

Visting the Mystics



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Onmyouji

Onmyoudou, or the Way of Yin and Yang, is an esoteric practice used by practitioners, known as onmyouji, to read omens, protect against evil spirits, and bring good fortune. For centuries, it has been used in Nakatsukuni to protect and guide not only the Emperors and Empresses of the nation but also the aristocracy and the common folk. Onmyouji sell their services in the same way a blacksmith or a tailor might, taking money in return for fortune telling and purification. It takes years of training and practice to become an onmyouji, at least partially due to the complicated nature of the profession's teachings.

The Origins of Onmyoudou

Onmyoudou is an amalgamation of different practices from across the world. Centuries ago, scholars from the Sunset Kingdoms brought magical teachings like those of Yin and Yang and the Five Phases to Nakatsukuni, and they melded with the existing practices of the Empire such as astrology, calendaring, and natural sciences to form Onmyoudou.

The most important of these philosophies is of Yin and Yang, known to many as Inyo, which teaches that there is an opposite but interconnected cycle that guides the Universe. There is Yin which represents darkness, stillness, and receptivity and Yang which represents light, activity, and assertiveness. This dichotomy can be found in all things, and learning its balance is the key to greater understanding.

The Five Phases, or Wuxing as it was known in the Sunset Kingdoms, is the concept that all things are connected to one of five cyclical elements: Metal, Wood, Water, Fire, and Earth. These elements correspond to organs in the body, seasons, colors, tastes, emotions, and more. By charting the interrelations between these phases one can make divinations, cure illness, bring better health and longevity, and live a happy life. The key is keeping all five elements in balance.

The Heian Period

At the height of the Heian Period the Chrysanthemum Empire of Nihon founded the Onmyouryou, the Bureau of Yin and Yang. The Onmyouryou was created to oversee the practice of Onmyoudou and train new onmyouji. At that time, the onmyouji used their powers in service of the government, and the dealings of the Bureau were a well kept secret. It was paramount that the practices of the onmyouji were never exposed to the masses.

Eventually, as tales of the onmyouji slipped out, the aristocracy began to get jealous of the government's complete control over the onmyouji, and they demanded access to their services. With the promise of generous donations, the government acquiesced and the practice of Onmyoudou was made available to the highest members of society. Onmyouji like the legendary Abe no Seimei became famous and were often taken on as court sorcerers by daimyo who sought their guidance in even the tiniest matters. The Onmyouryou became one of the strongest institutions in the entire Empire for a time.

Unfortunately, however, the status of onmyouji would take a substantial fall after the Inkstone Rebellion at the tail end of the Heian Period. To their dismay, onmyouji on both sides of the conflict failed to secure their patrons victory, and their capabilities were called into question. The Onmyouryou continued to train new onmyouji, and onmyouji continued their practice, but they wouldn't reach the heights of their prior status again for a century.

The Hundred Years of Sorrow

During the Hundred Years of Sorrow, the onmyouji were employed to make divinations, bless soldiers, and advise the generals on battle plans. Many were sent to the frontlines to combat the yokai and summon ceremonial spirits called shikigami to help their allies and hinder the enemy. The onmyouji suffered terrible losses, which would culminate in an assault on the Onmyouryou's castle that saw the building destroyed and nearly all of the instructors killed or captured by the yokai.

The Reunification Wars

By the end of the Hundred Years of Sorrow, there were perhaps 250 trained onmyouji left in Nakatsukuni. They attempted to come back from the destruction of the Onmyouryou which was a tall task. Onmyouji took it upon themselves to train new apprentices, but they were outnumbered by charlatans who were using the name of the onmyouji to scam people out of money. These vagabonds ruined the good name of the onmyouji making it nearly impossible for true onmyouji to get work and earn the trust of the people.

In response to the rampant charlatans, a group of onmyouji led by an ancient onmyouji named Machi Yuga came together at the later half of the Reunification Wars to form a new Onmyouryou. This guild, called the Scarlet Assembly, cracked down hard on false onmyouji and took its place as the official overseers of the practice of Onmyoudou.

