Animal Handling and tricks. Plants generally need to be specifically grown for a task, so it's hard to teach a plant more than one trick, but GMs and Players can work together to create rules for more complex plants if they wish to expand their campaign in that direction.

Potential:	9	18	36	63	99	144	198	261
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

CRAFT

[Choose 1]

Description: Allows the player to create items from raw materials.

Rules: When you take this skill, choose an Associated Skill and a type of item to construct. This skill can be taken multiple times to produce different categories of items. Any skill can be chosen, as long as the GM agrees with the reason behind it. For example, a smith may forge with strength, but a weaker smith could also work longer to get the same results, choosing Endurance. A sculptor may use Agility to build additively with their hands, or Perception to build subtractively based on observing other objects.

The GM will determine what materials are required to create different items. In general, the GM should allow a crafter to create any minor item without a skill roll, and without slowing down play by micromanaging minor resources. Larger, or powerful items that can affect game play or give mechanical bonuses, should require harder to obtain materials. In general, any item that gives a modifier to a Check, does damage, provides armor, or provides any game bonus that would require an ability and Potential investment should require some effort on the player's part.

This skill can be used to create items the player can sell for income, but the player may still wish to take Profession: Merchant to get fair deals on their goods.

Potential:	10	20	40	70	110	160	220	290
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

DECEPTION

[DIS] [INT] [PER]

Description: *Using this skill allows the character to convince others that a situation is different than it really is. It involves lying, hiding one's true intentions, or creatively interpreting facts to draw the conclusion most beneficial to the character. It can also be used in less confrontational ways, such as acting or 'little white lies'.*

Rules: A successful Check made with this skill allows your character to conceal something true from the targets, or convince the target to believe something that may be false. This may require an opposed check against the target's appropriate stat or skill, such as Perception, Investigation, or Lore. It may also be against a difficulty value set by the GM, such as when a character attempts to spread misinformation across a large area, like spreading rumors in a town, or removing all occurrences of a fact from the royal library.

The GM can allow players to use this skill as either an Attack or Defense action in situations where the character using it has time to convince the target of something that would affect the combat. For example, it could be used as a Full, Attack action in a court hearing to inflict damage through lies or slander. Or, it could be used as a defense action on a chaotic battlefield, if the character was wearing the enemy's uniform and convinced an attacker they were an ally.

As an Attack, this Skill should only do Tide damage equal to the Margin of Success. There are usually more relevant skills to inflicting Tide damage, and while Deception can often be a useful form of manipulating a combat, it usually requires more time and setup than skills that provide direct damage.

Potential:	11	22	44	77	121	176	242	319
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

DIALOGUE

[INS] [INT] [ZEA]

Description: *The ability to maintain convincing, eloquent, and engaging conversation. The Discourse skill represents how proficient a person is at talking, formal speeches, and debates. Even when a person has information, they may not be able to convey it in a manner that can be well understood, those with Discourse can be convincing even without all the information.*

Rules: This skill can be used to make Checks against a target to convince them to see your point of view, though it doesn't necessarily force them do anything. It can also be used as an Assisted Check by multiple characters against a difficulty set by the GM in order to let everyone understand what each other are saying, to 'get on the same page.'

Dialogue can be used in place of Perform when the character is trying to engage or otherwise involve others in a public speech or presentation.

Potential:	10	20	40	70	110	160	220	290
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

DIPLOMACY

[DIS] [INS] [INT]

Description: *Diplomacy is the ability to negotiate large deals, usually on behalf of others who are not present. These deals are done in a polite and respectful manner, unlike Bargaining, with the intention for both sides to walk away happy in the end (while still getting the best deal for your side). It includes elements of understanding and leveraging public perceptions, bureaucracy, compromise, and the needs of both sides.*

Rules: This skill allows your character to effectively communicate information in situations of court, bureaucracy, and similar environments. Diplomacy allows the character to work not only with friendly people, but neutral and opposed parties, and to represent their own organizations. Checks with this skill allow the character to determine the best way to approach topics of conversation in order to convince others to hear and consider their words, even when they are unwelcome. Even when a character wins a Skill Check against another party with this skill, they are more likely to remain on friendly terms than skills like Bargaining, or at least not worsen the relationship.

Potential:	10	20	40	70	110	160	220	290
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

EMPATHY

[INS] [PER]

Description: *Understanding the emotional needs of others, as well as conveying one's own needs, is part art, part science, and part trial and error. Characters with Empathy are very experienced in all three. Characters with the Empathy skill are capable of successfully expressing their intentions as well as recognizing the desires of others. It is also used to form positive bonds between people.*

Rules: This skill allows you to make a Check to understand another person, and have them understand your character. In general, this should be an unopposed check against a difficulty set by the GM determined by factors such as differences in language or dialect, conflicting goals, or the mental states of the two characters. It may also be an Assisted Check performed by all characters involved, though GMs may choose to have everyone roll separately if there is a chance that some characters could 'get it', while others may not.

Potential:	8	16	32	56	88	128	176	232
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

ETIQUETTE

[DIS] [INT]

Description: All cultures and social situations have their own laws, usually unspoken and unwritten. Etiquette is the knowledge of how to avoid social offense by navigating the traditions, social courtesies, and overall culture surrounding a group of people. This skill also allows the character to follow ceremony or participate in social rituals like tea ceremonies or religious rites.

Rules: This skill allows your character to make Checks to communicate and act 'correctly' in social situations. It allows you to know how to approach delicate subjects, and gather information without offending those you are interacting with. It also gives knowledge of how to prepare for, or host, events and gatherings. These checks are usually against a Difficulty set by the GM, unless someone is actively trying to disrupt your attempts.

Potential:	9	18	36	63	99	144	198	261
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

GAMBLING

[AGI] [INT]

Description: Games of chance, wagers, minor parlor tricks, probability; a Gambler knows all of these, and, perhaps more importantly, does it all with style.

Rules: This skill allows you to favorably alter the outcome of games of chance or other situations relying on probability. Intelligence based versions of this skill calculate the best option for a character to take to maximize reward for the risk involved, while the Agility version allows the character to physically alter the actual components of a game (cheat) without getting caught. Your modifier for this Skill should be used by the GM in any Checks your character is involved in that deal with the above situations when you are actively manipulating the game.

This Skill can also be used like a Lore or Perception Check to recognize when others are cheating or a game is rigged.

Potential:	9	18	36	63	99	144	198	261
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

INTIMIDATION

[INT] [STR] [ZEA]

Description: The ability to instill fear or hesitation in others, Intimidate uses threats to convince others to do what the character wants. Sometimes these threats can be subtle, other times they include physical examples of why the target might want to listen to the character.

Rules: You can use this skill to make an Opposed Check against the target to force them to do something you want them to. Depending on your method of Intimidation, the target can usually make their opposed roll with Discipline, Endurance, Resolve, Deception or Performance.

The character can also use the following Action in Combat.

