



MISTS OF AKUMA



SORLURIN ANCESTRIES





MISTS OF AKUMA



SOBURN ANCESTRIES

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HUMAN BACKGROUND

d20	BACKGROUND
1	You fled death and destruction from the Mists of Akuma descending on your home settlement, forced to do horrible things to survive. Your Haitoku increases by 1.
2	The primordial fog came upon your family, separating you from some of your loved ones—faces you sometimes recognize in the hordes of adeddo-oni.
3	As a child when the Mists of Akuma came you climbed high into a tree and hid, witnessing from above a brutal slaughter that traumatized your mind. Now you hear Adeddo whispers in your nightmares and though you cannot speak it, sometimes you can understand the guttural tongue.
4	You once served in the house of a minor noble from your prefecture.
5	Local guards caught you committing a serious crime but the Mists of Akuma appeared and you fled in the confusion—you have not seen your home in years.
6	Working at a ceramian-designed factory kept a roof over your head for a while but not without a price—you are missing 1d6 fingers and toes lost to workplace accidents.
7	You crossed paths with nobility and rubbed them the wrong way. As a result your family was publicly disgraced and you've been unable to shake the negative reputation. Your Dignity is reduced by 1.
8	When you were a lone orphan a monastery took you in, raising you with their beliefs.
9	A gang of bandits kidnapped you for ransom but when your home was consumed by the Mists of Akuma they made you one of them, teaching you how to live a life of crime.
10	One of your parents was a compulsive gambler, their debt so great that you were sold into slavery. Fortunately you escaped while on the road but they have permanently marked your skin and you must always hide the accursed symbol from others.
11	Your entire life has been adversarial—whether you've meant it or not, you always find yourself competing against rivals that ultimately become your nemeses until one of you dies or disappears.
12	A beaten old journal or diary came into your possession years ago and you've read it cover to cover, its frank recordings granting you exceptional insight into life in Soburin. Your Dignity increases by 1.
13	When the Mists of Akuma fell onto your home one of your parents dragged you into the attic to hide. All night you listened as the rest of your family were corrupted by the primordial fog, some transforming into adeddo-oni before eating the others. You start the game with 1d6 Insanity.
14	In a heated argument or spat you committed murder, your heinous crime covered up by the timely arrival of the Mists of Akuma. Though you did not have to flee the settlement you left soon after.
15	You have always been able to find work but for all that good fortune you have a terribly time keeping a steady job.
16	An aunt or uncle of yours defied the will of a bengoshi or noble, disgracing you all. Speaking their name is forbidden and because of your feelings about them, you have separated from your family.
17	Like many people in Soburin you are named after an ancestor but unlike most you have spent your life being hounded by their spirit, constantly reprimanded by a silent voice whenever you misbehave or commit any wrongdoing.
18	You've witnessed the terrible carnage that Kaiyo tsukumogami can wreak, watching one of the animated war machines tear through a settlement before being felled by scores of blades.
19	A destitute life has shown you the depravity of hunger and you never pass up a chance for a free or cheap meal (even if it's stolen). Your Haitoku increases by 1.
20	While walking in the wilderness you came across the corpse of a merchant. You start the game with 1d6 gold.

Using Ancestries in Fifth Edition. This book is primarily for minions of the Demon Lord but need not be exclusively theirs! When building an adventurer roll away and simply ignore any references to Insanity.

HUMAN PERSONALITY

3d6	PERSONALITY
3	You are vindictive. You keep pets and tend to name them after people you dislike.
4	You are wary and paranoid, finding it difficult to trust others.
5–6	You take immense pride from your heritage and judge yourself by the deeds of your ancestors.
7–8	You dislike others and consider allies a necessity, not a boon. In another time you might be a hermit.
9–12	You do not care for society's foibles or loose talk, preferring to speak with actions rather than words.
13–14	You are mindful and considerate. Empathy is a tool you often use to understand others.
15–16	You know that survival is paramount and only take chances when you have to or the reward is great.
17	You are so reckless that most people think you have a deathwish—they just don't understand that life is for the living.
18	You are a true rarity in Soburin and genuinely care more about the well-being of others than your own.

