

SHADOW SCAR

Love on the Battlefield



Dolan Pondsmith

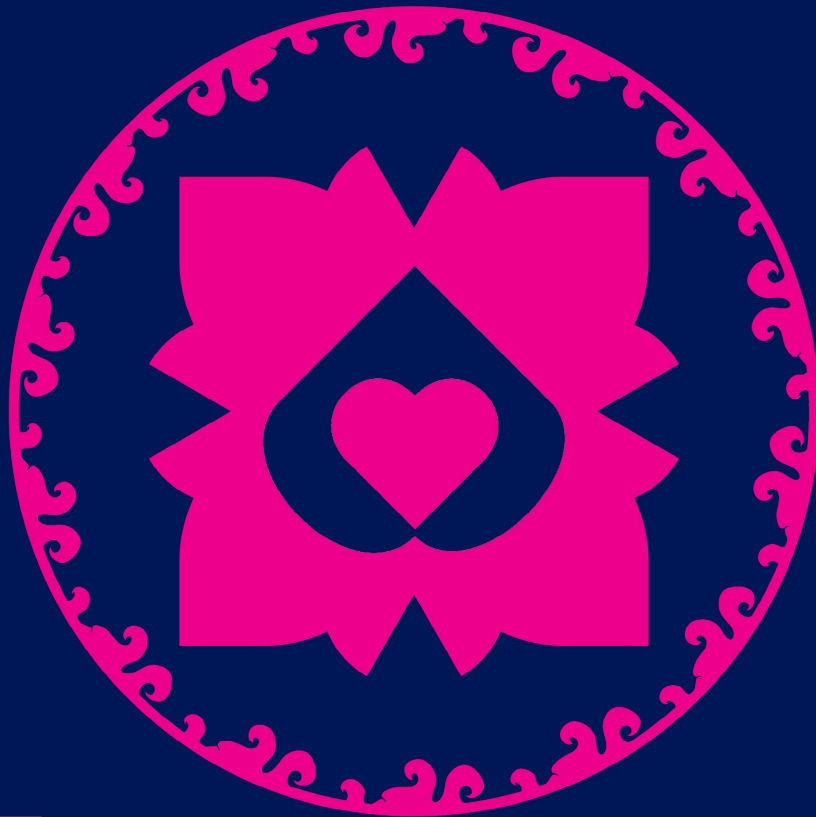
Credits

Writing: Cody Pondsmith
Art: Cody Pondsmith, Dolan Pondsmith
Layout: Cody Pondsmith
Editing: Cody Pondsmith

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The Kokoro Clan



Cody Pondsmith

The Kokoro Creed

Love, Passion, Understanding

Personal Goals

End the Veil War with Love

Information

The Kokoro Clan was officially created by two agents from the Belief Department: Himari and Faith Sakamoto. Himari Sakamoto is a jounin agent previously from the Administration Department who grew up in a massive family and joined up to protect that family from the yokai while Faith Sakamoto was a skilled Support Department Agent from New Orleans in 5th Street who joined up to protect her friends and the workers at her coffee shop, The Redwing. Both of them met at an Agency function and a month later they were married. Himari and Faith are known throughout the Agency as "the most loving couple in the Mosaic" and are often teased about it. However, when the Belief Department was founded, they saw an opportunity. The two saw a way forward that wasn't so bloody. If they could unite both sides of the war through love, just as they had been united then maybe they could overcome Yomi's influence and end the war without bloodshed.

The very few students of the Kokoro Clan train in the Spirit World on the other side of the Mist Gate in Nakatsukuni. Himari and Faith are good friends with the owners of Veil Mist Manor who let them use the gardens of the manor to train and let them mingle with the customers to perfect their social techniques. The students learn how to become entrancing to their enemy and how to manipulate them in ways the clan considers gentler than the manipulation of the Kuromaku Clan.

Rather than learning from a daitengu, the students of the Kokoro Clan learn directly from Himari and Faith, who have put months of research into developing their own techniques. They guide their students in the ways of true love so that each one of them may flourish and bring love to others. Unsurprisingly, Kokoro Agents are most commonly seen in the Belief Department, where they heal the hearts and bodies of those most in need.

Techniques & Mikkyo

Techniques

Empathetic Defense

When someone targets you with an Attack you can make an Opposed Insight or Manipulation Check to make them hesitate, negating the attack.