Action Type: Full

Cost: 1 Focus Point

Effects: Make an Opposed check against the target to reduce their Rally value. You roll 3D6 + your Skill Modifier and your Associated Attribute modifier. The target can use one of the skills listed above, depending on the situation.

If you win the Check, the target's Rally value is reduced by 1 (ie; if they could Rally on 5, now they cannot Rally until 6).

You can use this ability multiple times, and the effects stack, but if the target ever wins the Check, all penalties are removed and you must start over.

Potential:	12	24	48	84	132	192	264	348
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

INVESTIGATION

[INS] [INT] [PER]

Description: *Using careful observation, deductive reasoning, and the occasional gut feeling, you can find out the truth, or at least move closer to understanding what actually happened. This skill allows the character to gain information about a situation, location or person by studying related points of information (aka 'clues').*

Rules: Your character can use this skill to gain information in any situation they have time to examine in depth. A successful Check with this skill provides the player with the information the GM thinks the character would be able to learn from the situation.

The character can also use the following Action in Combat.

Action Type: Full

Cost: 1+ Focus Point

Effects: Make an Opposed check against the target to find a weakness, using this skill for your Check. The opponent's skill or ability used for their check is based on the kind of weakness you are trying to find (for example, finding Body Weakness could be opposed by Weapon skills, while finding Mind Weakness might be opposed by Deception or Resolve. If you win the Check, the target's Armor of the chosen type is lowered by 1 point (minimum 0). You can use this ability multiple times, and the effects stack, but if the target ever wins the Check, all penalties are removed and you must start over. You may increase your Check by +1 for every 2 Focus Points you spend in addition to the cost.

Potential:	11	22	44	77	121	176	242	319
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

LANGUAGE

[INT]

Description: *All sentient creatures need a way to communicate, whether it's written, spoken, or through signs and symbols.*

Rules: All characters can speak, read, and write their native language by default. Each +1 listed below allows you to choose one additional language, which you can speak, read and write.

Example languages: *Japanese (different dialect/region), Chinese, Korean, Legal, Beast, Kami, Oni, Yokai. In campaigns where specific types of Yokai or other non-Japanese speaking groups are prominent to the story, each group may have it's own language (example: Tanuki and Kitsune are separate languages).*

Potential:	10	20	30	40	50	60	70	80
Bonus:	+1	+1	+1	+1	+1	+1	+1	+1

LEADERSHIP

[DIS] [RES] [ZEA]

Description: *Some lead by word, others lead by deed, but all good leaders are able to inspire those that follow them to greater achievements than they could accomplish alone. Leadership can also be used to organize or stabilize large groups of people who are not hostile to the character.*

Rules: This skill allows the character to make Checks to convince others to follow their orders, especially in situations where they might be hesitant. Leadership can also be used to organize groups of people in a coordinated manner, keeping them all working towards the same goal or calming chaotic emotions.

The character can also use the following Action in Combat.

Action Type: Full

Cost: 1 Focus Point per character on your side.

Effects: Make a Leadership Check against a set difficulty. The difficulty starts at 10, and is increased by 1 for each other character on your side. It is also increased by 2 for each point of Morale damage the enemy has inflicted on your side. This is an assisted check; every other character on your side can assist with Discipline, Resolve, Leadership or Tactics. If you succeed at the check, each character on your side (including you) increases their Rally value by 1 (if you would Rally at 5, you now Rally at 4). This skill can be used multiple times, and the bonus stacks, but if you ever fail a roll, all bonuses are lost and you must start over. The difficulty of the Check increases by 2 for every use of this skill after the first (this also resets if you fail a Check).

Potential:	12	24	48	84	132	192	264	348
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

LORE

[INT]

Description: *The Lore skill represents specialized knowledge about a particular field.*

Rules: When you choose this skill, choose an area of knowledge. Characters with the Lore skill know important details about that field of study. This skill can be taken more than once for different types of knowledge. GMs should assume that a character with Lore knows the common information regarding that subject. Lore Checks should only be required for obscure information or when the character is under pressure to use their knowledge in a situation where a mistake could have negative consequences.

Example Lore: *Animals, History, the Human Body, Temple Ritual and Maintenance, the Supernatural, Yokai*

Potential:	8	16	32	56	88	128	176	232
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

MANIPULATION

[INS] [PER]

Description: *Those skilled at Manipulation understand people and their inner workings and drives. From this, they are capable of convincing others to take actions that benefit their own agendas, often without the person being manipulated ever realizing their course was steered by the manipulator. There are many ways to manipulate. A person's appearance or affections can be utilized as seduction in order to manipulate attraction. Knowledge and facts can be twisted or misrepresented to manipulate logic. A strong will can be used to dominate a weaker will. Clever manipulators can even change the entire situation around the people involved in ways that affect the choices people make, never even being required to interact directly with those they manipulate.*

Rules: You can use this skill to force others to take actions that benefit your goals. In general, this will always be a Contested Check, usually against the target's Discipline, Perception, Resolve, Appraise, Deception, Empathy, Investigation, Manipulation, or Performance, depending on the situation. This skill can also be used to create a Difficulty number that others will later have to Check against.

Example: Diplomat Nobu is trying to manipulate two noble houses to go to war, in order to keep them distracted from what his lord is planning. His Perception is +3 and his Manipulation is +4. Through actions in previous encounters, Nobu has created several situations where it looks like one house has hurt the other, so the GM gives Nobu a +1 situation Bonus. Nobu rolls an '11' on the dice, for a total Check of 19. Anyone attempting to see through his Manipulations and resist them will need to beat 19 on a Contested Check, using an appropriate Attribute or Skill.

The character can also use the following Action in Combat.

Action Type: Full

Cost: 2 Focus Points

Effects: Use this Action at the start of a new round of Combat, after Initiative Order is set. Make a contested check against the target. The target may use one of the Attributes or Skills listed above, depending on the situation. If you win the Check, the target moves to the end of the Initiative Order.

Potential:	12	24	48	84	132	192	264	348
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

MECHANICS

[AGI] [INT]

Description: *Mechanics is the ability to build, maintain and understand complex technology, usually with multiple dependent parts. Examples include watches, locks, or hidden passageways. Mechanics includes training and natural ability that lends itself to fine motor skills, especially when manipulating delicate objects.*

Rules: This skill allows you to make Checks to build, repair, alter or sabotage complex technological devices. It can also be used when delicate control is required to manipulate objects.

Potential:	9	18	36	63	99	144	198	261
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

MEDICINE

[INT]

Description: *This skill can be used to make Checks to improve the condition of sick or injured characters. The difficulty of the check will depend on the severity of the patient, as determined by the GM. It can also be used to make checks to create medicine or supplies, such as a cure for a flu, or sanitized bandages.*

Rules: Characters with the Medicine skill have learned to treat the injuries of others. This may be formal training in the healing arts or sciences, or it might represent a soldier with just enough knowledge of how to keep their fellows alive to get them back to a real doctor. Medicine includes the ability to create and apply actual medicine, as well as treating patients during recovery, but does not include surgery or other medical sciences, such as forensics (those would require Profession: Doctor, and Investigation), but these skills can be used to compliment each other.

