

## TOUKIDEN (F 1.0)

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Eight years ago, this world was Earth, populated by humans and slowly moving into a new technological age, putting behind the old traditions and superstitions. But before that could happen, the fabric of the world tore open – unleashing Oni upon the world. The Oni, capable of walking through time, quickly tore apart human history and destroyed many of humanity's greatest heroes. Their physical presence warped the world, turning lands once vibrant with life into stagnant husks with warped geography and alien landscapes.

The initial invasion eight years back eventually became known as “Oomagadoki”. Though the humans rallied quickly and set up battle lines to try and contain the Oni, the number of Oni far surpassed what the humans were capable of suppressing, and so their battle lines quickly collapsed. The Oni seized the opportunity and drove the humans back, taking away the land that humans had cultivated. The losses were not limited to territory – a large fraction of the population died as the Oni indiscriminately consumed anything that lived.

The land of Nakatsu Kuni was once known as Japan. In the old days, when Oni were just a folktale, the people here already had a custom of “Oni Exterminations” - though the specifics of this practice were kept secret from the common folk. When the Oni seized control of the land, the Mononofu, the demon hunters, had no reason to conceal their presence anymore. Many Mononofu have been lost in the years following Oomagadoki, but the survivors have no choice but to shoulder the responsibility for keeping humanity alive. Here in the land of Nakatsu Kuni, the Mononofu are the last remaining line of defence.

What are the Oni after? Why did they invade Earth so abruptly? There are certainly humans interested in finding the answers to these questions, but time isn't a luxury they can afford to spend on researching an enemy that seems intent on destroying them. With rumors that the Oni are preparing for another Oomagadoki event, the humans are much more preoccupied with how they can weather the oncoming storm.

### **[Arrival, T+8Y]**

This world, at the time of your arrival, is embroiled in a conflict between two “races”, the Humans and the Oni. You'll be arriving in the land of Nakatsu Kuni, which was partially cut off from the rest of the world at the onset of the Oni invasion. In the years following the Oni arrival, Nakatsu Kuni established contact with the outside world once more, only to find that the rest of the world had also suffered under the Oni assault. With the Oni spread out across the world, there isn't much that Nakatsu Kuni can expect in terms of foreign aid.

You'll have to survive for a decade here, though there are many different ways to go about this. It might help to make some preparations before you decide to set off, and there are options available whether you're looking to make comprehensive changes or minor adaptations.

While it is assumed that you're comfortable entering Nakatsu Kuni in your current physical form, if you do feel that it is necessary to change your form, it may be helpful to note that there are multiple forms you can choose for a new body, and you aren't strictly limited to a human form. Other details like your age and your gender are left for you to decide. If you're looking to fit in, it'd be best to decide upon on a background for yourself, which can in turn contribute towards your

history in the land of Nakatsu Kuni. You'll be given **1000 points** for personal use either way.

Background	Description
Mononofu	<p>The Mononofu have existed in Nakatsu Kuni even back when it was still known as Japan. A secretive organization with intimate knowledge of the Oni and their destructive effect on the human world, the Mononofu organization worked to cull the Oni as they appeared, but were overwhelmed when Oomagadoki brought Oni to the human world in far greater numbers than previously thought possible.</p> <p>Though Mononofu were hunters at first, with the invasion, they've taken up the role as defenders. As far as Oni hunting potential is concerned, the Mononofu are unmatched among humans, possessing both martial prowess and a measure of spiritual strength in the form of a guardian spirit called the Mitama.</p>
Miko	<p>The “shield” to the Mononofu's “sword”. Even in the time when the Mononofu were Oni hunters rather than humanity's last defence line, the Miko were responsible for the rituals and ceremonies that would keep the average citizen safe. Miko aren't particularly known to fight and nowadays, with Miko being primary method of sustaining the barriers that keep Oni at bay, there's an even greater motivation to keep them away from the battlefield. As such they aren't comparable to the Mononofu when it comes to physical combat, but they have far greater expertise when it comes to spiritual matters.</p>
Villager	<p>If Miko and Mononofu keep the human civilization safe, then it's the Villagers that keep the civilization running. They might not be as well attuned to the spirits or as proficient in combat, but without them to keep the villages running, the remaining human civilization would quickly fall apart without any action on the Oni front.</p>
Oni	<p>Becoming an Oni may seem a little odd, because as far as most humans know, Oni are largely comprised of cannon fodder and mindless beasts. Unfortunately though this mindset is still rather prevalent among the surviving humans, the Oni have proven the human wrong more than once. There's a method to their madness, and the Oni have a structure in place that could very well be more efficient than the humans.</p> <p>As you might expect, becoming an Oni will change your form. Oni are largely dependent on consuming spiritual energy for sustenance, and as such they're largely at odds with the Mononofu and their Mitama, but even among the Oni, it isn't well understood why the invasion originally began, other than the allure of powerful souls in the human world.</p>
Merchant	<p>Merchants, like Villagers, keep human society running and on top of that, they keep the world of Nakatsu Kuni interconnected with trade. As far as backgrounds go, the Merchant background doesn't come with obligations or responsibilities, it also notably differs from other backgrounds in that it has no discounts, but instead has a sum of <b>700 points</b> that is restricted for use in establishing an inventory stock in the item based options.</p>

Given that the land of Nakatsu Kuni has been severely warped by the Oni and the humans had to

reorganize their settlements to defend their civilian population, it might be useful to get up to speed with some of the notable regions across the land. You can decide your initial arrival point.

Location	Description
Utakata	Effectively the front line between the invading and defending forces, Utakata is critical for maintaining the safety of countless civilians, and thus the Mononofu have set up a forward base here with a dedicated to keep the Oni at bay.
Shiranui	A village to the North which the officials at Sacred Mountain have considered “lost”, in truth, there are humans who have fended off multiple waves of Oni assault. Though they realized quickly that they had been left for dead, the men and women here continue to put up a fierce resistance, aware that dying to the Oni isn't an option.
Mahoraba	A village far to the West of Utakata, Mahoraba is considered a key defence line, but not under the same imminent threat as Utakata is. Due to the lesser threat of the surrounding Oni, there is an ongoing research effort being spearheaded here.
Shinonome	Another village in the Northern regions which was abandoned when the Oni invasion began, but unlike Shiranui, Shinonome has had an easier time holding their own due to the presence of a Miko already residing there. The Mononofu are aware of Shinonome's continued existence to some extent...or at least headquarters is.
Sacred Mountain	The “capital” of human society, and the headquarters for Mononofu from the entire region, all operations and high level decisions are made with the sole intention of protecting the Sacred Mountain and ensuring that the human race here lives on. But as a result of this, many have been sacrificed, and there are those who see Sacred Mountain as a society that lives at the expense of everyone else.
Distortion “Miyabi”	A “distortion” is a warped space, typically with the surroundings and defining architecture taken from a very specific point in time. In the case of Miyabi, this happens to be the Nara and Heian periods, and oddly enough, though time will pass while you're here, the sky is perpetually dusk. There are plenty of Oni wandering about here, but due to the vicinity to Utakata and the efforts of the Mononofu, these Oni aren't particularly strong.
Distortion “Chaos”	The Chaos distortion on the other hand is a harsh environment that is in a perpetual state of winter, and the traces of battle strewn about the land are a testament to the number of Mononofu who have lost their lives here. With elements taken from the Tokugawa shogunate period, this distortion isn't exactly friendly towards sightseers, and the strong Oni here aren't very welcoming unless it's a free meal.
“Ground Zero”	The “impact point” for the Oni Invasion, oddly enough there isn't much to see here, the Oni don't seem too interested in sticking around. It's probably for the best to head South, but do realize that you'll be going through multiple distortions to get back to human territory – if that's where you're trying to go.

## **[PERKS/PERSONAL MODIFICATIONS]**

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*Options listed here are discounted for the relevant backgrounds. Where logical, options can be taken multiple times.*

### **MONONOFU**

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#### **Battle Stance 100**

In the heat of battle it's often hard to maintain proper form, especially for those without any training. But maintaining form is a matter of focus, and any Mononofu can tell you that losing focus quickly leads to death when the Oni are involved. This serves to improve your ability in maintaining focus and responding to changes in your surroundings during a fight. While focused, the energy in your body will circulate better, and you'll slowly recover from shallow wounds.