HUMAN RELIGION

3d6	RELIGION
3	You worship Natsu Itā, the entity that consumed summer.
4	You worship Akinochisō, the fel being that ate autumn.
5–6	You belong to a sect of heretics that praise oni warlords and yai sovereigns.
7–12	You worship your ancestors, respecting shrines and other holy sites.
13–14	You worship nothing—the gods, the ancestors, and even nature have all abandoned mortals.
15–16	You are part of a cult devoted to imperial dragons.
17	You worship Fuyu-Noyaban, destroyer of winter.
18	You worship Haru-Oshōhi, murderer of spring

HUMAN APPEARANCE

3d6	APPEARANCE
3	You have been scarred from birth or a violent accident and your body still bears these marks, sometimes causing others to mistreat you or single you out as accursed.
4	It's not easy to look in the mirror. Your features just don't fit together perfectly and you've always been teased for looking strange, called a quarterbreed and countless other pejorative names.
5–6	Your ancestry is very mixed and sometimes other people have a hard time initially determining if you are ceramian, ropaeo, or soburi.
7–8	There's nothing at all remarkable about your appearance.
9–12	You are very heavy set and compact, and although it isn't obvious, you weigh at least 20 pounds more than people think you do. Nobody knows where you're putting all this weight.
13–14	You're not winning any beauty contests but good fortune and nutritious food have made you fairly attractive.
15–16	The pigmentation of your skin is either saturated (if from southern Soburin) or completely lacking (if you are from northern Soburin) and though it's superficial of them, that's what most most people notice about your looks.
17	You have stringy hair and angular features prompting rumors that you have spirit folk blood in your veins.
18	Your ancestors smile on you because you broke the mold. When you walk into a tea house or enter a village, all eyes turn to you and stay there until people realize they are staring.

HUMAN AGE

3d6	AGE
3	You are a child, 11 years old or younger.
4–5	You are an adolescent, 12 to 17 years old.
6–11	You are a young adult, 18 to 35 years old.
12–14	You are a middle-aged adult, 36 to 55 years old.
15–17	You are an older adult, 56 to 75 years old.
18	You are a venerable adult, 76 years old or older.

HUMAN BUILD

3d6	BUILD
3–4	You are short and thin.
5	You are short and heavy.
6	You are short.
7–8	You are slender.
9–11	You are average in height and weight.
12	You are a bit overweight.
13–14	You are tall.
15–17	You are tall and thin.
18	You are very tall and heavy.