The character can also use the following Action in Combat.

Action Type: Full

Cost: 1 Focus Point

Effects: This Action allows you to make a check against a Difficulty set by the GM to heal characters on your side. The GM should set the difficulty based on how injured friendly characters are, how easy you can reach them, and the condition of the battlefield. If you succeed at the Check, you heal your side for D3 + your Medicine Modifier damage.

[Healing is Tide damage that only applies if the Tide bar is pushed against your side, and will only push the Tide Bar back to 0, it will not inflict damage on the opponent's side.]

Potential:	12	24	48	84	132	192	264	348
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

NAVIGATION

[INS] [INT] [PER]

Description: *The knowledge to use the stars, winds, and landmarks to determine one's position and find the best route toward a destination. This includes reading maps and sea charts, map making, or plotting courses for ships and caravans.*

Rules: This skill allows your character to make Checks against a difficulty set by the GM to avoid getting lost, recover from being lost, or find a specific location while traveling. It applies to travel by land or sea (or air, if the character has some way of traveling via flight).

Potential:	8	16	32	56	88	128	176	232
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

PERFORMANCE

[AGI] [DIS] [INS]

Description: Performance allows the character to practice a form of art that includes an audience in some way. Usually, this is a direct audience, such as theatre or music, but may be the creation of something that can be viewed and appreciated by others later, such as calligraphy or artwork.

Rules: When you take this skill, choose one kind of performance. This skill may be selected multiple times to choose different styles.

This skill allows the character to make Checks to perform or create using your chosen styles. The results of this check can have an effect on anyone viewing the performance chosen by the character, subject to the GM's approval. Examples include calming or exciting a crowd, conveying information or emotion to a viewer, or inspiring someone to achieve greater results in their own actions.

If the performance is for an audience watching the character at the time, this is either an Opposed Check, or an Assisted Check against a difficulty set by the GM. Opposed checks are used when the character is trying to sway the target or change their minds, while Assisted checks are used when the performer and audience are both interested in the same goals.

If the performance will be viewed later, the character makes a Check, and the result is used as the Difficulty for opposed checks or main Check for Assisted checks by anyone viewing the performance.

Example Performance Styles: *Calligraphy, Dance, Musical Instruments, Painting, Singing*

Potential:	7	14	28	49	77	112	154	203
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

PROFESSION

[Choose 1]

Description: Profession allows the character to make a living through a chosen field.

Rules: Profession has two different bonuses, listed below. The first acts like a standard modifier to Skill Checks, as per normal skills. The second entry, 'Result', allows the character to choose to not roll the dice when making a check related to their Profession, and instead treat the dice as if they had come up with that result.

Example: A character chooses Blacksmith as their Profession, and associates it with Strength. They have a +3 Strength Modifier. If they have spent 44 Potential on Profession, they would make checks at +6 (+3 for Strength and +3 for Skill Modifier). In addition, they could choose not to roll, instead, treating the dice as having rolled a '12', which would give them a Check result of 18 (12 + 6).

GMs may allow characters to use their 'locked result' for other skills similar to their Profession. For example, a character with Profession: Doctor could use their result for Medicine Checks.

Example Professions: *Blacksmith, Doctor, Mercenary, Merchant, Shrine Worker*

Potential:	11	22	44	77	121	176	242	319
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8
Result:	10	11	12	13	14	15	16	17

STEALTH

[AGI] [DIS]

Description: Stealth allows the character to hide from the senses of others. In general, this means concealing yourself from sight or moving without making sound, but also includes ways to make sure the character does not give off a strong scent, leave tracks, and other tricks. Characters who have supernatural abilities can also mask their Ki from those able to sense it.

Rules: Characters can make a Stealth Check to remain unnoticed by others. While hidden, the character can not be targeted or directly affected by those that can't see them, though they might still be affected by area effects if they are within the area. Other characters can make opposed Checks using Perception against this skill to find a hiding character.

The character can also use the following Action in Combat.

Action Type: Simple, Defense
Recommended Against: Any attack that requires the attacker to be able to see this character.
Cost: 1 Focus Point
Defense Roll: 3D6 + Attribute Bonus + Skill Bonus

Potential:	12	24	48	84	132	192	264	348
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

SURVIVAL

[DIS] [END] [RES]

Description: *Survival keeps the character alive in harsh environments. It provides the knowledge of how to find food, endure the elements, find shelter, and avoid natural threats such as quicksand or poisonous plants.*

Rules: Survival can be used to make any kind of Check required to keep the character and their traveling companions alive in hostile environments, such as gathering enough food for a day, not being harmed by the environmental conditions, avoiding poisons, being aware of weak ice, or interpreting the signs of a dangerous predator's lair. GMs may require this skill to be taken multiple times, each time for different types of terrain, if the campaign calls for survival being an important, recurring plot point.

Potential:	10	20	40	70	110	160	220	290
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

TACTICS

[INT]

Description: *Tactics is concerned with the best actions for small groups to achieve a concrete goal. Unlike Strategy, which deals with the overall picture of a conflict, Tactics is all about finding the best way to get what's in front of you right now.*

Rules: Tactics allows the character to make Checks to gain hints from the GM on how they might achieve a specific goal for either themselves or their companions. They must be able to see the 'whole picture'; all allies and opponents, the terrain, and any conditions that might affect their actions. The character can also make checks to direct a situation. The difficulty of the check is set by the GM, if the character succeeds, either the character or one ally gains a special re-roll that can be used any time that character wants during the current scene or combat. A character can only have one re-roll from the Tactics skill (no matter what character it comes from) at a time. Tactics can be used to give multiple characters a re-roll at the same time. If used in Combat, this Check costs 1 Focus Point.

The character can also use the following Action in Combat.

Action Type: Special

Cost: 3 Focus Points

Effects: This Action can only be used once per battle. At the beginning of a turn, before Initiative Order is set, you can announce that you are using this ability. You get to organize the Initiative Order of all characters (friendly and enemy) for this round. If both sides want to use Tactics on the same turn, this is an Opposed Check. If multiple characters on a side have Tactics, each character can either use the Ability on separate turns, or use it as an Assisted Check when both sides are Opposed. Characters on the side that loses an Opposed Check still count as having used their Tactics Ability for that battle.

Potential:	12	24	48	84	132	192	264	348
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

VICE

[AGI] [PER]

Description: *Vice covers activities that the law, or at least society, do not allow. Usually this is criminal activities, such as theft, coercion, bribery or smuggling, but may also cover turning personal indulgences into an art, or at least a lifetime activity.*

Rules: This skill can be used to make Checks for any of the traditional 'thiefly' activities; burglary, lock-picking, palming, pickpocketing, etc. It can also be used in a similar manner to the Leadership skill in order to plan these activities with others.

Vice can also be used like a Lore or Perform Skill when it comes to actions that are unlawful or go against the standards of decency in society.