Should you focus deliberately, you'll also be able to tap into the Mitama's ability to identify weaknesses in Oni and with time this can extend to other creatures as well. This perception ability can feel awkward at first, but as parts of your target's body weakens, you'll notice a glow around them that will intensify with as it sustains more wounds.

#### **Accelerated Purification 200**

The Mononofu starts off with a reliance on their Mitama spirits in order to purify the miasma around them, but this is a necessity in order to combat the Oni effectively, and over time a Mononofu will naturally become proficient in the art of localized purification. For you, this skill has advanced to the point where you can purify miasma while simultaneously doing something else.

While this still expends a bit of energy, it allows you to defend yourself while performing a purification or purify a wider area by moving about. Naturally, your effectiveness at purifying corruption and miasma improves.

#### **Demon Slicer 400**

Against normal foes, the notion of targetting the head is generally a reliable strategy with appreciable results. But Oni tend to throw a curveball into the equation, as many of them can not only function with missing body parts – they can even regrow these body parts as they see fit.

Experienced Mononofu will know that during an Oni hunt it is equally important to remove any part of the Oni body that they have access to, not only to weaken them but also to limit the extent of their capabilities – this is especially true for the large Oni that serve as commanders.

You'll be fighting plenty of Oni while you're here, so it helps that you'll be able to master the art of combat dissection – regardless of whether your weapon of choice has an edge. The more damage you can inflict on an enemy, the more likely a body part will simply go flying away. Do keep in mind that with Oni, they have a tendency to regenerate missing body parts – but should you apply this to non Oni targets, the losses are generally permanent unless they manage to flee the battle.

Similar to tactics used against the Oni, this is most effective when used against larger targets, as it will serve to create more weaknesses for you to take advantage of.

#### **Innovator 600**

Your average Mononofu will only bond with a single Mitama throughout their career, the Mitama

can grow and in some cases may change, but once the Mitama and the Mononofu are bonded, typically that bond is for life. But there's a special case, for certain Mononofu that are referred to as “innovators”. These individuals are not only capable of bonding with multiple Mitama, they benefit from gathering more Mitama and can go into battle with several at once. Like other Mononofu, these Innovators typically bind their Mitama to their equipment, but it isn't out of the ordinary to find two or three Mitama bound to a single weapon.

It's important to note that while an Innovator can go into battle with multiple Mitama, the strength of the bond is crucial for allowing the Mitama to exert their influence. Bonding to more Mitama may reinforce the Mononofu's spirit, but having fewer active allows those who are active to perform with greater effectiveness. In the absence of a Mitama, you could probably substitute a spirit or a soul in its place – but a weak soul or spirit without a strong sense of identity probably won't yield very satisfactory results.

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## MIKO

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### **Spirit Channeling 100**

Due to the important of their role, Miko spend most of their early life training to develop a strong pool of spiritual energy and a high affinity with spiritual magic. Their primary focus is the manifestation of the protective barrier that gives humanity some measure of solace, but in the process of their training, Miko tend to pick up other skills as well.

Your training effectively affords you a heightened level of expertise in using magic, as well as greater capacity in channelling and sustaining magic, particularly that of the spiritual variety. But when the circumstance demands it, you'll find that you can also utilize your barrier training to form instant mental and spiritual links to allies out in the field. This allows you to communicate with them at a distance and provide spiritual aid as necessary – but the effectiveness and your range is primarily dependent on your spiritual strength.

### **Miasma Purging 200**

While the Miko's primary duty is to sustain the barrier which protects settlements, the same magic that is utilized for manifesting the barrier can also be used in a smaller scale to expunge miasma and corruption from individuals, creatures, and small areas. Naturally, this purification process will reverse the effects of corruption on the target to some extent, just be aware that the greater the corruption, the greater the amount of spiritual energy it takes to fully cleanse the target. It's probably for the best if you don't try to use this en masse, as targetted purification is something that requires a fair bit of focus.

### **Demon Repulsor 400**

While it isn't unheard of for a village to fall even with a barrier present, in most cases, a village succumbs to Oni assault because the Miko sustaining the barrier can no longer support it spiritually. The process of maintaining the barrier is spiritually taxing, and even with extensive training many Miko simply do not develop pools of spiritual energy deep enough to withstand a coordinated assault.

You can bypass this problem to some extent, by manifesting purification barriers off of other pools, not merely the pool of spiritual energy at your disposal. This isn't unheard of amongst



Mikos, but unfortunately the most common pool outside of the spiritual pool that Mikos draw from happens to be their life force. A barrier manifested this way can be strong enough to obliterate the Oni, especially if the Oni are weaker than the Miko – stronger entities will still likely be forced back as the barrier burns away at them. Other than “living” entities, the field created is effectively a purification field – so in a sense you can use this to create a safe haven free of miasma and corruption, even if you're deep within a distortion.

### **Mitama Reinforcement 600**

While the Miko typically do not involve themselves with matters outside of managing the barrier, there are some who have survived their duties and have found successors. And while their duties may be over, their spiritual affinity remains, and so these Miko tend to dabble with Mitama, an entity that they have a strong affinity with by nature of their original profession. As a Miko you're capable of interacting with the Mitama like the Mononofu are, but you can go further than that – rather than simply interacting and drawing on their strength, you can take the soul and fundamentally enhance its strength, even unlocking new capabilities. Naturally, this isn't a process that comes with no cost. Some Miko proficient in the craft utilize the soul scraps left behind by fallen Oni – generally referred to as Haku. Those who aren't capable of fighting Oni by themselves tend to turn towards Mononofu, or in some cases, they'll resort to stripping down a Mitama. The process won't destroy the Mitama, but it does weaken it noticeably.

Not all spirits are Mitama, and you'll find that your affinity and ability extends beyond affecting Mitama alone, but also other entities of a similar nature. The efficiency is slightly lower, but the overall effect remains unchanged.

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## VILLAGER

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### **Survival Instinct 100**

Villagers aren't meant to fight, but that doesn't stop the Oni from trying to make them a nice meal. Regardless of whether you're capable of defending yourself, this serves to teach you the most important skill for survival: how to stay out of trouble, and how to run for your life. The theory is simple enough, you won't attract attention because others will see you as less of a threat, you'll become more aware of your surroundings to avoid an attack, and when it comes to running away, you'll be better at identifying safe exit strategies.

### **Emergency Salvaging 200**

Because of the Oni's strange time manipulation abilities, distortions have sprung up across the land – but where there's danger, there's also opportunity. Most notably, the weird change in landscape has created many alien resources, some of them even hidden away from the naked eye.

Mononofu aren't gatherers by nature, so it isn't uncommon for villagers to try their hand at gathering even if the terrain is somewhat hostile. In some villages this has become a necessity.

Thankfully, you'll take to this task with greater ease, because you don't need the tools which would normally be necessary to ensure efficiency, and the time it takes for you to gather materials is much quicker than your average villager.

### **Otherworld Material Manipulation 400**

For the villagers that prefer to stay in the safety of the village, many of them take to crafting,

which comes with a slightly different challenge. Since the materials brought to them are often Oni appendages or miasma tainted resources, not every craftsman knows what to do with the Mononofu's spoils. At least you don't have to worry about that should crafting interest you.

You can utilize materials whether it came from an Oni, or from a distortion, or even from a creature hailing from a different world, so long as it is a material, you can utilize it in any crafting process which you are proficient in. If the material that you use is of poor quality, the outcome won't be as effective, but generally speaking, no matter where the material came from, you'll get a finished product that does what you intended it to do. If you have someone hunting for you, or if you hunt Oni yourself, from time to time you might run into special components coming from Oni with special traits. If you use these components in your crafting, you'll find that the traits from the Oni will pass on to the crafted piece as well.

### **Machina Adaptation 600**

In the Western village of Mahoraba, research efforts into the Oni's capabilities have yielded some results, resulting in a technology that has allowed even normal villagers to hold their own against lesser Oni and novice Mononofu. Dubbed Machina, the intricacies of this technology has been kept under wraps and it is far from ready to be mass produced or even distributed, but you're aware of how to construct these pieces as well as how they function.