BAKEMONO BACKGROUND

d20	BACKGROUND
1	Your first memories are of scrabbling through trash looking for food in the alleyways of a city—you've lived amongst society's refuse ever since.
2	Sneaking from the forests to steal, you survived and learned about society by stalking the fields and bird coops of farmsteads.
3	You eked out an existence in the badlands by scampering after caravans and picking at the remains of dead travelers—little more than a carrion feeder, not unlike the times before your transformation. Your Haitoku increases by 1 and you gain 1d6 silver Imperial Pieces.
4	There was safety for you in the boughs of the jungle's great trees but the more your mind developed, the more dangers you saw and the constant threat of hunting predators finally drove you out of the wilderness.
5	Flotsam and unconscious survivors wash ashore all the time, something you learned quickly upon awakening and a source of food you relied on until you were brave enough to venture inland.
6	An oni warlord tolerated your presence in their fortress where you served in the dungeons, cleaning up the shit and blood.
7	You did not awaken alone and found many others like yourself in the swamp, living a violent life in squalor before fleeing on the paths traveled by tall-talkers.
8	Shortly after you were changed by the Mists of Akuma an elderly farmer gave you shelter in exchange for labor. You worked hard for them until they disappeared and then you left as well.
9	A trashcan is where you had your first thought and it became your home until it was destroyed in the chaos that gripped the streets amidst of the Mists of Akuma.
10	You crawled out of a pile of corpses that were haphazardly thrown into a mass grave outside of a settlement and it's all been downhill since then, but you're certainly not weaker because of it. Your Haitoku increases by 1.
11	Talltalkers with weapons poked you awake and ushered you into a moving cage within your first minutes of consciousness—fortunately a creature attacked them and you were able to escape, stealing one of their sharp shineys along the way. You begin the game with a dagger.
12	The snows were thawing on the mountainside when you emerged from the corpse but there were other meats to strip away as you wandered down towards the lowland, and the smell of cooked food brought you into the company of opportunistic hunters.
13	Your first steps were in a terrifying scurry away from the cave where you first congealed, fleeing from the dead-eyed monsters ravenously eating all the others. Your Haitoku increases by 1.
14	Borne into a rare village of bakemono living deep in isolation in tunnels beneath Soburin, you were a valued member of the community until scandal saw you exiled. Your Dignity decreases by 1.
15	Everything has been a jumbled mess since you first had only one pair of legs, your memories scattered across hundreds of lesser minds while your brain slowly finishes forming. You start the game with 1d3 Insanity. After 2d6 weeks, you take damage equal to your Healing Rate as a random Size 1/32 object worth no more than 1 gp pops out of your misshapen skull.
16	In the dead of night on a battlefield left quiet, you were transformed by the Mists of Akuma beneath a throng of corpses. After emerging you salvaged what you could and ran far from the conflict before witnessing your first sunrise.
17	Something in the primordial fog has spoken to you and you emerged from the Mists of Akuma with a fell, mysterious mission—to where it leads you do not know, but with every step forward you feel it draws ever closer. Your Haitoku increases by 1.
18	A kagaku-sha bred you in a secret lab hidden away in the wilderness, treating many others like you as test subjects for terrible experiments. In the chaos of an accident you fled from the dreadful laboratory, seeking refuge and hiding amongst city streets crowded by talltalkers.
19	Once the personal pet of a cruel and vicious noble, thanks to clever hiding you were the only survivor of an adeddo-oni assault when the Mists of Akuma visited upon the estate. Your Haitoku increases by 1.
20	You awoke in the stable of an abandoned farmstead, living off of the missing inhabitants' food stores before moving onward to find other, less rotten sources of food.



BAKEMONO PERSONALITY

3d6	PERSONALITY
3	You love things, especially other people's things. Particularly when you can get the blood off the things but if not that's okay too.
4	Curiosity drives you, the urge to see and know more a constant companion.
5–6	You can't help but creep about, lurching from place to place and peeking around corners as you suspiciously peer at the world in search of secrets.
7–9	Hard times have taught you there is precious little kindness to be found in Soburin and that survival means doing what you have to.
10–12	Tricking others is just <i>the best</i> .
13–14	You like to haggle whenever you buy something, make small talk when there's very little to discuss, and basically have to actively think about remaining quiet in order to successfully do so.
15–16	Everyone has always been nasty to you and so you're nasty to everyone else.
17	Animals are for eating or to be used as tools and <i>then</i> eaten—never to be trusted.
18	Life is just one very long opportunity for you to taste everything you can to find out what is or is not food.

BAKEMONO HATREDS

3d6	HATRED
3	You hate insects.
4	You hate reptiles.
5–9	You hate cats.
10–14	You hate dogs.
15	You hate birds.
16–18	You hate people who don't love rodents.

BAKEMONO AGE

3d6	AGE
3	You are a child, 3 years old or younger.
4–5	You are an adolescent, 4 to 7 years old.
6–11	You are a young adult, 8 to 17 years old.
12–14	You are a middle-aged adult, 18 to 28 years old.
15–17	You are an older adult, 29 to 40 years old.
18	You are a venerable adult, 41 years old or older.