Potential:	10	20	40	70	110	160	220	290
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

WEAPONS – BODY

[AGI] [STR]

Description: This skill represents training in combat using the character's own body. For normal humans, this usually means fists, feet, elbows, etc, and covers most forms of Martial Arts. For non-humans like Demi-Yokai, this can be anything from fangs and claws to breathing fire or poison quills.

Rules: This skill can be used to make Checks to use the natural weapons of the body to perform actions. Kicking down a door, freeing yourself from bonds using your sharp beak, even attempting to snap a foe's weapon using your bare hands.

The character can also use the following Actions in Combat.

Action Type: Full, Attack
Cost: 1 Focus Point
Attack Roll: 3D6 + Attribute Bonus + Skill Bonus
Recommended Defense: Agility, Acrobatics, Athletics, Stealth, Tactics, any Weapons Skill
Damage: Agility Modifier + Strength Modifier
Range: 1

Action Type: Simple, Defense
Recommended Against: Any attack the user is aware of, such as Weapon Skill attacks or visible magic spells
Cost: 2 Focus Points
Defense Roll: 3D6 + Attribute Bonus + Skill Bonus

Potential:	12	24	48	84	132	192	264	348
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

WEAPONS – DISCIPLINED

[AGI] [STR]

Description: Many weapons require disciplined training to use correctly. This training usually comes in a military environment, or in a dedicated martial arts school.

Rules: The character can also use the following Actions in Combat with any Weapon with the 'Disciplined' type (see the Equipment section for Weapon stats).

Action Type: Full, Attack
Cost: 1 Focus Point
Attack Roll: 3D6 + Attribute Bonus + Skill Bonus
Recommended Defense: Agility, Acrobatics, Athletics, Stealth, Tactics, any Weapons Skill
Damage: As Weapon + Skill Modifier
Range: As Weapon

Action Type: Simple, Defense
Recommended Against: Any attack the user is aware of, such as Weapon Skill attacks or visible magic spells
Cost: 2 Focus Points
Defense Roll: 3D6 + Attribute Bonus + Skill Bonus

Potential:	13	26	52	91	143	208	286	377
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

WEAPONS – SIGNATURE

[AGI] [STR]

Description: Sometimes a warrior will choose to master a single type of weapon, ignoring others in the pursuit of perfection.

Rules: When you first take this skill, choose a single weapon type, such as Dagger or Longbow. The character can use the abilities listed below with weapons of the chosen type. You can take this skill multiple times to choose different weapons.

Action Type: Full, Attack
Cost: 1 Focus Point
Attack Roll: 3D6 + Attribute Bonus + Skill Bonus
Recommended Defense: Agility, Acrobatics, Athletics, Stealth, Tactics, any Weapons Skill
Damage: As Weapon + Skill Modifier
Range: As Weapon

Action Type: Simple, Defense
Recommended Against: Any attack the user is aware of, such as Weapon Skill attacks or visible magic spells
Cost: 2 Focus Points
Defense Roll: 3D6 + Attribute Bonus + Skill Bonus

Potential:	10	20	40	70	110	160	220	290
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

WEAPONS – SIMPLE

[AGI] [STR]

Description: Training in weapons that do not require a specialized environment to learn. Includes makeshift weapons that evolved from tools and farming equipment, such as spears and knives.

Rules: The character can use the following Actions in Combat with any Weapon with the 'Simple' type (see the Equipment section for Weapon stats).

Action Type: Full, Attack
Cost: 1 Focus Point
Attack Roll: 3D6 + Attribute Bonus + Skill Bonus
Recommended Defense: Agility, Acrobatics, Athletics, Stealth, Tactics, any Weapons Skill
Damage: As Weapon + Skill Modifier
Range: As Weapon

Action Type: Simple, Defense
Recommended Against: Any attack the user is aware of, such as Weapon Skill attacks or visible magic spells
Cost: 2 Focus Points
Defense Roll: 3D6 + Attribute Bonus + Skill Bonus

Potential:	11	22	44	77	121	176	242	319
Bonus:	+1	+2	+3	+4	+5	+6	+7	+8

Katas

A Kata is a set of actions or methods that, when repeated regularly, leads to memorization or increased skill. Katas usually refer to martial arts training, but can mean any form of focused practice of a way of doing something.

In *Mysteries of the Yokai*, Katas are package deals used to increase the Abilities of a Character. A Kata has a price; the player spends that much Potential to gain the listed benefits of the Kata. The benefits themselves will provide slightly more total Potential than the cost of the Kata, so character who buy multiple Katas will end up with a little more total Potential than characters who increase Abilities individually. However, Katas provide groups of Abilities, so they do limit which abilities you can take if you spend most of your Potential on them. Players are encouraged to take as many or as few Katas as they want, in order to best model the character they are creating.

Kata Names and Descriptions

The Katas on the following pages are listed by name, and include a brief description of what that kind of archetype or training does in the world. Players should in no way feel constrained by these names and descriptions. For example, you can take the Noble Kata without being a noble character, or you could take the Spy Kata to model a tricky kind of Investigator. You can also choose any Katas you wish within your Potential to spend; taking a Kata for physical warriors does not prevent you from taking another Kata for peaceful, introspective sages.

Options, Choices and Notes

Some Katas allow you to choose how to spend the provided Potential from a list of Attributes, Skills, or Other abilities. Others restrict you to specific versions of a skill. For example, many Katas provide the Lore Skill, but only a specific Lore. These options or restrictions are listed after the description of the Kata.

RENAMING OR REDEFINING KATA DESCRIPTIONS

Kata descriptions are provided to reveal more about the world setting of the game. When taking Katas for skills that fit your character, you should feel free to Rename or Redefine the descriptions provided here.



ACOLYTE

Description:
 Acolytes are students of the arcane, serving under an organization or mentor. The mastery of mystic secrets is a long journey, and the early days of an Acolyte's study are usually spent repeating the basics. These tasks may seem simple or even trivial, but Acolytes who master these techniques are able to apply them to impressive displays when they advance to their art's true grandeur. A dedicated Acolyte usually considers themselves to be a student all their life, even after they advance beyond the teachings of their master; there are always secrets to learn in the world.

ANIMAL TAMER

Description:
 An Animal Tamer is as comfortable around animals as they are around humans, sometimes even more so. A Tamer is skilled in helping and training an animal, teaching them actions beyond the scope of animal intelligence, and tending to their wounds and daily needs. A tamer not only instructs their animals, but also befriends them. As a team, animal and human can benefit from each other's strengths and cover each other's weaknesses. This combination of skills and physical abilities is often far greater than the sum of the tamer and animals.