The Machina are essentially weapons that operate on the power of the soul – something which the Mitama have clearly demonstrated comes in varying strengths. But while it runs on soul power, its functions come from mimicking the Oni, such as the Mahoraba developed Demon Hand, which can be used like a grappling hook or even used in battle as an appendage. The Mahoraba developed Full Body Machina similarly derives its function from how Oni “outer bodies” behave, though in that case it serves as a host body for a soul.

There's still quite a bit about this technology that has yet to be developed and improved upon. Being dependent on soul energy implies that you can reinforce the product with soul energy, but more importantly, the material that goes into fabrication may also play a large part if it is particularly receptive towards soul energy. And when it comes to function, there are plenty of creatures to study from when it comes to deciding what to mimic. So go out and do some field research for inspiration, though if you're not the kind to venture into danger, you could always find a Mononofu or two to be your assistants instead.

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### **ONI**

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*One point of note is that Oni can technically take Human options, and vice versa. Oni/Human hybrids do exist.*

### **Oni: Extension 100**

Weak Oni in the bottom rungs of the hierarchy are very simple when it comes to appearance and behaviour, but as they grow stronger, they do become more complex. This is best illustrated when comparing grunt tier Oni to commander tier Oni, where the latter will often have more appendages, sometimes even wings, armoured exoskeletons, weapon attachments, and so forth. This modification allows you to create attachments for your body as you see fit. Wings on your head? Blades on your arms? Giant mouth on your stomach? None of these are particularly bizarre from an Oni's perspective. There's an important detail to note with these additions however.

Every part that is added in this fashion is susceptible to breaking off entirely, and naturally you'll take damage in the process. But as an Oni, you can still function with what is essentially a “phantom appendage”, just that it won't be as effective as normal. Phantom wings don't fly as well, phantom arms don't hit as hard. If you're given enough time out of combat however, these appendages can be regenerated so long as you don't actually die.

Because this can be taken as many times as you wish, only the first time is free for Oni. Subsequent purchases are discounted.

### **Oni: Tamahami 200**

There are some Oni which choose to enter battle in a different form, and there are those who have developed specific forms for combating critical threats. This effectively allows you to develop a “backup state” as it were, usually to be used when you're on the back foot, but you can decide the timing as you see fit. This only activates once in a battle however, so timing is key. When you do decide to activate it, any appendages which may have broken off will be immediately restored, and some of the damage inflicted upon you will recover, generally tied to the broken appendages.

If you don't have any backup in mind but you do have alternate physical forms, you can choose to use that instead, but the same restrictions apply.

### **Law of Power 200**

It's quite common to see more powerful Oni abuse weaker Oni, sometimes weaker Oni will be eaten just for fun, and most notable is the fact that the weaker Oni may not even struggle. As an Oni, you have a distinct aura about you that serves as a protective ward, but this ward only works so long as you're actually stronger than those around you. Weaker beings won't fight back against you, and for the most part, you can get away with ordering them around. When it comes to Oni this is particularly effective, perhaps because they don't have much when it comes to willpower, but in the case of humans, don't expect it to work as well if your orders are extreme.

### **Miasma Circulation 400**

To this day the humans still don't quite understand how Oni physiology works, but one thing that is known is that the Oni are dependent on the miasma that has engulfed the land to a certain extent. As an Oni you're capable of both taking in and creating miasma, but it's probably the consumption portion which will be of greater interest to you, as an Oni will grow based on the amount of miasma they take in. The more they take in, the stronger their appendages become – the stronger they become in general. With enough miasma, just being around you can be dangerous if you aren't actively controlling the flow. Miasma being as potent as it is, other creatures tend to be quite susceptible to its debilitating effects – you'll find that you may be able to incapacitate weaker beings simply by expending a bit of energy and releasing miasma.

You'll find that magical corruption of the environment can serve as a lesser substitute to miasma.

### **Chronal Freeze 600**

The Oni's peculiar manipulation of time has had very apparent effects on the world. But it's still unclear whether this is due to the Oni, or the miasma, or the death caused by the miasma and the Oni. As far as the humans are concerned, it's all the same, but the Oni don't really have a clue



either – the horde only knows that it needs to expand.

You can in fact manipulate the temporal flow, but in order to do so, you're going to need a vast quantity of miasma or many sacrificial bodies. Just a small quantity of either one is enough to distort time by a small degree, generally slowing it down until after a point, time simply appears to “freeze” in the area around you. You'll have effectively created a dead zone, seemingly the Oni's native habitat. If there's anything that accidentally stumbles into the zone, the miasma's debilitating effects will gnaw away at it, and over time the zone will leak miasma into unaffected surroundings nearby. Some entities that are too weak to pull away from the zone may even find themselves “stuck” inside – effectively locked inside a time prison as it were.

You can certainly dispel the effect, whether by sucking in the miasma or simply cancelling the zone, but do be wary that means of purification and purging will also work against this ability.

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## MISCELLANEA

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### **Battle Training 50**

Regardless of your station, regardless of your identity, it's never a bad idea to make preparations for battle. Every day it's looking less likely that this conflict can be resolved peacefully, and there's no telling when you'll find yourself caught up in a battle. This standard option serves to help reinforce your body, be it your strength, your constitution, your spiritual strength or even your affinity with the elements. Consider it reinforcing your foundation as it were.

### **Anomaly Existence 100**

Oni and humans have been at odds for years now, but every now and then, a strange exception to the rule will occur where they meet without immediately attempting to kill one another. Even more peculiar, there have been cases of Oni/Human hybrids which have yet to be explained. Regardless of what you are, people won't immediately react based on your appearances. You'll still have to work to win their trust, but at least they won't adamantly insist on killing you just because you look a little peculiar.

### **Spirited Away 200**

During the battle of that would be known as Oomagadoki, the Oni employed an odd tactic that involved taking the Mononofu on the battlefield and simply teleporting them elsewhere – not merely spatial displacement, but also temporal displacement. It was not long after that when the distortions began to appear, and it was apparent that the Oni had some method of corrupting the flow of time. Or at least, one amongst the Oni did.

This effectively combats the Oni tendency to manipulate time, at least in terms of how it affects you. Though your surroundings may be affected, you can still act normally. Should you encounter an entity capable of severely distorting time, the effect can extend to a minor radius around you if you exert yourself – so you can serve as a temporary anchor as it were.

### **Resisting the Siren 200**

The powers of the Oni aren't limited to warping the fabric of space unfortunately, and there are those among the Oni ranks who specialize in manipulating minds – something they have no qualms exercising over their brethren: the Oni live by the law of the strong after all. While this

doesn't make you outright immune, it does allow you to build up your resistance against intrusion and manipulation attempts on your mind.

In the event that you do fall victim to one of these Oni's tricks, you'll be able to recognize it for what it is. Muster your willpower about you, and you shouldn't have too much difficulty breaking through the illusion. There's always the good old trick of inflicting pain on yourself, but that's probably not the best choice to default to.

### **Foxtongue 200**

Being fairly old in comparison to the humans, the Tenko are fairly knowledgeable in many matters regarding the physical and spiritual world. It just so happens that they can't speak the human tongue, and humans can't interpret yips and yaps all that well. This can help you bridge the communication gap, and not just with Tenko, but also with other spiritual entities, some of which you may not have even heard without this. Naturally, this affects foxes which aren't spiritually inclined as well.

Of course, not all spiritual entities have interesting things to say, but being able to talk to them makes it easier for you to bond with them. Particularly when it comes to Tenko who attach themselves to receptive humans, you may find yourself meeting them more often, and getting more help from them than most. It might be...a bit more difficult, if you happen to be an Oni, but if you're not aggressive and malevolent, the Tenko should be able to sense it.

## **[COMPANION AND FORM MODIFICATIONS]**

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Whether you're looking to find companions ahead of them, looking for ways to arrange modifications for your companions, or just considering other alterations to your physical form, the following modifications may be of interest to you. The options that modify your physical form overlap with options related to finding companion aid, so they are specifically marked.