BAKEMONO BUILD

3d6	BUILD
3–4	You are short and thin.
5	You are short and heavy.
6	You are short.
7–8	You are slender.
9	You are average in height and weight, but your left leg and right arm are slightly larger.
10	You are average in height and weight.
11	You are average in height and weight, but your limbs on one side are bigger than the other side.
12	You are broad.
13	You are tall but only because your legs are abnormally long.
14	You are tall.
15	You are tall but only because your torso and neck are abnormally long.
16–17	You are tall and thin.
18	You are very tall and heavy.

BAKEMONO APPEARANCE

3d6	APPEARANCE
3	It is extremely hard for people to forget what you look like no matter how much they want to banish any thoughts about the boils, scabs, warts, and foul-smelling sores that make a naseauting patchwork mosaic across your "skin".
4–7	Nothing about you seems to fit right and it's almost as if each part of your body—your face, your hands, your feet—was sculpted by a different artist, and also that all of the sculptors were blind. You're a mess to look at so it's fortunate most people don't want to do so in the first place.
8–11	You are a strange looking thing, surely, but nothing about your appearance is particularly remarkable.
12–14	You're convinced that a bit of decorum and hygiene can go a long way, and although it pains you to do so, you bathe regularly and have adopted the commonly accepted fashions, dressing as though you were soburi.
15–17	Ridges and seams are all over your body, and although they are more like wrinkles than anything else when you are angry or excited it gives your skin a chitinous appearance.
18	Everything about your features is as sharp as a blade—your chin and face are angular, your ears are almost as pointy as your teeth, and your hair even clumps into spikey bits.

ENJIN BACKGROUND

d20	BACKGROUND
1	You were born without a clan, scraping up from the alleyways of Soburin by virtue of your wit, luck, and perceived strength.
2	Whether with a commute from home or because your family ran it, you grew up on a fairly prosperous farm. Unfortunately it was lost to the Mists of Akuma along with most of your kin, lit aflame as you fought off raiding adeddo-oni.
3	Your life was typical of an enjin, growing up with your tribe in a lush rainforest and moving from tree-village to tree-village until you felt an undeniable urge to make your own mark on the world.
4	Driven out of your ancestral territory, your clan raised you in the badlands—taking what you could from travelers and merchants until your tribe was rent asunder by disaster. Your Haitoku increases by 1.
5	Your ancestral survivors that returned from the War of Kaiyo found the wooded lands of their homes utterly destroyed. They would not leave however and you were raised in the dunes, seeking glory and wealth beyond the sands.
6	While staying in a low-hanging tree-village your clan was ambushed by adeddo-oni and you became lost in the wilderness after fleeing from the bloodbath. Your Haitoku increases by 1.
7	Territorial bristling pushed your tribe down onto the river's edge so you've spent plenty of time in the water.
8	The deforestation of the region your tribe hails from turned your remaining territories into swamps. Your kin have adapted to the changes but you've had enough of the endless insects, pervasive humidity, and constant buzzing.
9	In your youth you came upon the hovel of a witch in the jungle and the last time you saw them, they were ripped apart by yokai—she only saw you as death took her and her gaze haunts you still. You start the game with 1d3 Insanity.
10	To escape fierce infighting between clans your tribe moved into the city and the transition has been difficult. You are one of the first generation born in the urban jungle and you've had enough of your kin's failings, ready to make good on your own.
11	Constant encroachment of the Mists of Akuma drove your tribe higher and higher up until there were more rocks than trees. Your life has been spent on mountainside cliffs and you grew up in an isolated enjin village far above civilization.
12	Your family had no tribe, selling their services as guides to merchants making their way through the dangerous jungles. After your thirteenth outing leading travelers through the wilderness you returned home to find a massacre, not a clue as to whether any of your kin survived or where they might be.
13	As long as you can remember your tribe has been on the road, each family selling one or another type of ware in your traveling caravan. A recent attack during the Mists of Akuma saw all of your kin's goods destroyed however and your relatives slain, forcing you to seek out coin in some other way.
14	Your entire tribe owed a great debt to a noble and you were gifted to their clan to pay it. The soburi trained you to be a bodyguard but when your charge died they cast you out, your deceased former master's offspring threatening your life should you cross paths again.
15	Attacks by vicious burakku-kirā vengeful over the deaths of their peers forced your tribe to disband and your family found reliable work in the dockyard of a city. You have grown to despise the smell of fish and utterly refuse to eat it ever again.
16	Your ancestors threw the tribe's values into the dirt, working with the ceramians during the Kengen Occupation to cull the forest of its trees. As a result you grew up as an exile, orphaned rather at a young age when your parents abandoned you or went missing—you are still not certain of which is true.
17	The rainforests you call home have become overcrowded with enjin tribes, each site for tree-villages that you move into more used than the last. You're ready to find somewhere else, promising your clan that you'll send them word as soon as you do.
18	The first memories you have are of being locked away in a cage, sold as a slave to an underground factory in Sanbaoshi. It took years for your muscles to develop but as soon as they did you broke out of bondage and escaped to the streets above.
19	You've only known one of your parents and have lived closely beside them everyday, traveling all over Soburin as they journeyed between settlements in search of a job. An unfortunate work accident has taken them from you prematurely, leaving you lonesome—unless, perhaps, you have living kin somewhere in Soburin.
20	An ancient pact since long before the Kengen Occupation rooted your tribe in an area that gradually changed from rainforests into a quagmire of wetlands. The foreigners wanted no part of your home however and your family adapted to it long ago—you just know there's more money out there than in the swamps.