ACOLYTE

Attributes

- INSIGHT 5
- RESOLVE 10
- ZEAL 10

Skills

- EMPATHY 8
- LANGUAGE 5
- LORE: CHOOSE 1* 8
- PROF: CHOOSE 1* 6

Kata Cost 47 Potential

ANIMAL TAMER

Attributes

- INSIGHT 5

Skills

- ANIMAL HANDLING 18
- BOTANY 9
- LORE: ANIMALS 8

Kata Cost 36 Potential



ASCETIC MONK



Description:

An Asctetic Monk seeks perfection of both body and mind; they consider these pursuits to be the same path. The body is trained to focus the mind, and the mind directs the body with purity of purpose. The physical mastery achieved often closely resembles that of the Martial Student or other warrior, and while the Monk can competently protect themselves or others, they do not seek battle for its own sake. A focused body, not restrained or distracted by base needs, acts as a lens to see the world and a tool to experience it. This allows the Monk to discover the hidden secrets of the world, enlightening the mind and heightening mastery of the soul.

Options and Choices:

► **Lore:** You may choose any Lore relating to the spiritual realm, philosophy, martial arts, or nature.

► **Weapons:** Choose either Weapons - Simple or Weapons - Signature. If you choose Signature, the specific weapon you choose must be a Simple weapon.

► **Special:** Spend 10 points on either Martial Arts or Protective Magic.

MONK

Attributes

DISCIPLINE	10
ENDURANCE	15

Skills

ACROBATICS	5
ATHLETICS	6
LORE: CHOOSE 1	10
MEDICINE	9
WEAPONS - *	5

Other Abilities

SPECIAL *	10
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Kata Cost

67 Potential

BUREAU SERVICE

Description:

Serving as a field agent of the Bureau of Spiritual Affairs tends to lead one around the entire country, from one strange situation to the next. An Agent quickly learns to deal with both the mundane and supernatural using the appropriate methods for the situation. The best agents approach problems with the delicacy of a diplomat, but are ready to fight like a warrior when the need arises. Even those who began their service with traditional views on the supernatural have learned there is more to Japan than anyone really knows. The experience of serving the Bureau in the field sharpens existing abilities and provides a way to fill holes in one's skill set as they become apparent.

Options and Choices:

► **Attributes:** The two Attributes you choose must be different.

BUREAU SERVICE

Attributes

CHOOSE 1 10

CHOOSE 1 10

Skills

DECEPTION 6

INVESTIGATION 10

MANIPULATION 6

SURVIVAL 10

Other Abilities

COMBAT PROWESS 10

Kata Cost

56 Potential

DETECTIVE

DIVINER

Description:

A detective is an investigator who likes to get into the middle of the mystery to find the answer. They are happy to interview witnesses and suspects, looking for small clues in the way people speak in the same way they look for small clues at the physical scene of the investigation. A Detective often becomes so experienced that their 'hunches' are less about guessing and more about jumping 5 steps ahead in the investigation without wasting too much time explaining how they got there. A Detective usually cares more about the people involved in a case than the mental challenge of the puzzle provided; they are usually out for justice, not academics.

Description:

Diviners possess an affinity for communicating with the supernatural. People often look to the divine for guidance in times of strife, and the Diviner can act as a voice between common people and spirits or Kami. These powers are inhuman by nature, and often hard to interpret, even for those who can hear and speak to them, Diviners learn more than just how to speak and hear, they learn to listen and be heard by higher powers. Some Diviners will dedicate themselves to a specific power, others will speak to anyone on behalf of anyone, usually traveling the world or setting up during festivals to assist the common folk. Some Diviners address less specific powers; they study the stars and heavens and interpret the natural universe for clues.

Options and Choices:

► **Skills:** Choose either Empathy or Perform. Perform must be themed in a way to perform the Diviner's duties. For example, if a player wanted to choose Perform: Musical Instrument, they would have to detail how the character uses music to contact the spiritual realm, as opposed to simply performing music for a living.

► **Magic:** Spend 20 points on Bestowed or Protective Magic

DETECTIVE

Attributes

INTELLIGENCE

5

PERCEPTION

10

Skills

BARGAINING

5

EMPATHY

8

INVESTIGATION

15

Kata Cost

39 Potential

DIVINER

Attributes

- INSIGHT 5
- INTELLIGENCE 5
- PERCEPTION 10

Skills

- CHOOSE 1* 10

Other Abilities

- MAGIC ** 20

Kata Cost 45 Potential

DUELIST

Description:

A duelist is a master of weapons, one who trains their body for the rigors of combat and is constantly seeking stronger opponents to improve their skills against. A duelist treats the skill of their weapon with the same elegance as an artist. There are as many ways for a Duelist to apply their skills in the world as there are subjects for poetry and song; some may defend their Emperor and country, others may seek glory or fame, and still others may, like the Martial Student or Acolyte, seek perfection through their studies.

DUELIST

Attributes

- AGILITY 5
- STRENGTH 5

Skills

- WEAPONS - CHOOSE 1 10

Kata Cost 18 Potential



EXORCIST

Description:
 An exorcist combines the practices of the detective and diplomat, but with an eye towards the supernatural. There are many skills required to deal with spirits and other non-humans; not only do they have powers beyond the physical, but they are not governed by the laws of Japan's Emperor. While a good detective can point the authorities to the culprit with a convincing case, an exorcism may require someone to understand the spirit's reasons, someone to banish the spirit should they prove violent or dangerous, or even someone to apply the law to humans who are in the wrong in the investigation. Exorcists often travel together, or with others who have skills of use to support their own, giving them the freedom to specialize and perform their duties reliably, no matter what strange situations arise.

► **Skills:** Choose Alchemy, Botany or Medicine

EXORCIST	
Attributes	
DISCIPLINE	5
INSIGHT	10
PERCEPTION	5
ZEAL	5
Skills	
EMPATHY	8
INVESTIGATION	10
LORE: SUPERNATURAL	16
CHOOSE 1*	6
Other Abilities	
BESTOWED MAGIC	10
Kata Cost	
	68 Potential



MANTRA

Description:
 A mantra encapsulates the benefits of katas with a mystic or faith focus. Words have power, and by not just repeating the traditional meditations, but coming to understand them, a person can turn theoretical knowledge into practical actions that change the world around them. This increase in confidence and understanding of spiritual matters often leads a person to being more skilled with magic and hidden arts.

MARTIAL STUDENT

Description:
 Martial Student dedicates their life to mastering their body and what they can do with it. Like any good student, those who pursue the martial arts are always seeking to learn, whether from a prestigious master or experience gained traveling the wide and challenging world. While a veteran Martial Student stands shoulder to shoulder with the best Soldier or Mercenary, their cause is not for country or money, but rather the pure love of the art of using their body to meet any challenge. A Martial Student knows they need others on the road they walk. A master can pass down techniques refined over generations in an honored school, other students challenge the student to be the best they can with every match, and those in the world outside their studies are always waiting to see if the lessons bear practical fruit.