### **Joining the Hunt 50/300/500**

If you already have companions and you're looking to arrange for their own preparations, this option will allow you to make arrangements either for individual companions, or companions in groups together. The individual rate is 50 points per individual, but the group rate is slightly more affordable, at 300 points per 8 individuals or 500 points per 16 individuals. Companions have a budget of 600 points to use as they see fit, aside from taking companions of their own.

### **The Native Survivors 50/100**

Whether you're looking for other Mononofu to fill out a team or trying to find locals that could help you make sense of the world around you, this option will suffice in getting them to work alongside you from the moment you find yourself waking up in the world. If your budget is running a bit tight, this option can be reduced in cost – but in that case you'll have to find your target individual and convince them to join you on your own accord. Depending on your target, finding the individual may prove to be a bit difficult.

Companions taken via this option also have a budget of 600 points to use – but they're restricted based on their natural limitations, humans can't take Oni abilities and vice versa, and they also can't take any modifications to their form.

### **Tenko 50**

The first is free for all backgrounds other than Oni

**[Form]** The cost of this is fixed at 50 if this is chosen as a physical form modification.

As far as what the humans have been able to discover, Tenko are fox spirits who have grown to a sufficient age and gathered a sufficient level of spiritual strength. The Tenko are among the few supernatural entities that aren't hostile towards humans and it isn't unheard of to find Tenko near human settlements or even living alongside humans serving in various roles.

The adopted Tenko (and any other Tenko purchased) is interchangeable between a Companion or a Follower. If taken as a Form however, it may help to note that the Tenko form possesses the following qualities.

**[Fox Transformation]** – Tenko are naturally proficient at transforming themselves into other things, though the specific details regarding their ability isn't well understood by the humans. As a Tenko, your abilities related to transformations and physical form manipulation improve significantly.

**[Vanish in a Puff]** – As some humans may be able to tell you, Tenko have an odd habit of literally vanishing in a puff of smoke. This is effectively an escape ability, though it'll only relocate you a short ways away from your current position.

**[Spiritual Foundation]** – While the habits of Tenko in the wild aren't well known, it's assumed that

they do behave similarly to normal foxes – except for the fact that they're fundamentally supernatural entities. Tenko inherently have a high level of resistance towards Miasma and corruption via supernatural means. Their above average intelligence is probably also part of their fundamental nature.

There are also a set of modifications specifically related to Tenko as follows.

Tenko Options		
Option	Cost	Details
Add-a-Tenko	50	This increases the number of Tenko in your retinue by one every time it is taken. Modifications that would affect individual Tenko are distributed to every single Tenko added in this fashion. You can decide whether the Tenko are considered a collective group or if each Tenko is an unique individual.
Chuu Charm	50	While the Tenko seemingly have no problems understanding human speech and presumably the speech of other animals, it takes a fair bit of effort for humans to decipher the Tenko language – consisting of various mewing sounds. But whether the humans understand your words or not, something quite odd happens when others listen to you – they'll invariably find your mewing adorable with enough exposure. This effect is amplified for each additional Tenko present and mewing.
Treasure Hunter's Ward	50	This grants the Tenko a passive aura of protection, warding away hostile predators and alerting them to traps while they're out scrounging for resources. The ward's effects will weaken if the Tenko actively engages in combat on their own accord.
Rapid Aging	100	It is said that as a Tenko ages, their powers only grow stronger, until eventually they reach the point where they evolve into the pinnacle of their species – a Kuuko. This modification accelerates the rate at which this occurs (shortening the time it would take to grow) – this growth can be physically observed in the number of tails that a Tenko possesses.
Spirit Attachment	100	A special modification that allows the Tenko to bear a Mitama of their own. A Tenko bearing a Mitama possesses the same abilities as a Mononofu bearing a Mitama (other than the fact that they don't wield weapons) – giving them another means of protecting themselves when they're out in the wilderness.
Supporting Aura	100	Because of their nature, Tenko come off as having a natural aura of positivity that bolsters the spirits of humans and other non-Oni beings around them. This option improves the Tenko's aura, allowing them to bestow minor blessings to allies in the immediate vicinity. These tend to raise the allies' combat prowess in various ways, like physical strength, agility, or mental fortitude.
Eclipse Touched	200	<p>Though Tenko are generally resistant towards corruption, there have been cases where Tenko have been touched by the Oni influence – creating a Oni known as the Imihayahi. Much larger, much more ferocious, and much more dangerous than your standard Tenko, the Imihayahi is very capable of destroying entire groups of Mononofu...and Oni while they're at it.</p> <p>This option allows the Tenko to perform a controlled transformation into this state, attaining the strength of their corrupted form while retaining control over their own actions.</p>


### Lesser Minion 50

The first is free for the Oni background.

The Oni have had an advantage in numbers from the onset of the invasion and if there's a high ranking Oni nearby, it's safe to assume that there's good number of minions prowling ahead of them. This option allows you to subjugate individual Oni into your service. Naturally, you have to be stronger than the Oni that you're attempting to subjugate – Oni “society” consists of the strong lording over the weak, so unless you can overpower them, they won't serve you.

Similar to the Tenko option, you can decide whether your minions are individuals or act as a coordinated group. Modifications available to the minions generally affect the entire group together at once, so it doesn't need to be purchased separately for each individual.

<b>Minion Options</b>		
<b>Option</b>	<b>Cost</b>	<b>Details</b>
<b>One More Minion</b>	50	This increases the number of minions under your control by one every time it is taken. You can choose the minion species as long as you are stronger than them. Other modifications taken affect all Oni in the group
<b>Oni: Extension</b>	50	A modification option that affects your Minions in the same fashion as the modification available to Oni. Each time this is taken, an additional modification can be made to all of the Minions at your disposal.
<b>Oni: Reinforcement</b>	50	The lowest tier of Oni are generally seen as cannon fodder, but this modification can at least give them a fighting edge – regardless of what enemy you direct them towards. Each time this modification is taken, a basic parameter such as their offensive or defensive capacity is improved by a fair degree.
<b>Long Range Coordination</b>	100	If you're planning to have your minions wander about independently from you, this option may help when it comes to coordination and communication – to keep your minions efficient at their given tasks. This allows you to maintain a spiritual connection to your minions, facilitating rudimentary communication through mental suggestions. If you happen to be close enough, you can hijack their bodies temporarily, though depending on the type of Oni, this may be a little unwieldy given that Oni come in all shapes and sizes.
<b>Spectral Relay</b>	100	While similar in nature to the Coordination Link, this modification instead allows you to support your minions by channeling spiritual energy to them. It isn't mandatory to channel spiritual energy, but given that your minions are Oni, spiritual energy will work best when it comes to helping your minions recover.
<b>Spirit Conversion</b>	100	Feeding on the souls of their victims might as well be every Oni's natural ability, but not all Oni are capable of using that energy effectively, and their strength is limited as a result. This modification strips them of that limitation, allowing even the weakest of Oni to eventually rival the strongest of Mononofu (or higher ranked Oni), provided that they gorge on enough spiritual energy. Granted, it'll be a slow path regardless and no doubt one that'll require a substantial amount of souls, but at least they won't have to worry about hitting a ceiling.
<b>Eclipse Touched</b>	200	Anomalous breeds of all sorts of Oni have been found out in the distorted wilderness, but generally speaking, the Oni that fall under the minion option will be



of the standard variety. This option allows you to warp your existing minions, transforming them into an anomalous breed – and not necessarily one that has been sighted by the humans before. For an anomalous breed, you can change the fundamental nature of the minion, allowing them to become resistant towards certain elements, adopt some traits unique to specific Oni breeds such as invisibility or spontaneous growths. Regardless of what you change regarding the minion, this will invariably result in a surge in the minion's strength.

### **Mitama State 50**

**[Form]** This can be used as a physical form modification.

When the Oni reached out across time and invaded the human world, they made a particular effort to hunt down individuals of note across the timeline. But unlike the souls of other humans who fell during the invasion, these spirits hung on to their individuality and became the Mitama – spirits trapped in the gap between life and death. Mitama can observe the world around them (assuming they aren't sealed inside an Oni), but they can only influence the world through a Mononofu.