Onmyouji Today

Today, members of the Assembly are trained by top practitioners and receive a license to practice their craft. Onmyouji sell their services to anyone who can pay their exorbitant fees and often become well known in their communities.

You can visit an onmyouji to have your fortune read, get guidance on how to live your life better, or even to ward your home against evil spirits. Onmyouji are well respected by society at large, and have started to regain their lost status among the nobility. Daimyo have begun taking onmyouji on as advisors again in droves, and these onmyouji have developed quite a bit of influence in the courts of the Empire. It's safe to say that the second era of Onmyoudou has arrived.

Onmyoudou Rituals

I have had the pleasure of consulting an onmyouji a few times in my long life. I have always found it to be a fascinating experience. Having never studied art personally, its inner workings are still very much a mystery to me. There is a certain degree of pageantry to the whole affair that lends an air of mystery to the act.

The last time I visited an onmyouji, I was led to a small room connected to a walled garden, where the onmyouji was waiting for me. He was a slight man, with long black hair and surprisingly welcoming eyes. I have found that onmyouji can be very stoic and serious, and so to see one who actually smiled was unusual. We sat, and I told him of my life, and my health, and a few other things. He listened carefully before consulting a scroll he had set out on the table between us. The young man traced a finger across the parchment a few times, certainly making mental notes, and then produced a crystal pendulum. By now, I do not recall exactly what that pendulum suggested as my next course of action, but I remember being enthralled by the whole process.



Cody Pondsmith

Onmyoudou Rituals

By taking an hour, an onmyouji can perform any of the rituals present in the list below. The onmyouji must have their ritual tools and must be physically with the focus of the ritual.

Divination (10 RP)

Once per month, you can visit an onmyouji to have them perform a divination for you. This divination allows the onmyouji to look into your future and give you glimpses of things to come. When the onmyouji finishes this divination, the Storyteller will roll 3 dice. For every Success, the Storyteller will tell you one event that is likely to come to pass within the month. These events can be changed through action or inaction and are not set in stone, but if nothing is done about them they will come to pass. If the Storyteller rolls no Successes on their Check, you get a reimbursement equal to half the total cost of the appointment.

Fortune Telling (5 RP)

Once per week, you can visit an onmyouji to have them tell you your fortune. This divination takes the form of lucky directions, signs, and omens. When the onmyouji finishes this divination, the Storyteller will roll 5 dice and you will note down the number of Successes. For 1 week, you can use 1 of these Successes when you make a Check to add 1 Success to that Check. If the Storyteller rolls no Successes on their Check, you get a reimbursement equal to half the total cost of the appointment.

Knowledge (5 RP)

You can visit an onmyouji to have them divine the answer to a question you have. When the onmyouji finishes the ritual, the Storyteller will roll 10 dice against a DV they set to learn the information you seek. If the ritual is successful, the onmyouji is able to answer your question. If the Storyteller is unable to beat the Check, you get a reimbursement equal to half the total cost of the appointment.

Protection (8 RP)

You can visit an onmyouji to have them perform a ritual of protection over you. When the onmyouji finishes the ritual, the Storyteller will roll 8 dice and you will record the number of Successes. For the next week, you can use the result of this Check in place of any Resistance Check you would be required to make to resist a Mikkyo. If the Storyteller rolls no Successes on their Check, you get a reimbursement equal to half the total cost of the appointment.

Purification (10 RP)

You can visit an onmyouji to have them perform a ritual of purification that protects your body from ailments. For the next week, you are immune to the effects of any poison or illness that would normally affect you.

Resilience (4 RP)

You can visit an onmyouji to have them perform a ritual of protection for your spirit. For 1 week, if you are reduced to 0 or fewer Vitality your spirit enters the Spirit World as a wandering spirit as usual but cannot suffer True Death.

Warding (8 RP)

You can request that an onmyouji comes to a site of your choice and wards it against evil spirits. When the onmyouji finishes the ritual, the ritual site is marked by talismans which can only be removed by a human or a kami. While these talismans remain active, all Yokai must make a Master (5) Resistance Check to enter the area of the ritual or remain in it. An onmyouji can ward up to a 500ft radius area in this way and the talismans last for 1 year.