ENJIN PERSONALITY

3d6	PERSONALITY
3	Outsiders are tools to be used, not people to be trusted. Only other enjin (that you know or have had vetted) are truly capable of loyalty.
4–5	Laughter is the best medicine and humor is almost always the right response to pretty much everything.
6–11	Strength isn't just what makes the world go 'round—might makes right.
12–14	Family, tribe, clan—they are all the same. What matters is that it is up to individuals to choose their companions, and you are a fierce believer in allowing others to decide things for themselves.
15–17	The world has taken enough from you and your people. It's your turn to do some taking.
18	Fury and anger drive you onward and make you relentless—when your mind is set on doing something there's almost nothing able to stop you other than yourself.

ENJIN AGE

3d6	AGE
3	You are a child, 2 years old or younger.
4–5	You are an adolescent, 3 to 5 years old.
6–11	You are a young adult, 6 to 14 years old.
12–14	You are a middle-aged adult, 15 to 42 years old.
15–17	You are an older adult, 43 to 64 years old.
18	You are a venerable adult, 65 years old or older.

ENJIN NAMING

3d6	DEED
3	A gang of fellow youths grouped up and attacked you, and after you awoke from the blackened void of fury that took your senses they never looked at you the same way again.
4–5	You found a hidden cache of treasure and chose to share it with your tribe, earning everyone's love and respect for your graciousness.
6–10	You've always been reliable and people have learned over the years that no matter the circumstances you keep your word.
11–14	Throughout your childhood you protected others, looking out for those smaller than you—which is practically everyone.
15–17	You came across a slain adventurer and looted the corpse, ultimately bringing the ire of the corpse's companions down onto your tribe.
18	Since you could first grab things you've had a passion for crafting and building, utilizing your talents to make much for your kin.

ENJIN BUILD

3d6	BUILD
3–4	You are short and broad.
5	You are average in size but nearly hairless.
6–7	You are slender.
8–11	You are average in height and weight.
12–14	You are broad.
15–16	You are tall.
17–18	You are very tall and heavy.



ENJIN APPEARANCE

3d6	APPEARANCE
3	Your mottled fur is testament to the hard life you've lived. Most folk don't realize how ugly you are, but enjin cannot take their eyes away from your numerous scars.
4–5	A few streaks of skin refuse to regrow any hair and your body is crisscrossed by the occasional blemish. Non-enjin think nothing of it.
6–9	Hard falls and unfriendly roughhousing have broken your nose, cheeks, and even skull a few times. It's not hard to cut your fur to hide this but it's a bother and most enjin look much the same.
10–12	You're either lucky, graceful, or a healthy mixture of both and the most distinguishing thing about you are your facial features and a discolored pattern on your shoulders, neck, or chest.
13–15	Your distinctive fur markings are sublimely placed and accent your features.
16–17	Other enjin are jealous of your features and even alphas are a little envious of the way you look.
18	Many enjin (and sometimes even folk from other races) can't help but look on you with a sense of wonder: you are a perfect specimen of your kind.