Effectively, the Mitama is a guiding spirit that can serve as a Mononofu's support in their fight against the Oni. It's assumed that though the Oni have been known to seal Mitama within their bodies, they don't actually utilize the spirits in any way – and the Mitama don't seem to be inclined to help an Oni.

This is a valid modification to your physical form, but naturally this comes with its own limitations. Just like any other Mitama, you lack a physical body, so generally speaking you'll need to a physical host if you want to exert your influence on the world. Like Tenko, Mitama have some shared traits but unlike the Tenko, the abilities of individual Mitama can vary wildly based on their personal experience and history.

**[Spectral Entity]** – As a spirit, Mitama can't be destroyed by physical means. Even if the host happens to be eliminated, the Mitama will simply detach from the host and drift about in search of another host.

**[Spiritual Support]** – Mitama inherently enhance the abilities of their host, exactly what they enhance depends on the Mitama's core abilities and their past history. Generally speaking, Mitama are split between different types, each type supporting the host in different fashion. The Mitama types known are as follows: *Attack, Defense, Speed, Healing, Spirit, Deceit, Space, Control, Luck, Support, Plunder.*

Attack, Defense, Speed, Healing, Spirit, Support, and Luck are straightforward and benefit the host by boosting a specific parameter. Deceit is a Mitama type that specializes in subterfuge and sabotage. Space is largely focused around spatial manipulation. Control focuses on the ability to manipulate various supernatural spirits and elements.

**[Tamafuri]** – Each Mitama type has their own set of skills that can be conferred onto their host. Effectively, it allows the host to use abilities that the Mitama learned previously, without needing to develop the foundation normally required to use said abilities. Naturally, a weak host won't produce the same results.



### Mitama Options

Option	Cost	Details
<b>Infusion</b>	50	This basic modification option reinforces a specific aspect of the Mitama, based on their defining type. An Attack type would see improved physical or magical strength, a Support type may see improvements in specific techniques, so on and so forth. In taking this option with the Mitama as a form modification, it is assumed that a defining type will have already been chosen.
<b>Material Link</b>	50	The most common vessel for a Mitama (aside from a Mononofu) is a piece of equipment, generally a weapon. Weapons, particular those crafted from Oni components, are typically capable of housing one or more Mitama and serve as good tools for the Mitama to exert their influence. Every time this option is taken, it allows the Mitama to designate a specific piece of equipment that they can automatically migrate to and possess in the event that they don't have a host. Choosing a piece of equipment enhances the equipment in a fashion dependent on the Mitama's defining type.
<b>Body Hopping</b>	100	Normally, a Mitama is bound to a single host, and unless the host dies the Mitama will remain bound to them. This modification allows the Mitama to migrate from one host to another in the same fashion as when an unshakeable bond is formed between two Mononofu.
<b>Impersonation</b>	100	Even in “death”, Mitama hold on to the memories of their former lives and history. It's generally a Mitama's prerogative whether they share these details to their host, but with this modification, they can create a masquerade for themselves. Attempts at scrying the Mitama's identity or attempts to reveal their identity to anyone else will fail, and instead the masquerade will be presented instead. As long as the masquerade is active, the true nature of your abilities is also obscured from your foes.
<b>Mind Anchor</b>	100	The Oni have a wide range of variations, which lead to a wide range of abilities, many of which a Mitama's human host will be susceptible to. This modification allows the Mitama to protect their host from mental assault, it isn't a perfect defence, but it should be enough to prevent the host from falling prey to an Oni illusion, or an attempt to tear the host's soul away from their body.
<b>Soul Cultivation</b>	200	A Mitama is capable of growth, but normally, they need a Mononofu to facilitate this growth by feeding Haku into their “spiritual foundation”. This modification makes it so that the Mitama can do this on their own, as long as soul matter or spiritual matter is present and accessible. Growth in this fashion increases all of the Mitama's abilities in a fixed fashion.

## [ITEMS]

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If you're looking for equipment, tools, or supplies, this small shop may have something that could help you along those lines. Those of the **Merchant** background have a sum 700 points they can spend here – but they're restricted to spending it here. Generally speaking, items that can be considered consumables will be restocked after a period of time.

### **Barrier Stone 50 (C)**

Before the arrival of the Oni, one would have been hard pressed to find these anywhere except around temples. But following the Oni invasion and the steady creep of miasma across the land, barrier stones have become a common sight, as they keep the miasma at bay and solidifies a border along the human territory.

Putting a barrier stone into service is simple – once it is placed down in a location, it'll begin driving away miasma in the vicinity. But if it is left unattended, the stone will only be able to protect a small area. To manifest a barrier from this stone, one needs to channel spiritual energy into it – the more energy channeled through the stone, the stronger the resulting barrier becomes. Miko are well suited to this task, which is why most villages still standing will always have a resident Miko. But if you're short a Miko and have no means of channeling energy, there is an alternative means by placing down these stones in clusters – strengthening the natural miasma banishing effect for each stone stacked nearby. Every time this is purchased, the amount of stones in your possession will double.

### **Collected Haku 50 (C)**

The Oni gather soul energy in the form of Haku, though most people understand Haku to be the energy that keeps individual souls intact. The distinguishment doesn't have much significance, and both Oni and Humans have found various uses for Haku, just like another resource. Haku has uses in reinforcing spiritual entities, like Mitama – but some Humans have also found ways to adapt it for blacksmithing purposes. The Oni use Haku as a means to grow in strength – though it stands to reason that some humans may be able to use Haku in the same fashion, especially if they already interact with spiritual entities extensively.

### **Gatherer Machina 50**

In the village of Mahoraba, the development of Machina has led to some substantial improvements to the quality of life. But because the roots of Machina research stems from the study of Oni and their capabilities, most people have substantial reservations about the Machina and their reliability. If you're interested in utilizing Machina for yourself, these could be used to expedite some tasks, primarily those related to resource gathering.

These Machina units are small and unobtrusive, and once they've been assigned to a region, they'll proceed to harvest resources in a fashion that minimizes the impact on the ecosystem. The resources that the Machina bring back are generally reflective of what is present in the region, but every now and then the Machina will also bring back Oni parts, even from regions that shouldn't be inhabited by the Oni anymore. While the Machina are fairly efficient in their own right, a single unit can only bring back so much. If a single unit gathering resources isn't enough for you, each

time this option is taken, it'll double the number of Machina at your disposal.

### **Miasma Stone 50 (C)**

The Oni counterpart to a barrier stone is in actuality, just a “byproduct” of a “lesser Oni” referred to by the Humans as the Drumble. The Drumble will periodically spit out a substance that accelerates the spread of Miasma in the local area. Unlike a Barrier Stone, Miasma Stones don't need energy channeled into them to function. But if you can utilize the corruption spread by the stone, you can drain Miasma out of these stones into your body. Once drained, it takes a while before the stone will emit Miasma once again. Every time this is purchased, the amount of stones in your possession will double.

### **Tools of War 50**

Whether you're inclined to fight or not, it's probably better to have combat ready equipment on hand just in case you get thrown into a fight against your will. With this you can purchase a piece of equipment, either offensive or defensive in nature. Of course, if you already have a piece of equipment that you want to tune up, that can be arranged as well. Each time this option is taken, you may apply one of the following modifications to a designated piece of equipment.