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Quirks

Magical Wards

By taking 2 Actions, an onmyouji can create any one Magical Hazard and place its talisman on a surface.

Ritualistic Magic

An onmyouji's magic is rooted in rituals, and they always carry a small Concealable pouch of tools required to perform these rituals. If an onmyouji is separated from their ritual tools, they cannot use any of their Mikkyo.

Sixth Sense

When an onmyouji comes in physical contact with a yokai, they immediately know they aren't human. When they come in contact with a human, they learn 1 random fact about them.

Mikkyo

Fortune Telling (5 Ki Points)

By taking 30 minutes, an onmyouji can perform a divination for themselves or another character. This divination takes the form of lucky directions, signs, and omens. When the onmyouji finishes this divination, they must make a Knowledge Check. The character notes down the number of Successes. For 1 week, that character can use 1 of these Successes when they make a Check to add 1 Success to that Check. A character can only be the target of this Mikkyo once per week.

Summon Shikigami (5 Ki Points)

By spending 2 Actions, an onmyouji can summon a shikigami. The onmyouji can telepathically order their shikigami to perform tasks for them without taking an Action. The bond between a shikigami and an onmyouji can last indefinitely but is broken if the onmyouji is ever reduced to 0 Ki Reserve or if they are killed. When the bond is broken, the shikigami disappears. An onmyouji can only be bound to 1 shikigami at a time.

Name

Onmyouji

Type

Magical

Threat Ranking



Information

Onmyouji are the sorcerers of Nakatsukuni. They use a combination of natural science, astronomy, and philosophy to decipher the mysterious ways of the Universe. People often visit onmyouji to have them tell their fortune, perform good luck rituals, purify them, and drive off evil spirits and bad luck. These services are common, but some go to onmyouji to have them curse their enemies with bad luck or summon shikigami, or ceremonial spirits, to possess people and make them act against their will. Onmyouji are not particularly dangerous in combat, but their shikigami can be.

Special Senses

Spirit Sight

Armor

0

Vitality

16

Ki Reserve

8

Speed

30ft

Mind



Body



Spirit



Awareness



Disguise



Engineering



Knowledge



Marksmanship



Medicine



Athletics



Endurance



Maneuvering



Melee



Stealth



Strength



Artistry



Insight



Focus



Manipulation



Performance



Resistance



Weaponry

Name	Damage	Range	Traits
Dagger	1	Melee	Highly Concealable, Precise

Name Shikigami

Type

Magical

Threat Ranking



Information

Shikigami, or ceremonial spirits, are spirits summoned from the Spirit World to serve onmyouji. Unlike kami, they are limited creatures with only a rudimentary level of sapience, and they are made real by the will of the summoner. A shikigami remains in existence until its summoner chooses to let it go or can no longer focus their will on it. While they are in existence, shikigami are dangerous creatures. They are entirely invisible, but are able to act in the Material World. They can possess people and augment the forces of chance. The best way to deal with a shikigami is to bind them to a paper totem, making them vulnerable.

Special Senses

Spirit Sight

Armor

0

Vitality

24

Ki Reserve

8

Speed

30ft

Mind



Body



Spirit



Awareness



Disguise



Engineering



Knowledge



Marksmanship



Medicine



Athletics



Endurance



Maneuvering



Melee



Stealth



Strength



Artistry



Insight



Focus



Manipulation



Performance



Resistance



Weaponry

Name	Damage	Range	Traits
Claws	2	Melee	Grappling, Precise, Twin Weapon



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Quirks

Binding Totem

By making a Challenging (3) Artistry Check, a character can make a paper doll inscribed with sigils. If the character makes a successful Marksmanship or Melee Attack against the shikigami's Athletics Check with this paper doll, it binds the shikigami to the paper doll. As long as a shikigami is bound, it loses access to its Invisible Form and Spectral Quirks. A shikigami can unbind themselves by making a Master (5) Focus Check.