MANTRA

Attributes

RESOLVE

5

ZEAL

5

Other Abilities

MAGIC *

10

Kata Cost

18 Potential

MARTIAL STUDENT

Attributes

AGILITY 10

DISCIPLINE 5

ENDURANCE 10

STRENGTH 10

Skills

ACROBATICS 6

SURVIVAL 5

WEAPONS - CHOOSE 1 10

Other Abilities

MARTIAL ARTS 10

Kata Cost

59 Potential

MEDICINE

Description:

In these times, there are very few actual Surgeons or Doctors educated in a formal setting. The need for healing of the sick is ever present, so most people will seek the assistance of those who offer other forms of medical aid. The basic study of Medicine allows anyone to apply the right herbs or salves to the wounded, as well as help a patient take care of themselves. These healers are often traveling, helping any they can while searching for new methods and ingredients for their medicine.

MEDICINE

Attributes

INTELLIGENCE 5

Skills

CRAFT: MEDICINE 10

LORE: HUMAN BODY 8

MEDICINE 12

Kata Cost

32 Potential

MERCENARY

Description:

A Mercenary is a skilled warrior who fights on the behalf of others. Many say that the Mercenary fights only for money, but this is not always true, many have a code of honor that determines which banners they rally under. But at the end of the day, the Mercenary is loyal to themselves and their own beliefs first, their employer second. Anyone can offer their lives for coin, but a good Mercenary not only becomes skilled at fighting and surviving, they learn the nuances of finding good (and safe) causes to fight for, negotiating a fair salary, and working with established forces.

NOBLE

Description:

Most Nobles are born into their life, with no need or chance to choose their path. While this provides many privileges, it also imposes restrictions on how a noble should act. Even those who rise to a higher station must learn the unspoken rules of the games nobility play. One who can navigate this social maze is able to enjoy the power of their station; they rarely want for physical things, and they command the respect (though not always admiration) of others due to their actions. A noble is a natural leader, they direct others with calm calculation and a personality that inspires loyalty. The most skilled, charming, or lucky can eventually expect to be appointed to the royal court, increasing their prestige and control even further.

MERCENARY

Attributes

ENDURANCE 5

STRENGTH 10

Skills

PROF.: MERCENARY 6

SURVIVAL 10

TACTICS 6

WEAPONS - CHOOSE 1 15

WEAPONS - CHOOSE 1 5

Other Abilities

COMBAT PROWESS 10

Kata Cost

60 Potential

NOBLE

Attributes

DISCIPLINE 5

INTELLIGENCE 10

Skills

BARGAINING 5

DECEPTION 6

DIPLOMACY 10

ETIQUETTE 9

LANGUAGE 5

MANIPULATION 12

LEADERSHIP 12

Kata Cost

67 Potential

PEASANT

SAMURAI

Description:

A Peasant knows the value of a hard day's work, and are much stronger for it. Though many seek to rise in the world, even the ambitious farmhand who dreams of becoming a hero is proud of their roots and their ability to maintain the land and animals, and feed the country. A Peasant's education is practical; they are not necessarily simple, but everything they learn is useful in day to day life. Anyone with a blade can end life, but a Peasant has the skills to sustain it.

Description:

A Samurai is an officer of a noble clan. Some may be the head of the family, a ruler, diplomat and general. Others may be wandering heroes that protect all corners of their clan's holdings from danger, mortal and supernatural alike. A Samurai is a warrior, but one tempered by learning. The education of a Samurai includes the way of the blade, riding, leadership, etiquette, and clan history.



PEASANT

Attributes

DISCIPLINE 5

ENDURANCE 10

STRENGTH 5

Skills

ANIMAL HANDLING 6

ATHLETICS 6

BOTANY 9

CRAFT: CHOOSE 1 5

SURVIVAL 5

WEAPONS - SIMPLE 5

Kata Cost

50 Potential

SAMURAI

Attributes

AGILITY 5

DISCIPLINE 10

INTELLIGENCE 5

STRENGTH 10

Skills

INTIMIDATION 6

LEADERSHIP 6

TACTICS 6

WEAPONS - SIGNATURE 20

Other Abilities

COMBAT PROWESS 10

Kata Cost

70 Potential

SCHOLAR

Description:

A Scholar loves knowledge and will work hard and even risk their own health to acquire more. Though many spend their lives hidden away from the world working with archaic scrolls, a Scholar that travels the world can discover all of the secrets not yet ever recorded. Many Scholars are beginning to study Yokai and the supernatural, and their research not only leads them to the mysteries of the spiritual world, but to the knowledge possessed by the scholars among the Yokai.

SCHOLAR

Attributes

INTELLIGENCE 5

PERCEPTION 5

Skills

CRAFT: BOOKS 5

INVESTIGATION 10

LANGUAGE 10

LORE: CHOOSE 1 8

LORE: CHOOSE 1 8

Kata Cost

46 Potential

SLEUTH

SOLDIER

Description:

A Sleuth is an intellectual investigator. While the Detective may spend their time questioning witnesses and trusting their hunches, the Sleuth treats the investigation like a puzzle to be solved through logic and facts, and will gather as much data as they can. A Sleuth can often trick a suspect into confessing through clever manipulation and seemingly innocent questions.

Description:

A Soldier has dedicated their life to protecting their country or city, and trained with their fellows to be the wall between the innocent citizen and the myriad of dangers that threaten their homes. A Soldier does not usually obtain the individual combat mastery that a Martial Student or Samurai does, but by learning to fight as a member of a team or unit, they become a combat force greater than any single warrior could. A Soldier can always rely on their unit to fight beside them and their army to feed, shelter and arm them.

► **Teamwork:** This is found under Combat Prowess in the Abilities List later in this section

SLEUTH

SOLDIER

Attributes

INTELLIGENCE

15

PERCEPTION

10

Skills

APPRAISE

5

INVESTIGATION

20

Kata Cost

45 Potential

Attributes

DISCIPLINE

5

ENDURANCE

10

STRENGTH

15

Skills

ATHLETICS

6

TACTICS

6

WEAPONS - DISCIPLINED

13

Other Abilities

TEAMWORK*

10

Kata Cost

59 Potential

SPECIALIST

Description:
Specialist is often the polite term for one who engages in less than legal (or at least, 'proper') activities, but does so with skill and honor that elevate them above the average street thief. Any brute with a club can waylay travelers, but to a Specialist, no prize is outside their grasp. Many Specialists use their abilities against others who violate the law, returning rare treasures or powerful artifacts to the rightful owners (or perhaps, keeping them in 'safer' hands, such as the Specialist themselves).

SPY

Description:
In the world of factions and politics, the only way to stay ahead of competition is to have information. The illegal gathering of information is a major part of espionage, and spies are masters of recon, sabotage and subterfuge, using deception and manipulation as their tools.

SPECIALIST

Attributes

AGILITY 10

DISCIPLINE 5

PERCEPTION 10

Skills

ACROBATICS 12

APPRAISE 11

DECEPTION 6

INVESTIGATION 5

MECHANICS 9

VICE 10

Kata Cost

70 Potential

SPY

Attributes

DISCIPLINE 5

ENDURANCE 5

INTELLIGENCE 5

Skills

DECEPTION 22

INTIMIDATION 5

INVESTIGATION 10

WEAPONS - SIMPLE 5

Kata Cost

51 Potential

Other Abilities

There are many other kinds of Abilities beyond Attributes and Skills. Listed on the following pages you will find broad groups of abilities, such as Martial Arts or Bestowed Magic. Some Katas allow you to spend a certain amount of Potential on abilities from one or more groups. You can spend additional Potential combined with your Potential from your Katas; for example if a Kata gave you 10 Potential to spend, and you wanted an ability with a cost of 15, simply spend an additional 5 Potential from your remaining amount.