<b><i>Equipment Modification Options</i></b>	
<b>Option</b>	<b>Details</b>
<b>Elemental Charging</b>	Charges the piece of equipment with a given element, enhancing its affinity and allowing weapons to manifest said element via attacks, while allow armour to absorb said element. There are five elements which can be applied – Fire, Wind, Water, Earth and Sky.
<b>Energy Convertor</b>	With this, the affected piece of equipment will become more efficient at channeling energy from the wielder into the environment. Generally speaking, regardless of whether the piece of equipment is offensive or defensive in nature, this results in the wielder's magical or spiritual techniques amplifying in strength. For weapons in particular, this allows for the “charging” of techniques, increasing their strength dramatically.
<b>Form Fitting</b>	This modification serves to change physical properties regarding the equipment, to make it easier to use regardless of the wielder's size or shape. Within the same type, be it weapons or armour, this will also allow you to change the type altogether – such that you can change a sword into a spear, or a helmet into a pair of greaves.
<b>Quality Enhancement</b>	The most basic modification available, for weapons this increases their overall strength and durability, whereas for armour this increases the defensive capacity and overall resistance towards attacks of all natures.
<b>Soul Collection</b>	If you're using equipment that was forged by the local blacksmiths for use by Mononofu, odds are good that this trait is already present – but for equipment that isn't native to here, this modification allows for the piece of equipment to absorb spiritual energy in order to grow in strength. Whether that energy comes from accumulated Haku, fallen foes, or other sources, it still results in the equipment growing stronger.
<b>Spirit Residence</b>	This fundamentally changes the piece of equipment so that a Mitama or similar entity can permanently inhabit it. Each time this is chosen, an extra slot is created, allowing for more residents. Regardless of whether the entity inhabiting the slot is a Mitama or not, this modification allows for the wielder to draw on the abilities appropriate for the housed

entity. The “primary” spirit inhabiting the piece of equipment can be changed at will.

### **Spirit Sapling 50**

This small sapling was clipped from the Guardian Tree in Utakata Village, the easternmost village of the human defence line. The Guardian Tree itself has been a significant factor in keeping the Oni threat at bay, as it serves as a natural ward against the encroaching Miasma. In addition to this, the fruit that it bears also confers a strong resistance towards Miasma and other forms of poison or corruption when consumed. You can plant this sapling anywhere and it'll eventually grow into a Guardian Tree with similar properties.

Of course, as a sapling its strength isn't very significant. You can accelerate the growth of this sapling by feeding spiritual energy into it, whether that is from Haku you've collected or you've drawn spiritual energy out of yourself – the more energy that is fed into the sapling, the quicker and larger it will grow, and its blessings will become more significant.

### **Demon Hand 100**

While it could be considered a piece of Machina as it stemmed from the same research branch, the Demon Hand has much greater flexibility when compared to the Machina commonly found in Mahoraba village. Rather than being a construct designed with a specific purpose such as gathering or housing a spirit in mind, the Demon Hand was intentionally built to mimick an Oni.

The Demon Hand can change its form according to the user's wishes, extending to reach targets in the distance, expanding to block or parry attacks, or even just shift into an Oni's arm entirely to allow the user to attack as an Oni would. Pretty much anyone can utilize this Demon Hand, but if the user has a high affinity with spiritual energy, the Demon Hand's effectiveness does improve by a noticeable degree. Oddly enough, even Oni can utilize this Demon Hand – it'll attach to their body just as another appendage would, with the same functions.

### **Offering Box 100**

Prior to the invasion, the use of the offering box was generally a civilian custom for ceremonial or religious purposes. For the most part prayers offered to these boxes would be fruitless, though the custom persisted nevertheless. Nowadays, the custom has been adopted by warriors of all varieties and unlike in the past, having the box bestow a blessing is a fairly common event, even for small offerings.

Whether this is the work of the Mitama who appeared after the arrival of the Oni or another supernatural force is still unknown, but nobody really questions the origin of these blessings. The blessings generally remain in effect even for protracted battles against the Oni – but it's important to note that the potency of the blessings isn't enough to turn the tide on their own. The box will take both material offerings and offerings of spiritual energy, but only one offering can be in effect per individual at any given time.

### **Eye of Truth Mask 100**

An odd looking mask that resembles the traditional depiction of an Oni, it is said that the Mononofu used to wear these to hide their identities back when they weren't a publicly accepted organization, but use of this mask as a ceremonial tool predates the Mononofu's adoption of it. While the gold laced Oni visage won't be fooling any Oni anytime soon, wearing the mask does

have one notable effect, it'll afford the wearer the same sight abilities that the Mononofu possess. This effectively allows them to see invisible entities and elements in their surroundings, and also pinpoint the condition of a target just by looking through the mask.

### **Demonic Cloak 100**

Though the materials that contributed to the creation of this cloak have definite Oni qualities, no one knows for certain which Oni contributed to its creation, not even the Oni. When worn, Oni seemingly ignore your existence entirely, even if you happen to be a Human. This effect extends to other supernatural entities aside from Oni, but it isn't quite as effective in comparison. As the material this is made of is Oni in nature, wearing it also affords you a fair level of protection against the Miasma and other forms of corruption.

### **Portable Shrine 100 (C)**

In the past, humans would construct small shrines along the roadside as a show of respect and reverence to the local spirits. These would not be particularly elaborate, but it was generally believed that a lackluster physical appearance could be compensated by routine offerings. With this portable shrine, you won't have to worry about offerings, as its primary function doesn't concern appeasing local spirits. Rather, these shrines serve as “wells” for natural energy, and can be used by anyone to refresh themselves and restore their physical condition.

Because they're just stone towers smaller than the average human child, they tend to get overlooked and generally you won't have to worry about other beings intentionally destroying them. However, because they serve as “wells”, it does take time for them to build up an usable amount of natural energy once their current reserve is expended. In an environment that is inherently supernatural, the recharge process tends to be faster than normal.

### **General Encyclopedia 100**

It might be called an encyclopedia, but it'd be more accurate to call it a copy of the information records from the Way of the Moon and Sun. In their pursuit for all knowledge, the Way of the Moon and Sun has collected more information than any other organization in the land and this small booklet allows you to access it at any given time. From geographical records of places you've visited prior to information on foes such as Oni and other bizarre creatures, this book can bring up information, even if it's on a subject that you've only had a passing encounter with.

### **Hollow Suit 200**

An offshoot from Machina development that has been specifically tuned for unconventional usage purposes, extending beyond the normal capabilities available to Machina. In terms of appearance, the Hollow Suit isn't all that much different from a suit of armour that you'd see Mononofu wear.

But the Hollow Suit is fully autonomous like Machina designed for gathering purposes, with a specific soul capture unit that allows an individual to hop into the Suit if their soul happens to be separated from their for whatever reason.

The soul capturing unit has a limited range, but it is effective enough that even if someone falls in combat, the Hollow Suit can save them and serve as a vessel protecting their soul while a new body is found for them. The Hollow Suit is only capable of housing one soul at a time, and unless you make a specific exception, it will only target allies.

### **Shard of Corruption 200 (c)**

Anomalous breeds of Oni have been recorded in the annals of historians and scholars studying the Oni, but no one really understands why these anomalous breeds show up. For the most part, scholars assume that these anomalous breeds come into existence due to an increased amount of souls consumed. Whether this theory holds weight isn't a question anyone has been able to answer, but this Shard can effectively create anomalous breeds from normal Oni.

Exposing the Shard to an existing Oni can transform it – this tends to increase the Oni's strength and doesn't require anything from the person using the Shard or the target. The Shard can also create an Oni from another living being, hence the “Corruption” moniker. Attempting to use this on sapient creatures is significantly more difficult, but if the target is sufficiently weakened, at the very least it'll leave them partially corrupted with Oni traits. Smaller creatures are also easier to convert completely into an Oni. Using the Shard in this fashion will consume it.

If you happen to be an Oni or you possess the ability to utilize corruption within your body, this Shard can be used on yourself to cause a temporary spike in your capabilities regardless of your physical condition. The Shard can be consumed to cause a physical mutation in your body, though this would probably look rather out of place for anything other than an Oni.

### **A Primer on Soul Consumption 300**

Far to the East, this primer was made following a long period of Oni research. At the time, the Oni were a known threat, but not something that was addressed in a timely manner. In the end, the country collapsed under the Oni menace, but records of their research remain. This primer comes with the warning that the method contained inside should only be as a last resort measure – though whether you heed the words of a dead civilization is up to you.

Originally conceptualized and developed as a countermeasure to a very specific Oni – the idea behind the technique was to amass large quantities of souls within a single individual. Unlike the Innovator who is capable of gathering Mitama, the individual that adopted this technique would end up sealing the souls that they came across as they prepared. The souls, unlike Mitama, would be invariably sacrificed and converted into pure energy – with the idea that once the individual converted enough energy, they would be able to resist the target Oni and even overpower it when fighting on its terms. As more souls are converted, the host will steadily growth in strength – the improvements become permanent once the soul has been completely converted.