Invisible Form

Despite existing in the Material World, a shikigami can only be seen by Spirit Sight. The shikigami is considered Hidden by any character not using Spirit Sight, and only becomes Obscured until the end of its next Turn when it interacts with a character.

Spectral

By taking an Action, a shikigami can shift between the Spirit World and the Material World. While in the Spirit World, the shikigami is treated as though they were a wandering spirit, except they retain their Vitality and do not lower their Ki Points.

Mikkyo

Shadow of Luck (1 Ki Point)

A shikigami can make a Focus Check to attach itself to an adjacent character who fails an opposed Resistance Check. While attached, a shikigami can take an Action to grant a +1 Bonus or a -1 Penalty on the target's next Check. A shikigami can be unbound if the target makes an opposed Focus Check.

Simple Possession (3 Ki Points)

A shikigami can make a Focus Check to possess an adjacent character who fails an Opposed Resistance Check. While possessing the character, the shikigami uses their body to take its Actions. It uses the target's Vitality and Body Statistic instead of its own and has access to all of the target's Quirks, Techniques, and Mikkyo as well as its own Mikkyo. Every Round, the target can take an Action to attempt an Opposed Focus or Resistance Check against the shikigami's Focus Check to break free. If the possessed character dies, the shikigami is forced out of the body.

Miko & Kannushi

Kannushi and miko are the lynchpin of spirituality and religion in the Empire of Nihon. They are the conduit for the amatsukami and the negotiators who maintain good relations between humans and the kunitsukami. They are well respected by most all citizens of the Empire and enjoy a position of privilege in the Empire's social hierarchy.

People visit Shinto shrines frequently to receive blessings from kannushi and miko, or to settle disputes and miscommunications between themselves and the kami. In this way, the kannushi and miko keep the Empire functioning and the Spirit World appeased.

Miko in the Early Era

The history of miko goes back to the earliest days of Nakatsukuni. In the time before the Empire, the people of Kyushu, Honshu, and Shikoku were divided into tribes who controlled small pieces of territory across the islands. Each one of these tribes was led by a miko, a female shaman who was capable of performing rituals to communicate with the Spirit World and its inhabitants. Miko communed with the kunitsukami, sometimes allowing them to possess their bodies to perform miracles for the people of their tribe. Through these miracles the tribe would be blessed with greater crop yields, protection from diseases, and even magical artifacts created by the kami themselves. It was a common practice for a tribe to take on one of the kunitsukami as their patron. This patron kami would live among the people of the tribe and perform miracles on holy days. In return the people would perform sacrifices for the kami and maintain ashintai, which is a special shrine that acts as a home for the kami.

When the amatsukami made their rare visits to Nakatsukuni from Takamagahara, it was the miko who they spoke with. These spiritual practitioners spoke for their tribes, performing sacrifices and sacred dances to earn valuable gifts and blessing from the kami. There are even a few miko who were lucky enough to be invited to the High Plains of Heaven to speak with Amaterasu, the Ruler of the Kami.

The Introduction of Kannushi

When Emperor Jimmu unified the people of Nihon under his banner, he saw a problem with the old order. The miko held a great deal of power in their tribes, which could make them prone to flaunting the will of the empire or splitting off on their own. To solve this problem and keep The Chrysanthemum Empire unified for good, Emperor Jimmu made a proclamation. From then on the communication with the kami would be the purview of a new class, the kannushi. He offered the miko of Nakatsukuni a place as kannushi in the new empire if they remained loyal to him. Many miko made this agreement and in return, Emperor Jimmu gave the remaining miko a place as the protectors and ritualists of the shrines. Miko would be the ones to defend the shrines against evil spirits, speak with the common folk, and perform small rituals for the masses.

The Inkstone Rebellion

When the kunitsukami rebelled against the Amatsukami, and the Inkstone Rebellion broke out at the end of the Heian Period the kannushi and miko were there to negotiate peace. While they were unable to end the conflict, kannushi worked tirelessly to talk sense into the rebellious kami and miko did their best to help the people of the empire navigate the new order.