Some of these abilities work similar to Skills; the more Potential you spend, the better the Modifier or other bonus provided. This is indicated in the same way as Skills, with a list of the Potential Spend and corresponding benefits.

There are no restrictions on which abilities you can take from these lists. You do not need to be playing a character that uses magic to take magic-named abilities, or a martial student to take martial arts.

Feel free to rename abilities, or change the lore behind them. For example, you could take Waterfall Training and explain it as the naturally tough skin of a character that is part Yokai. Or you could take Foretell, but explain it as an investigator that uses logic and clues to predict the future, as opposed to fate magic.

Potential Spent	25	55	95
Focus Refresh	+1	+2	+3

Example: The Diligent Focus Ability increases the number of Focus Points you receive, depending on how much total Potential you have spent on the ability.

Other Abilities may provide a one-off benefit, or a list of different benefits you can pick from by spending Potential on different options.

Your character can use the following Defense Action in combat.

Turn Aside Attack

Action Type: Simple, Defense

Recommended Against: Any attack that has a physical component, such as a punch, weapon, ice or rock magic, etc.

Cost: 1 Focus Point, 1+ Ki

Defense Roll: 3D6 + 3 per Ki spent.

Example: The Turn Aside Attack Ability provides a defensive action that makes use of Ki in combat.



BESTOWED MAGIC

BLESSING

You ask one of the great power to bless the target with favorable outcomes.

Your character can use the following Action

Blessing

Action Type: Full

Cost: 2 Focus Points, Ki equal to your Zeal Modifier

Effect: Choose a friendly character to give one of the following benefits from the list below. If the character is not in the same Area or Zone as you, this ability costs additional Focus Points using the same rules for Attacks outside of your range.

No character can have more than one Blessing at a time, but can choose to replace an existing Blessing with a new one, if they wish. A Blessing lasts until used, or until the end of combat or the scene.

BENEFITS

- The target gains a bonus to one check of their choice (before rolling) equal to your Zeal Modifier.
- The target gains a damage bonus equal to your Zeal Modifier to one successful attack of their choice.
- The target may re-roll one Check of their choice.

Cost

15 Potential

COMMUNE

You call upon greater powers, asking for knowledge or discussion.

No other actions can be taken while performing this Ability.

Preparing A Ritual: To use this ability, you must perform the proper steps to attract the attention of the Kami or other power you wish to communicate with. The exact method is determined by the GM, but a Lore: Supernatural check against a difficulty set by the GM can be used if the GM doesn't want to generate additional backstory.

Using this ability requires various amounts of time, based on the power you're calling and the associated process. Usually this will take between several minutes and several hours. This Ability cannot be used in combat.

Conversations: In this case, you are approaching the power in a friendly manner. The power is not bound to give you any answers, but most are likely to be at least slightly helpful in exchange for pleasant conversation. This can be role played, or the GM can have you make a Diplomacy, Etiquette, Investigation, or other appropriate Check against a difficulty determined by the information you are seeking.

Question: There are many forces of the supernatural who are bound by law or tradition to answer one or more questions to any who know how to summon them. This usually requires knowing a true name, a complicated ritual, or having helped the power in the past. Powers so called may never lie, but many are likely to 'creatively interpret' truth, or allow a character to draw their own (often, incorrect) conclusions, especially if doing so would set the character on a road the power wants them to walk.

Offer: In this case, the character is calling to a Power that is not bound by tradition to answer, and must offer something in return. These powers often still require a process or ritual to call, but are under no obligation to answer. If the player offers something the power wants, they are likely to keep their end of the bargain, even powers that are unfriendly to the character, since their reputation is usually worth far more than anything a mortal asks for.

Cost

10 Potential



COMBAT PROWESS

DILIGENT FOCUS

Tracking every variable in battle, you are able to act when the need arise.

This Ability increases your Focus Refresh value.

Potential Spent	25	55	95
Focus Refresh	+1	+2	+3

Cost

Varies

REINFORCEMENT

Being driven from the field is not the end of your story. You tend to return right when your friends need you the most.

This Ability reduces the level the Enemy Morale must be pushed to in order for you to Rally.

Potential Spent	15	30	50	70
Rally number	-1	-2	-3	-4

Cost

Varies

HUSTLE

Being able to react quickly in combat can turn defeat to victory.

When the GM determines Initiative Order, you count has having more FP remaining when determining where you are placed in the turn order. This does not give you more actual Focus Points.

Potential Spent	5	10	20	30	40
Modifier	+1	+2	+3	+4	+5

Cost

Varies

TEAMWORK

You and your allies have learned to work together. Through trust and experience, it takes much more to break the bonds you've forged together.

If all characters on one side of combat have the Teamwork ability at the same level, that side's Tide Bar is extended by that amount.

Potential Spent	10	25
Tide Increase	+1	+2

Cost

Varies

KI WELL

You are able to manipulate Ki easier than most without straining your body.

This Ability increases your Ki Limit.

Potential Spent	10	20	35	50	65
K Limit	+1	+2	+3	+4	+5

Cost

Varies

UNYIELDING

As long as you can still fight, you refuse to be driven from battle.

This Ability increases your Morale Threshold.

Potential Spent	20	50	90	140
Morale Threshold	+1	+2	+3	+4

Cost

Varies

FATE MAGIC

FORETELL

Foretell provides the character with glimpses of the future, but these flashes are rarely complete.

Cost: All your current Focus Points, plus see details below.

Effect: The character makes a special Check. At the basic level, this is 3D6 + Insight. The character can spend additional time outside of combat focusing on the visions they receive additional modifiers. If the character spends several additional minutes, they add their Perception Modifier. If the character spends the entire scene focusing on the visions, they also add their Intelligence Modifier to the check.

The information the character receives is based on the result of the Check. The visions will usually be centered on the character using this power, but may also show possible dangers relating to other characters that this character cares about.

- **Less than 10:** The visions are too unclear to draw anything from
- **10-14:** The character is shown one possible event that could happen either in the next 24 hours, or in the distant future.
- **15-19:** The character becomes aware of lethal outcomes to potential actions to themselves or people who are important to them, and a rough idea of when they could occur ('you feel that your clan's leader may come under attack in two days time')
- **20-29:** The character receives a blur of images. These images often continue to occur after using this ability. These can be quite confusing, but very enlightening if the character can make sense of them. If the character chooses to focus on these visions, they are considered to have one less Focus Refresh and Ki Limit for the rest of the session. The character or the subject of their visions is allowed a reroll once per combat or scene, and is considered to have
 - **Armor - Body: 1, Mind: 1, Soul: 1.**
- **30+:** As 20-29, above, but the character does not count as being -1 penalties to Focus Refresh and Ki Limit.