Unfortunately, the Oni Izuchikanata destroyed the country that was developing this technique before it could be tested. It's said that there's still an individual alive who has sustained herself via the technique, but whether there's any truth to that is unknown.

Learning the process of Soul Consumption technically has no prerequisites, but without a basic spiritual foundation, the technique can pose a threat to the host and those around them. Though the host can technically store as much energy as they can collect, accumulating a substantial mass of souls can turn an individual into an Oni magnet and increase the risk of mental instability. Without proper management of the harvested souls, the host may also end up “bleeding” souls into the environment, especially if they happen to be wounded.

It isn't necessary for the individual executing the technique to have any special relationship with the target, a weakened target is much easier to extract a from, and extracting on an individual



basis is more efficient and easier to manage than extracting from groups of individuals. A target with a strong spirit and mind will generally convert into greater amounts of energy. It's fairly likely that unless their consent was obtained beforehand, there'll be a bit of resistance involved. While Oni are also valid candidates to steal soul energy from, generally speaking the quality of souls harvested this way is slightly lower.

It should also go without saying that taking an individual's soul is quite permanent. This isn't for those who would have problems answering the questions of morality related to soul harvesting.

## **[SITUATIONAL MODIFIERS]**

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If for some reason you find yourself lacking in terms of budget, or you're simply keen on finding ways to make your time here more...frantic, the following modifiers may serve you well. You can obtain an extra 600 points maximum from these modifiers, but there are no limits as to the amount of modifiers that you can take concurrently.

### **Excessive Antagonism 100**

There's no shortage of bad blood between the Oni and the Humans. No one really knows why the Oni are destroying human society and the very fabric of time itself, but there's very little doubt that the time for reconciliation is long over. Despite the circumstances, the level of cohesion on both sides is rather deplorable. In spite of their circumstances, the humans spend just as much time arguing and undermining one another as they facing the Oni threat. And while the Oni may seem better organized from an outsider's perspective, there's just as much discord in the Oni's "upper caste" - Oni using their brethren as cannon fodder or preying upon their "allies" for souls is a fairly common occurrence.

As such, it's best not to expect others to help you, because more often than not, the people you meet will be fairly antagonistic, even if you haven't done anything to warrant that sort of behaviour. War can bring out the worst in people, regardless of species.

### **Stalemate 100**

Despite the original momentum with which the Oni seized large parts of the world, nowadays the war between the Oni and the Humans has stabilized to a fair degree – the Oni aren't gaining ground at any pace that would threaten the human settlements, but the humans haven't been able to retake any notable portion of land either. This probably seems strange to any outsider, given the Oni's natural advantages and significant numerical disadvantage on the human side.

But it almost feels like the world itself wants to maintain the status quo. Whenever one side finds themselves at a significant disadvantage, something is sure to happen which will tilt the odds back in their favor. If you're not involved with the war (which may be fairly difficult given the circumstances), this may not affect you all that much. But if you are part of the war effort, be wary if your side starts to seize advantages...success and failure go hand in hand as it would seem.

### **Injury Prone 100**

It's definitely not your fault, but you have a real problem with staying healthy and maintaining good physical condition. Whether it's a stray boulder that'll find its way towards you or a badly rigged trap that misfires, somehow injuries just plague you while you're here. The injuries you suffer as a result of this are never fatal, but if you don't address the injuries and go into battle, they might just become the disadvantage that you can't afford.

### **Time Eddies 200**

While the humans have been busy setting up their perimeters and their shelters, the Oni have been building a world, one soul at a time. With each soul collected by the Oni, the flow of time and

the world itself warps a little further. Normally, this would only be an annoyance – Mononofu can traverse through light miasma for a fair bit of time and if you were an Oni, the miasma should bolster you to begin with.

But the Oni ability to corrupt the flow of time isn't without its flaws, and with this, it won't be too uncommon to find “pockets” where time doesn't flow normally, nor is it stopped. Time simply does not flow normally here – it may run faster or it may crawl slower than usual, no one will know until they find themselves inside the pocket. This is particularly more common in places where extensive fighting has taken place, so be on your guard at all times should you leave your local safe zone, even if there are no enemies in sight.

### **Outsiders 200**

Thanks to the Oni ripping the fabric of time open, people from various time periods have shown up in Nakatsu Kuni. But the miasma influenced phenomenon hasn't only affected people across time, but also dragged in people from various places as well. Don't be too surprised if you meet people from other worlds, much less other countries while you're here – you might even come across folks from your previous travels. It's probably better to err on the side of caution and make no assumptions about whether they'll be friendly or not. They might not even recognize you, even if you recognize them.

### **Time Hunter 200**

There's someone out after you, for reasons that you might not even understand. They appear to be dead set on taking you down for good, and they have a good understanding of your capabilities. This combination suggests that they know you, they're someone from your past – but in all likelihood you won't recognize them at first.

Normally, if they were just another human or Oni this wouldn't be much of a problem. But your pursuer seems to be using the Miasma distortions to their advantage, popping in and out of time. They'll be subdued one moment, then suddenly they'll just be gone, only to reappear further down the line. There's no real rhyme or reason to the way they operate – you're just going to have to stave them off when they show up.

### **Soul Thirst 300**

It's not very well understood why the Oni gorge on souls, to the point of travelling through time just to harvest and hoard them. But whatever the reason, the consequence is quite apparent – Oni hunt humans with an obsessive tenacity, and where humans have grown sparse, it isn't rare to find Oni turning upon one another, coveting the souls that their brethren have gathered.

Unfortunately, this cycle of “life” isn't something you can just opt out of on a whim. Even if you escape being hunted by others coveting your soul, souls will naturally flock towards you, turning you into a proverbial beacon for Oni – and for Mononofu as well.

To begin with, it isn't normal for any individual to hoard souls – but the sheer number of spirits that you'll gather in your day to day will make both Oni and Humans consider you a sizeable threat if you happen to be Oni. But if you're human, others may assume you to be the “Innovator”, and a role like that carries heavy expectations – expectations that may take your freedom away.

### Oomagadoki 300

8 years ago, the Oni invaded and quickly overwhelmed the unprepared human populace. The first battle at Yokohama later became known as “Oomagadoki”, though first hand accounts of the battle are difficult to find as few humans survived. But since then, there hasn't been another battle quite as intense, with as much commitment from both sides.

Unfortunately for the humans, this is primarily because the Oni don't need to invest much more into their war effort. They've had the time and space to prepare for a re-enactment of Oomagadoki – the Oni summoning part that is.

It is difficult to ascertain what will happen aside from another major influx of Oni and further destruction of the world. As far as the Humans know, another Oomagadoki results in the annihilation of Nakatsu Kuni as they know it and likely the destruction of the human race. As far as the Oni know, the majority of the Oni will be sacrificed to open the gateway. Most of the higher caste Oni seem content to sacrifice lesser Oni – if you happen to be Oni, you might also number among the designated sacrifices.

Is it in your best interests to stop this from happening? If you want the world to stay hospitable, it probably is. But to find the site where this is happening will involve diving deep into Oni territory, and you may not have all that much in terms of reinforcements. Make your decision quickly and lay down the groundworks decisively – time isn't your ally here.