This time was especially uncertain for the kannushi and the miko. They had devoted their lives to working with the kami, and now many groups of kami had sought to upend the well-established order of the world and take power from the Amatsukami of Heaven. Many didn't know where their allegiances should lie, and there were many long debates among scholars on the subject.

The Hundred Years of Sorrow

During the Hundred Years of Sorrow, the kannushi and the miko were indispensable agents of the kami. The kannushi rallied humans and kami together to protect their homes, and the miko stood as the everlasting bastion against the many yokai who wished to assault the kannushi and the kami's shrines.

The miko became particularly well known during this time. They would fight with naginata which could pierce the veil between the Spirit World and the Material World, allowing them to strike down spectral yurei as well as corporeal yokai.

As the war wore on, more and more kannushi and miko fell, but others rose to take their place. Kannushi were prime targets for yokai assassins, and so they were constantly in danger. Their ability to perform purifying rituals and blessings made them very dangerous to the yokai.

The Modern Era

In the modern era, the job of the kannushi and the miko is the same as it always has been. The kannushi speak with the kami, interpret their will, and perform ceremonies and the miko protect the shrines, provide small spiritual services for the public, and perform the sacred kagura dances for the kami.

Anyone who wishes to become a kannushi can apply to one of a number of academies that teach the rituals and arts of the kannushi, but miko are taught in small groups by an elder. After many years of practice, an initiate is assigned to a shrine where they will live and work for the rest of their lives. In general, the kannushi and miko of a shrine share as strong bond and are expected to look after one another. Since the Hundred Years of Sorrow, it has not been uncommon for one or more miko to become personal bodyguards of the kannushi of their shrine. There are still many spiritual threats that could seriously endanger a shrine and its occupants. The two work together as two halves of a single unstoppable force.

Omamori

Omamori are little amulets crafted at shrines by miko and kannushi. They are small cloth pouches adorned with brightly colored embroidery and held by a short strap which can be attached to clothing or items. Inside these pouches are prayers written on paper and blessed by one of the kami.

By far, omamori are the most common form of magical artifact one can find in Nakatsukuni. They are worn by all manner of people from peasant farmers to noble samurai. People wear them to protect them from illness, bring them good fortune, help them find love, and many other interesting uses. Why, I carry an omamori myself, attached to the inside of my lustrous jacket. Mine increases my skill in the culinary arts, and I dare say I would be in dire straights without it. After all, I have made many friends with my homemade rice bowls.

Yes, omamori are not the most potent objects of arcane power, but they are reliable and they can save your life in a pinch. There is nothing like having a little charm bolstering your courage, keeping you on your feet, or keeping you from getting sick.



Using Omamori

By attaching an omamori to their clothing, a character can gain its benefits. A character can only have the benefits of 2 omamori active at the same time, but they can swap between them with an Action.

Balance (2 RP)

You are immune to the Prone Condition.

Comfort (1 RP)

You are immune to the Extreme Temperature Environmental Hazard.

Compassion (2 RP)

The DV to help a character end a Mental State is one level lower for you.

Courage (3 RP)

You are immune to the Advanced Frightened Mental State.

Decorum (1 RP)

You always seem well put together and graceful to others.

Digestion (2 RP)

You cannot suffer the Nauseated Condition from, or be poisoned by, something you eat or drink.

Happiness (3 RP)

You are immune to the Advanced Disheartened Mental State.

Hospitality (1 RP)

Your cooking is always delicious, making people crave it.

Ingenuity (2 RP)

When you succeed at an Analyze Action, you gain 2 facts or suggestions rather than 1.

Kindness (2 RP)

Animals view you as a friend unless you have given them some reason not to.

Loss (3 RP)

Whenever you lose something, you always know where it went.

Love (3 RP)

Allies of yours cannot be convinced to turn against you or question you.