HENGEYOKAI BACKGROUND

d20	BACKGROUND
1	Your hengeyokai nature was a poorly kept secret and your family were practically exiles, the community around you suspicious and fearful.
2	All of your kin have always been open about who and what they are, forcing a certain level of respect from others. Your Dignity increases by 1.
3	Your family hid during the Kengen Occupation rather than be moved to a new prefecture and they never stopped hiding, keeping up the charade that you are all soburi.
4	Resettling along with hundreds and thousands of others of your kind left your family vulnerable, forcing them to take to the road as traveling merchants when foreign rule ended. The caravan you called home was destroyed by adeddo-oni however, and you've taken what remained after you scurried out of hiding when the danger was over.
5	You watched soburi and foreigners alike mistreat, demean, and disrespect your kind and had enough of it—you stole as much as you could from your neighbors and fled for a more prosperous life elsewhere in Soburin. Your Haitoku increases by 1.
6	A noble clan took your family into their service with an eye for your hengeyokai abilities but you have bucked a life of servitude, leaving home at a young age to make your own mark on the world.
7	Your ancestors signed on as soldiers for the War of Kaiyo as a way to earn good, reliable coin for the family back home. When foreign service ceased they still served in the ceramian military and now that Soburin has its rightful rulers once more, your name carries shame with it. Your Dignity decreases by 1.
8	Criminals raided your home and killed your kin while you were only a child, leaving you to scrape survival out of alleyways in the metropolis of Sanbaoshi.
9	The ocean offered an escape from the torment of the Kengen Occupation and your relatives took to the waves, a tradition that saw you grow up on the water until the Mists of Akuma descended on your family's boat in the dead of night. As you watched your parents and siblings transform into adeddo-oni, your courage faltered and you fled, the trauma of the experience relived each night when you rest. You start the game with 1d3 Insanity.
10	You were raised on a farm until the Mists of Akuma wiped out the community nearby, and although your family persisted the constant danger of adeddo-oni attacks prompted you to flee for the safety of a larger settlement. Your Haitoku increases by 1.
11	Gambling has ruined you and the people you're indebted to are not likely to be forgiving so you've fled, assuming a new identity far from where you grew up.
12	All your life your family has been on the run—criminals using their hengeyokai talents to spy and steal—and the authorities finally caught up with them. You got out while the getting was good, taking everything of value. Your Haitoku increases by 1.
13	Your relatives resisted the order of foreign rule and were killed for it—even your parents died for subversion of the Kengen Occupation. A soburi family took you in as an orphan and though they were kind, you have never felt accepted.
14	The community of hengeyokai you grew up in was a welcoming and accepting place but isolated for safety. Being so far from civilization exacted a terrible toll when the Mists of Akuma came however and though you were gone when the massacre occurred, only slaughter and devastation awaited you upon your return. You start the game with 1d3 Insanity.
15	You are from a well-to-do hengeyokai family that acquired a substantial estate during the Kengen Occupation. A life of luxury has left you wanting for glory however and you're dead set on having an adventure! Your Dignity increases by 1.
16	Instead of relocating your family took to the wilderness and never left, becoming hermits in the mountains of Soburin. You've only ever known the heights above civilization and have descended to learn about what modern life entails.
17	A terribly embarrassing accident has led you to abandon your old life, shedding your former persona and adopting a new one with a new name in places far from home. Your Haitoku increases by 1.
18	Your idyllic life on the farm came to an abrupt end when the Mists of Akuma rolled through but you were not there, distracted and drawn away by the spirit of an ancestor that spoke of the great things you will one day achieve. When you returned your family was gone and you wonder if you'll ever see them again.
19	A monastery accepted your relatives when the Kengen Occupation resettled them and they never left. You were raised among them and struggled to find peace in your isolated home, journeying beyond into Soburin in search of your purpose.
20	Your relatives threw in with a shinobi clan and the relationship has always been mutually beneficial. Their master ninja has asked you to leave for a while to explore Soburin, returning when you too are ready to serve.