Cost

10 Potential

FORTUNE'S FAVOR

You are favored by spirits of luck, or perhaps the universe itself.

Special: When you purchase this ability, permanently reduce your Ki Limit by 1.

Effect: Once per scene or combat, you may re-roll any roll. If all the dice rolled in this manner are a '6' (before any modification), this does not count as using your reroll for the scene.

Cost

5 Potential



MARTIAL ARTS

1000 STRIKES

You attack with the speed of a whirlwind.

When you make an Attack action with any Weapons skill, you can choose to use the following ability (before you make your Attack Check roll) in addition to the Attack.

1000 Strikes

Action Type: Special

Cost: 2 Ki

Special: If you succeed at the Attack Check, you do an additional Tide damage for every 2 points of Margin of Success, instead of 3.

Cost

20 Potential

VITAL STRIKE

Overwhelming power is not required when you know exactly where to strike.

Your character can use the following Action in combat.

Vital Strike

Action Type: Attack, Full

Cost: 2 Focus Point, Ki equal to your Agility Modifier

Recommended Defenses: Any that would normally be allowed against the weapon used in this attack.

Attack Roll: 3D6 + Agility Modifier

Damage: As the weapon used in this attack, but ignores all Armor possessed by the target.

This Attack can be used with a weapon, but you do not add your Weapon Skill or other modifiers to the Attach Check.

Cost

20 Potential

ENDURE ELEMENTS

Through diligent training in harsh elements, you are better able to endure nature's wrath.

Your character can use the following Action

Endure Elements

Action Type: Simple

Cost: 1 Ki, Maintain: 1 Ki

Effect: You can activate this Ability as a Simple action at any time, including in response to other actions in Combat, or outside of Combat.

You have Armor - Body: 2 against any attacks based on the elements, such as Fire or Cold.

You do not suffer penalties to Checks from being exposed to the elements or harsh conditions.

Cost

10 Potential

WATERFALL TRAINING

Those who walk the path of martial purity seeks to harden the body, mind and soul through cleansing meditation.

Cost: SPECIAL. When you purchase this ability, permanently reduce your Ki Limit by 1.

Effect: You have a natural Armor - Body: 1, Mind: 1, Soul: 1 that is always active and stacks with other sources of Armor.

Cost

25 Potential

PROTECTIVE MAGIC

BANISH SPIRIT

This ability is used to drive away hostile or dangerous spirits.

Your character can use the following Action. This ability works against hostile or malicious supernatural entities. GMs may wish to allow it to work on monsters, savage animals, or similar targets.

Banish Spirit

Action Type: Full, Attack

Cost: 2 Focus Points, 3 Ki

Attack Roll: 3D6 + Zeal Modifier + 1 per 2 additional Ki spent.

Recommended Defense: Target rolls 3D6 + Resolve Modifier and any Armor - Soul they have, and may choose to add +1 to their roll for each 2 Ki they spend.

Damage: Special

Range: 0

Special: If you roll equal to or higher than the target, they must leave the area or zone they are in. Out of battle, they will leave the immediate area (a house, a forest clearing, a stretch of road, etc) for 24 hours. In battle, they must immediately move one zone farther away from the player's side, and may not move any closer than their new zone during the rest of the battle. If this forces the target out of battle, they may not Rally during this Combat (but can still return in 24 hours, or oppose the character elsewhere).

Cost

15 Potential

PROTECTIVE CIRCLE

A magic circle is one of the traditional defenses against spirits and malicious magic. The components of a circle can even be tailored to protect against mundane threats.

Cost: 10 Focus Points [Charge], 1+ Ki, Maintain: 2 Ki

When used out of Battle, the character must spend a few minutes creating the circle before activating this power. In combat, the character uses a Full Action to begin building the circle, paying as many Focus Points as they want. The character can continue to use Full Actions to add Focus Points to the circle until a total of 10 has been spent. Once the circle is complete, the character pays the Ki cost and the circle becomes active (the Ki cost is based on the size of the circle, below).

Ki Cost:

- Self or single person in same Zone: 1
- Area/Single Player Zone: 2
- All Player Zones: 4

Effect: While the circle is active, all friendly character in the chosen area gain +1 to any Defense Actions, +1 to any out of combat Checks the GM deems are defensive in nature, and have

Armor - Body: 1, Mind: 1, Soul: 1 that stacks with Armor from other sources, but not other Protective Circles.

Cost

25 Potential

TURN ASIDE ATTACK

A calm and determined mind can deny any hostility directed at it.

Your character can use the following Defense Action in combat.

Turn Aside Attack

Action Type: Simple, Defense

Recommended Against: Any attack that has a physical component, such as a punch, weapon, ice or rock magic, etc.

Cost: 1 Focus Point, 1+ Ki

Defense Roll: 3D6 + 3 per Ki spent.

Cost

20 Potential

Character:

Player:

BODY

Strength	Modifier	Potential
Endurance	+	
Agility	+	

MIND

Intelligence	Modifier	Potential
Discipline	+	
Perception	+	

SOUL

Zeal	Modifier	Potential
Resolve	+	
Insight	+	

POTENTIAL

Remaining	
Spent	
Total	

ATTRIBUTE MODIFIERS

Potential Spent Modifier	10	30	60	100	150	210
	+1	+2	+3	+4	+5	+6

SKILLS

Total Modifier	Potential	Modifier	Assoc. Attribute
		+	(+)
		+	(+)
		+	(+)
		+	(+)
		+	(+)
		+	(+)
		+	(+)
		+	(+)
		+	(+)
		+	(+)

OTHER ABILITIES

Check: _____ Effects: _____	Cost FP Ki
Check: _____ Effects: _____	Cost FP Ki
Check: _____ Effects: _____	Cost FP Ki
Check: _____ Effects: _____	Cost FP Ki

EQUIPMENT

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COMBAT

THRESHOLD RALLY

FOCUS REFRESH

KI LIMIT

ARMOR Body Mind Soul

ACTIONS

Primary Attack (Such as Weapon Skill)

Check: _____	Cost FP Ki
Rec. Defense: _____	
Effects: _____	

Primary Defense (Such as Acrobatics, Stealth or Weapons)

Check: _____	Cost FP Ki
Rec. Against: _____	
Effects: _____	

Other Actions

Check: _____	Cost FP Ki
Effects: _____	

Check: _____	Cost FP Ki
Effects: _____	

Check: _____	Cost FP Ki
Effects: _____	

LIST OF ABILITIES

Attribute

Skill

Other Ability

1000 Strikes

Acrobatics

Agility

Alchemy

Animal Handling

Appraise

Athletics

Banish Spirit

Bargaining

Blessing

Botany

Insight

Intelligence

Intimidation

Investigation

Ki Well

Language

Leadership

Lore

Manipulation

Mechanics

Medicine

Navigation

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