Rest (1 RP)

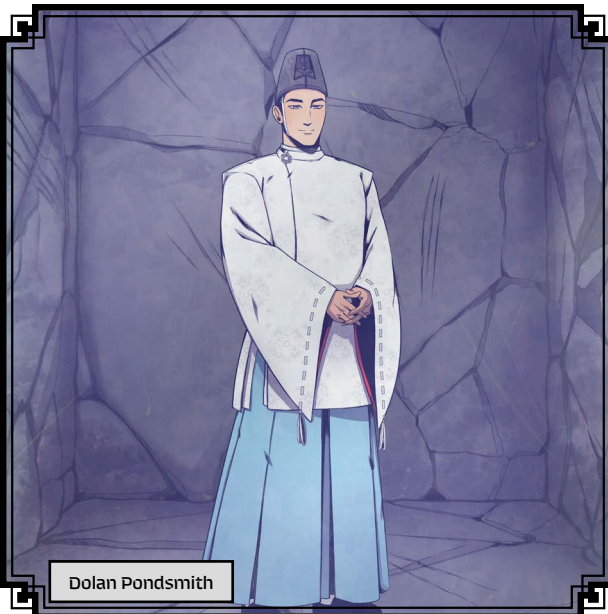
Every day, you recover double the normal number of points of Vitality.

Sleep (1 RP)

You only need 3 hours of sleep per night to feel well rested.

Wealth (3 RP)

Whenever you would gain Disposable Income, besides your monthly allowance, you can make a Difficult (4) Awareness Check to find an additional 1 Disposable Income.



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Quirks

Ritualistic Magic

A kannushi's magic is rooted in rituals, and they always carry a small Concealable pouch of tools required to perform these rituals. If a kannushi is separated from their ritual tools, they cannot use any of their Mikkyo.

Mikkyo

Divine Connection (3 Ki Points)

A kannushi can sense any kami within 50 miles and implore one of these kami to act through them. If accepted, this connection lasts for 1 hour and allows the kami to act as though they were physically there, possessing the kannushi. While this connection is active, the kannushi cannot take Actions. Instead, the kami takes their Actions on the kannushi's Turn, using their body, and can use their own Vitality to power any Mikkyo they use. The kami can use any of their Mikkyo, except for Shape Shifting as well as Divine Purification. If the kannushi dies, this connection is severed.

Divine Purification (3 Ki Points)

A kannushi can use their ritual tools to perform a purification of a character within 50ft. If that character is being possessed by another character, they are freed from this possession and cannot be possessed again for 1 hour. Additionally, if that character was suffering from any disease, poison, or curse this effect is ended.

Name

Kannushi

Type

Magical

Threat Ranking



Information

Kannushi are mediums for the kami. They spread the messages of the amatsukami, negotiate with the kunitsukami, and help solve disputes between humans and minor kami. They derive their powers from complex rituals that they learn at kannushi acadmies across Nakatsukuni. When in danger, kannushi can act as a conduit for the kami, giving them access to tremendous power. Still, they are only human, and they can be killed by conventional means. This is why they often travel with miko bodyguards.

Special Senses

Spirit Sight

Armor

0

Vitality

15

Ki Reserve

8

Speed

30ft

Mind



Awareness



Disguise



Engineering



Knowledge



Marksmanship



Medicine



Body



Athletics



Endurance



Maneuvering



Melee



Stealth



Strength



Spirit



Artistry



Insight



Focus



Manipulation



Performance



Resistance



Name

Miko

Type

Magical

Threat Ranking



Information

Miko were once oracles who allowed the kami to possess their bodies to give messages and blessings. Today, miko are the sacred guardians of the shrines of the kami. They protect these shrines against assault by evil spirits and yokai and protect the kannushi from danger. In their daily lives, these priestess maintain the shrine where they work, perform small rituals for the masses, and craft omamori to sell at the shrine. They are extremely dangerous warriors with the ability to attack creatures hiding in the Spirit World and exorcise spirits from the bodies of their allies.

Special Senses

Spirit Sight

Armor

1

Vitality

20

Ki Reserve

5

Speed

35ft

Mind



Body



Spirit



Awareness



Athletics



Artistry



Disguise



Endurance



Insight



Engineering



Maneuvering



Focus



Knowledge



Melee



Manipulation



Marksmanship



Stealth



Performance



Medicine



Strength



Resistance



Weaponry

Name	Damage	Range	Traits
Naginata	4	Melee	Reach, Rending, Two-Handed
Longbow (24 Arrows)	3	200ft	Ammunition (Quick), Heavy Strike, Two-Handed



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Quirks

Expert Defender

A miko gains a +2 Bonus to Melee Checks made to defend a character from Attacks and can defend a character within the range of their weapon rather than having to be adjacent to them.