HENGEYOKAI PERSONALITY

3d6	PERSONALITY
3	You believe in being open and forthright as often as possible. It's not that you are incapable of lying, you just vastly prefer being honest.
4–5	Loyalty is paramount to surviving in Soburin and although yours is not easily won, once you've pledged your companionship it is steadfast indeed.
6–11	Confidentiality is fundamental to being a hengeyokai and you live by secrets. Your secrets, the secrets of others—any secret you can get your hands on, really.
12–14	Life is harsh for your kind and you are harsh in kind, although not necessarily brutal or merciless. You believe that what is said is what is said but that actions are louder than words. When you start something you finish it.
15–17	In these dark times more than ever before you know that good will is in short supply so you try to be as gentle, polite, and fair as you can. There's just no sense in making life any harder than it already is.
18	There's only one person that matters in Soburin and that person is you—you don't know what your purpose is quite yet but are absolutely certain that greatness is in your future.

HENGEYOKAI AGE

3d6	AGE
3	You are a child, 6 years old or younger.
4–5	You are an adolescent, 7 to 14 years old.
6–11	You are a young adult, 15 to 20 years old.
12–14	You are a middle-aged adult, 21 to 60 years old.
15–17	You are an older adult, 61 to 84 years old.
18	You are a venerable adult, 85 years old or older.

HENGEYOKAI BUILD

3d6	BUILD
3–4	You are short and thin.
5	You are short and heavy.
6	You are short.
7–8	You are slender.
9–11	You are average in height and weight.
12	You are a bit overweight.
13–14	You are tall.
15–17	You are tall and thin.
18	You are very tall and heavy.

HENGEYOKAI SECRET

3d6	SECRET
3	You love torturing animals that prey on the type of creature you can transform into.
4–5	You can't help but steal small, innocuous things from everywhere you go, keeping a hoarding bag filled with splinters, bits of paper windows, and hundreds of other tokens from the places you've been.
6–8	You look down on people who wear colors you don't like but do your best to hide it. It's nothing about them specifically—they may be great—but you just can't respect someone dressed that way.
9–11	You hide an addiction to philandering, drugs, booze, or all of those things.
12–13	You committed a terrible crime with mortal consequences and have never admitted it to anyone.
14–15	You're very interested in forbidden magics and the power spoken of in the stories containing such things.
16–17	Your animalistic ears are pained by the notes of some musical instruments and you hate musicians because of it, sabotaging them whenever possible.
18	You love eating animals of the same type of creature you can transform into.

HENGEYOKAI APPEARANCE

3d6	APPEARANCE
3	Even your human disguise is animalistic and people try not to look at you, but your hybrid form is almost primal in how much you resemble a beast.
4–5	The animal parts of your blood aren't overwhelming but they definitely don't make you handsome or pretty, and in your hybrid form the human in you messes up whatever beauty nature might have bestowed.
6–11	There's nothing at all remarkable about your appearance in either human or hybrid form.
12–14	Your human form benefits a touch from the animalistic parts of your genes and they in turn grant a resembling symmetry to your hybrid features.
15–17	There's an undeniable attractiveness to your human and hybrid forms, the bestial undertones and human likeness mixing together in both to impress onlookers.
18	Hot damn you have it going on! The best parts of your animal blood accent your human form perfectly and your the beast inside you is so pure that your hybrid form is sublime to behold.