## Notes

<b>Mononofu</b>	
<b>Battle Stance</b>	<p>*Improves the Mononofu's ability to concentrate, react, and their general awareness of their surroundings and enemies.</p> <p>*As long as the Mononofu enters and stays in a combat stance with an enemy in vicinity, their wounds will gradually heal.</p> <p>*As long as a stance is maintained, the Mononofu can identify the condition of enemy weaknesses.</p>
<b>Accelerated Purification</b>	<p>*Improves the Mononofu's natural ability to purify miasma around them, making the process faster and expanding the effective range.</p> <p>*This allows the Mononofu to purify miasma while moving or fighting, but it does this at a significantly reduced speed than normal.</p>
<b>Demon Slicer</b>	<p>*Allows the Mononofu to remove parts from any enemy regardless of how the Mononofu's weapon works or how the enemy's body works, provided that sufficient amounts of damage is dealt to the foe. The larger an enemy is, the more parts available for removal.</p> <p>*Removing parts in this fashion will weaken the enemy and create weaknesses even if the enemy normally has none, but if they survive the encounter, the parts will be reattached by the time you encounter them again. In particular, Oni are capable of regenerating their parts in battle.</p>
<b>Innovator</b>	<p>*Augments the Mononofu's ability to align themselves with Mitama – being an Innovator allows the Mononofu to align themselves with more than a single Mitama at a time, and should they possess souls/spirits of a similar nature, they can align with those as well. The more Mitama/Souls/Spirits gathered, the more resistant the Mononofu's spirit becomes.</p> <p>*The Innovator is capable of “activating” individual Mitama. This is generally done via equipping a Mitama to a weapon or a tool. The more Mitama actively used, the less effective the individual Mitama are – so a more focused grouping works best. Other souls/spirits are also applicable for this.</p>
<b>Miko</b>	
<b>Spirit Channeling</b>	<p>*Improves the Miko's ability to channel spiritual energy, their general ability at handling magical forces, and also reduces the strain/cost from utilizing spiritual and magical abilities.</p> <p>*It also allows for the Miko to link themselves to allies, channeling energy and facilitating communication with them up to a certain range. Effectiveness drops with increased distance.</p>
<b>Miasma Purging</b>	<p>*Utilizing the Miko's ability to channel spiritual energy, this allows the Miko to directly influence a target with the spiritual energy at their disposal, removing corruption and Miasma from the target. In the process of purging these impurities, the Miko can also remove conditions afflicting the target or reverse the effects of corruption.</p> <p>*Most effective when used on a one to one basis.</p>
<b>Demon Repulsor</b>	<p>*Allows the Miko to deploy and maintain barriers using any pool of energy at their disposal, including their life force. As long as the barrier is maintained and the strength of the Miko is greater than the assailant, the barrier will repel the assailant completely. Enemies that are far weaker than the Miko may be instantly destroyed upon contact.</p> <p>*Deployed barriers naturally cleanse corruption in the nearby area, weakening creatures which may be corrupted – such as Oni.</p>
<b>Mitama Reinforcement</b>	<p>*The Miko's ability to interact with Mitama and other spirits is improved, by allowing the Miko to use other soul material (such as Haku) in order to strengthen the Mitama. A strengthened Mitama has more distinct abilities</p>

	<p>related to their classification, and gain more abilities based on their previous lives/memories. The same process is applicable onto souls/spirits and other things of a similar nature to Mitama.</p> <p>*By a reverse principle, the Miko can also extract soul material from souls in order to gather reagents. This weakens the affected soul/spirit/Mitama, generally returning them to a “basic” state.</p>
<b>Villager</b>	
<b>Survival Instinct</b>	<p>*Improves the Villager's ability at running away, situational awareness, and generally staying out of danger.</p> <p>*This will actively make the Villager's presence less intimidating, and as such they'll draw less attention from potential threats. Oni and other predators will overlook their presence unless provoked.</p>
<b>Emergency Salvaging</b>	<p>*Allows the Villager to gather materials from their surroundings without the normal tools necessary, such as collecting ores without the means to mine it, or gathering dangerous elements without needing the safety equipment. The time required to gather materials is also reduced compared to normal.</p>
<b>Otherworld Material Manipulation</b>	<p>*Regardless of where the source of the material, this modification allows the Villager to utilize it for general crafting purposes, ignoring normally incompatible or inadequate components. The finished product will be functional regardless of what is used as the input, but low quality material used will decrease the effectiveness of the piece.</p> <p>*This modification accentuates the effects of esoteric materials when used for crafting, i.e. elemental properties that a material possesses will be enhanced and the finished product will embody such properties with the product's intended function in mind.</p>
<b>Machina Adaptation</b>	<p>*Technical skill, allowing the Villager to mimic the abilities of the Oni and Mononofu via the use of technology. Machina tends to operate using soul material or soul energy, as evidenced by the Demon Hand and the Full Body Machina. As such, all Machina created this way can function using soul energy (spiritual energy) as their primary energy source and the Machina itself has spiritual properties – allowing it to be improved with similar sources. (No reason why other energy sources can't be used as well)</p> <p>*The properties of the Machina created from this are dependent on two things – the material that is used to create the Machina, and the target from which the Machina's ability is derived.</p>
<b>Oni</b>	
<b>Oni: Extension</b>	<p>*Modification for physical modifications of the Oni's body. Allows for the addition of body parts such as extra appendages, wings, organs, carapace, etc.</p> <p>*Each part added in this fashion can be partially destroyed and broken off without entirely crippling the Oni – when the part is destroyed, it physically detaches from the body, but leaves a “shadow” that is physically tangible, just weaker and less effective.</p> <p>*Oni are capable of regenerating destroyed parts, but can only do so if they aren't engaged in combat.</p>
<b>Oni: Tamahami</b>	<p>*Allows the Oni to establish a “reserve state” for combat purposes. If they are overwhelmed or put into a significant disadvantage during battle, this reserve state activates.</p> <p>*Destroyed parts are regenerated. Their physical and mental condition recovers slightly. Alternate physical forms can be used as “reserve states”, otherwise the default states are typically transformation sequences of the Oni's core body.</p>
<b>Law of Power</b>	<p>*The Oni's strength manifests as an aura, suppressing other creatures nearby</p>



	<p>that are weaker than them.</p> <p>*From the creatures affected by their aura, the Oni can remotely direct them with simple orders, up to a certain range. Increasing the Oni's strength extends this range.</p>
<b>Miasma Circulation</b>	<p>*The Oni can draw on miasma in the surrounding to accelerate their own recovery rate or burn their energy to spread miasma into the environment around them. Where miasma isn't present, magic corruption of the environment will also work, at a reduced efficiency. Miasma is naturally harmful to any creatures that don't have some form of resistance.</p> <p>*The greater your size, the more effective this process becomes.</p> <p>*The more miasma the Oni gathers inside their bodies, the more effective their added parts become, their natural resistances also improve slightly.</p>
<b>Chronal Freeze</b>	<p>*By manipulating miasma (or just killing things), the Oni can distort the local flow of time. The more concentrated the miasma (the more things that die), the slower time moves, to the point that time stops in the local area altogether.</p> <p>*Entities weak enough to succumb to the miasma under normal conditions will be frozen along with the environment. Otherwise, wandering into these time distorted zones will harm all living entities.</p> <p>*These distortions naturally produce miasma with time even without any action on the Oni's behalf.</p>
<b>Misc.</b>	
<b>Battle Training</b>	<p>*Basic modification for improving general parameters. Vitality, resilience, strength, speed, spiritual strength, elemental affinity fall under this modification option.</p>
<b>Anomaly Existence</b>	<p>*Special modification, makes it such that normal relationships due to your race or physical appearance do not apply – as an Oni you won't be immediately attacked by Mononofu, and vice versa. This effect persists, even if you travel elsewhere, normally antagonistic individuals won't treat you as they would without this modification. It does not make them your allies however.</p>
<b>Spirited Away</b>	<p>*Renders you immune to the effects of temporal displacement. Even if you enter an area where the flow of time is disrupted, you can still act free from the disruption's influence.</p> <p>*In situations where you end up in a temporally unstable locale, you can “anchor” yourself to maintain the “correct” flow of time. Within your immediate vicinity, time moves as it normally should.</p>
<b>Resisting the Siren</b>	<p>*Increases your resistance against attempts at mental corruption and manipulation. This effectively protects you against things ranging from dream manipulation (such as the Viper Queen) to memory manipulation/illusions (Izuchikanata)</p> <p>*If you do succumb to such an attempt, this allows you to recognize the circumstance and attempt to resist it from within. Whether you succeed is dependent on not just your willpower, but also affected by your physical strength.</p>
<b>Foxtongue</b>	<p>*Lets you talk to Tenko – and also other similar spiritual entities. It doesn't mean that you'll find what they have to say interesting and vice versa.</p> <p>*It does improve your affinity with spiritual entities such as Tenko – as long as they actually exist in the world, you'll encounter them more frequently.</p> <p>*Specifically with Tenko, they'll become more effective at aiding you on the field and off the field, as far as gathering resources and occasionally providing combat help goes.</p>