Godly Wards

By taking 2 Actions, a miko can create an ofuda talisman and place it on a doorway, window, or other entryway. A yokai who tries to pass through this entryway must make a Master (5) Resistance Check or be unable to pass. A miko can have up to 10 ofuda talismans active at a time. These talismans can only be removed by humans or kami.

Ritualistic Magic

A miko's magic is rooted in rituals, and they always carry a small Concealable pouch of tools required to perform these rituals. If a miko is separated from their ritual tools, they cannot use any of their Mikkyo.

Spirit Touched

A miko can affect characters and objects in the Spirit World as if they were in the Material World. This extends to any weapon or item wielded by the miko.

Mikkyo

Exorcism (1 Ki Points)

A miko can use their ritual tools to perform an exorcism of a character within 25ft. If that character is being possessed by another character, they are freed from that possession.

Purifying Touch (1 Ki Points)

A miko can use their ritual tools to perform a purification of an adjacent character. If that character is suffering from a disease, poison, or curse the Miko can make a Challenging (3) Focus Check. If this Check is successful, that effect is removed.



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Quirks

Flight

A minor kami can float through the air to move in three dimensions or hover in midair.

Kami

A minor kami can shift between the Spirit World and the Material World without taking an Action. While in the Spirit World, a minor kami is treated as though they were a wandering spirit, except they retain their Vitality and do not lower their Ki Points.

Spiritual Body

A minor kami's entire body is made up of ki, meaning their Ki Reserve is extremely high but also tied to their Vitality. A minor kami uses their Vitality as though it were the Ki Reserve. Additionally, when they take the Recovery Action, they regain 3 Vitality Points instead of 1 Ki Point.

Mikkyo

Create Small Objects (3 Ki Points)

A minor kami can create a small object within 50ft of them. This object can be anything with a Cost of 3 or less with the exception of one-of-a-kind objects. These objects last for 1 hour.

Rift Claw (3 Ki Points)

A minor kami can tear a rift in reality, which closes after 1 minute. A character can rift dive through this rift.

Shift Reality (3 Ki Points)

A minor kami can create or remove 1 Environmental Hazard in a 25ft radius area within 50ft of them. This effect lasts for 1 hour.

Name

Minor Kami

Type

Magical

Threat Ranking

♦♦♦

Information

Minor kami are members of the yaoyorozu no kami, or the Countless Spirits. Where the amatsukami are the deities of the spirits, the yaoyorozu no kami are the peasants, as it were. Minor kami shift back and forth between the Spirit World and the Material World, living mostly peaceful lives much like humans. When moved to violence, minor kami are as varied as humans, but are most likely to use their powers to change their environment and create objects to hinder their assailant.

Special Senses

Night Vision, Spirit Sight

Armor

0

Vitality

20

Ki Reserve

See Spiritual Body

Speed

30ft

Mind

♦♦♦♦♦

Awareness

♦♦♦♦

Disguise

♦♦♦♦

Engineering

♦♦♦♦

Knowledge

♦♦♦♦

Marksmanship

♦♦♦♦

Medicine

♦♦♦♦

Body

♦♦♦♦♦

Athletics

♦♦♦♦

Endurance

♦♦♦♦

Maneuvering

♦♦♦♦

Melee

♦♦♦♦

Stealth

♦♦♦♦

Strength

♦♦♦♦

Spirit

♦♦♦♦♦

Artistry

♦♦♦♦

Insight

♦♦♦♦

Focus

♦♦♦♦

Manipulation

♦♦♦♦

Performance

♦♦♦♦

Resistance

♦♦♦♦

Name Kunitsukami

Type
Magical

Threat Ranking
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Information

A kunitsukami, or earthly spirit, is a kami of great power who lives in Nakatsukuni as opposed to the High Heavenly Plains. These kami are powerful enough to be worshipped as local deities and regional lords but not considered to be deities in the same way as the amatsukami. They act very much like humans except that they don't have to eat or drink, age at a glacial pace, and require almost no sleep. These changes tend to make kunitsukami slightly more impulsive than humans but can also grant them infinite patience when waiting for an outcome.