Enthralling Gaze

By taking an Action and making a Manipulation Check against the Resistance Check of a character within 25ft you can enthrall them until the start of your next Turn. While enthralled, a character takes a -2 Penalty to any Check that does not involve you.

Perfect Idol

You always know exactly what a person expects from you and wants you to be like. This grants you a +1 Bonus to any Checks made to be what they want you to be.

Razzle Dazzle

By taking an Action and making a Manipulation Check against the Resistance Check of a character within 25ft you can dazzle them until the start of your next Turn. While dazzled, a character takes a -1 Penalty to any Checks.

Smug Grin

When you apply the Disheartened or Taunted Mental State to a character, the difficulty to remove the condition is 1 level higher.

True Heart

When you make an Insight Check to tell if someone is lying and you get less than 4 Successes you can treat the Check as though you had gotten 4 Successes.

Mikkyo

Blood Bond

Bond 2 willing people together for 1 hour. During this time, they can transfer Vitality and Ki Points between one another and use each other's Inyo as long as they are within 100ft of each other. This ability cannot allow one's Vitality or Ki Points to go above their maximum.

Blood Sibling

Make a Focus Check against a character within 30ft. If this character fails an Opposed Resistance Check they believe you are a sibling of theirs until they make a Difficult (4) Resistance Check or someone makes a Difficult (4) Manipulation Check.

Gift of Life

Increase a character's maximum Vitality by 3 and their maximum Ki Reserve by 1 for 1 hour.

Heart Break

Make a Focus Check against a character within 30ft who has not been targeted by this Mikkyo within the last minute. If this character fails an Opposed Resistance Check they suffer the Drained Condition for 1 minute, and take 3 points of Damage which is not reduced by armor.

Ice Heart

Make a Focus Check against a character within 30ft. If this character fails an Opposed Resistance or Endurance Check they cannot heal Vitality Points until they make a Difficult (4) Resistance or Endurance Check.

Web of Love

Make a Focus Check against a character within 30ft. If this character fails an Opposed Resistance Check you learn all of the people who they love most.

Chunin Techniques & Mikkyo

Techniques

Agency Darling

Pick 3 Handler Abilities. During a mission you can take 10 minutes to contact another person in the Shadow Scar Agency to ask for their help. This allows you to use one of these Handler Abilities.

Brush it Off

You are immune to non-advanced Mental States.

Loyal Fans

You cultivate a professional persona in each world. When you meet a new person roll 1 die. If this roll comes up a 4, 5 or 6, they know you and are a fan of your work. This grants you a +2 Bonus to all Social Actions against this person.

Play to the Crowd

When you take a Social Action you can target up to 10 characters. Each character must make a separate Resistance Check to defend against your Manipulation Check.

Mikkyo

Break the Curse

Make a Difficult (4) Focus Check to end the effects of a curse on a person you touch.

Frozen Heart Arrow

Make a Focus Check against a character within 100ft. If this character fails an Opposed Resistance Check you lodge a shard of magic in their heart, gradually freezing it. The character suffers the Advanced Disheartened Mental State and takes 3 points of Damage, which is not reduced by armor, at the beginning of each of their Turns until they make a Difficulty (4) Focus Check to remove the shard.

Healing Boost

Allow a character you touch to regain 10 points of Vitality. A character can only benefit from this Mikkyo once per day.

Love Bomb

Throw a ball of condensed love to a point within 30ft. All characters of your choice within 25ft regain 3 Ki Points.

Jounin Techniques & Mikkyo

Techniques

Natural Influencer

You can use 1 Social Action on each of your Turns in combat with taking an Action.

True Love

By making a Manipulation Check at a -2 Penalty against a target who you already imposed the Advanced Charmed Mental State on you can impose the True Love Mental State. Until the Target makes a Master (5) Resistance Check they are in love with you, they won't harm you unless you harm them or they must to survive, they take a -2 Penalty to resist your Social Actions, and they automatically fail to resist any reasonable request.

Mikkyo

Leaden Heart

Make a Focus Check against a character within 30ft. If this character fails an Opposed Resistance Check they lose all emotion until they make a Master (5) Resistance Check. While under the effects of this Mikkyo the character cannot feel any emotion and must make a Difficult (4) Resistance Check to take any Actions on their Turn or outside of combat.

True Heart's Gift

Make a Difficult (4) Focus Check to resurrect a character whose body you touch. If the character's spirit is still in the Spirit World they are resurrected at 1 Vitality.