Special Senses
Night Vision, Spirit Sight

Armor
0

Vitality
50

Ki Reserve
See Spiritual Body

Speed
30ft

Mind
◆◆◆◆◆

Body
◆◆◆◆◆

Spirit
◆◆◆◆◆

Awareness
◆◆◆◆

Athletics
◆◆◆◆

Artistry
◆◆◆◆

Disguise
◆◆◆◆

Endurance
◆◆◆◆

Insight
◆◆◆◆

Engineering
◆◆◆◆

Maneuvering
◆◆◆◆

Focus
◆◆◆◆

Knowledge
◆◆◆◆

Melee
◆◆◆◆

Manipulation
◆◆◆◆

Marksmanship
◆◆◆◆

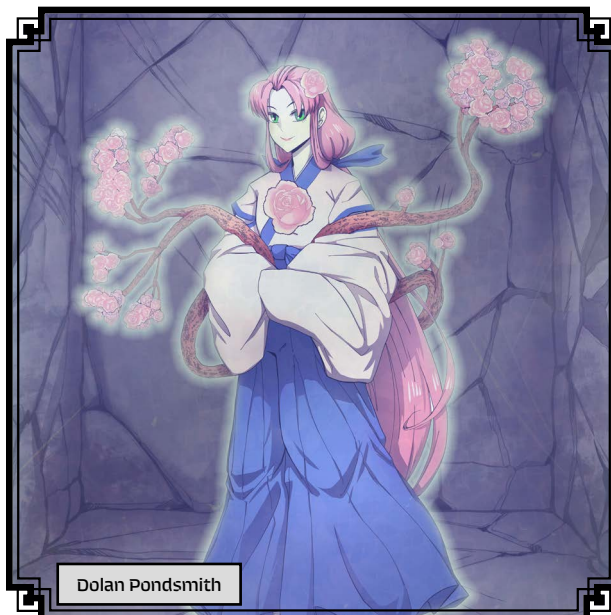
Stealth
◆◆◆◆

Performance
◆◆◆◆

Medicine
◆◆◆◆

Strength
◆◆◆◆

Resistance
◆◆◆◆



Dolan Pondsmith

Quirks

Flight
A kunitsukami can float through the air to move in three dimensions or hover in midair. While flying, a kunitsukami increases their Speed to 60ft.

Kami
A kunitsukami can shift between the Spirit World and the Material World without taking an Action. While in the Spirit World, a kunitsukami is treated as though they were a wandering spirit, except they retain their Vitality and do not lower their Ki Points.

Spiritual Body
A kunitsukami's entire body is made up of Ki, meaning their Ki Reserve is extremely high but also tied to their Vitality. A kunitsukami uses their Vitality as though it were their Ki Reserve. Additionally, when they take the Recovery Action, they regain 3 Vitality Points instead of 1 Ki Point.

Mikkyo

Create Object (5 Ki Points)
A kunitsukami can create an object within 100ft of them. This object can be anything, with the exception of one-of-a-kind objects. Items of Cost greater than 3 cost 10 Vitality.

Mold Reality (5 Ki Points)
A kunitsukami can create or remove 1 Environmental Hazard or Magical Hazard in a 50ft radius area within 100ft of them. These hazards last permanently or until destroyed.

Rift Claw (3 Ki Points)
A kunitsukami can tear a rip in reality, which closes after 1 minute. A character can rift dive through this rift.

Shape Shifting (5 Ki Points)
A kunitsukami can take the form of any creature it has seen before. While in this shape, the kunitsukami uses the target's Body Statistic instead of its own and has access to all of the target's Quirks, Techniques, and Mikkyo as well as its own.