KAPPA BACKGROUND

d20	BACKGROUND
1	You're from an urban kappabuchi and your brethren have long since adjusted to city life. The professions you pursue are guided by the wisdom of elders ever nearby but you've found their talk burdensome, choosing now to strike out on your own to learn things for yourself.
2	Constantly journeying on the water, you've spent practically your entire life on a coast or big ship and you get anxious when you're on land for too long.
3	When the Mists of Akuma came your kappabuchi's leader took everyone into the swamps, settling in the ancient site of where they claim a turtle folk village once stood. The primordial fogs never touched this new settlement but you quickly grew tired of it and have gone searching for a new place for your peoples.
4	The cove where your brethren raised you was raided by adeddo-oni. By the time you poked your head out of hiding they had slaughtered every kappa you ever trusted, leaving their gutted shells discarded and floating on the waters nearby. You start the game with 1d3 Insanity.
5	Your kappabuchi lost its cohesion when they tried to resettle in a city, the families and individuals drifting apart like logs in an estuary.
6	Not far from the water's edge, when the Mists of Akuma fell onto your village you leapt into the water and fled, resisting the urge to look back at who was screaming for help or mercy. Your Haitoku increases by 1.
7	Your parents placed you into the monastery run by a truly ancient kappa and you grew up under their guidance but only until recently—a squabble has pushed you out into the world though when you tried to find your family you discovered that their kappabuchi was abandoned.
8	The elders of your village saw great potential in you, declaring that your fate was intertwined with Soburin's destiny. When the Mists of Akuma threatened your home, the entire community rallied to protect you, most of them perishing in the effort and the rest dying or forced to leave you to get you to where you are today. Your Dignity increases by 1.
9	When your aunts, uncles, and parents were pledged to the service of a noble family as bodyguards they left the kappa-buchi. You are the second or third generation born on the clan's estate and defy the life of a servant, shirking tradition to make your own mark on the world.
10	A nomadic life on Soburin's rivers is all that you've known, traveling forever upstream and back along with your merchant family. You awoke one night as the Mists of Akuma finished transforming your kin into adeddo-oni and the only reason you live still is because your siblings were slower swimmers. You start the game with 1d3 Insanity.
11	The Kengen Occupation never came upon the tiny island your kappabuchi called home but the primordial fog forced everyone inland and the community split apart. Now that your closest relatives have died you search for any kin that may yet still live, but so far have had little luck.
12	You come from a family of warriors that hunt down those who desecrate your kind, tracking 'shell-crackers' across the prefectures until a gang of the villains ambushed your brethren. You are the only survivor of the conflict.
13	Orphaned at a young age, you made your way in one of Soburin's cities thanks to your aquatic talents. It wasn't easy though and you saw no small number of disturbing things floating in the water. Your Haitoku increases by 1.
14	Your relatives ran an isolated monastery respected by kappa everywhere—but as the youngest of many siblings you've always had to fight for respect and were last in line to assume control of the place. In the dark recesses of its basement you met an ancestor spirit that used your ignorance to unleash a great evil that murdered everyone but you. You start the game with 1d3 Insanity and your Haitoku increases by 1.
15	During the Kengen Occupation one of your very old ancestors sold away treasured secrets before passing away, knowledge that provided a foreign-borne fortune your elders pissed away in a little more than a century. With no gold left in the coffer by the time you were born, your inheritance is only a disgraced name. Your Dignity decreases by 1.
16	Kappa everywhere and even some soburi recognize your family's name—one of your ancestors was a respected ally of an Imperial Sibling—ramping up expectations of what greatness you will achieve. Your Dignity increases by 1.
17	Your kappabuchi moved into the deep wilderness when the Kengen Occupation began and even though the foreigners have gone, they've completely adapted to the new surroundings and you were raised in the new ways. The environment is changing for the worse however and you've been sent out with others to scout for a new place to move the village.
18	Unlike so many other kappa your family has found good fortune away from waterways, banking on the scarcity of your kind further inland. As a result you have more soburi mannerisms than the average kappa.
19	Nature seemed to speak to you just as soon as you could talk and as a youth you left to become a hermit. The wilderness has guided your travels since and you feel that something of import awaits.
20	Your parents were cooks, their parents were cooks, and their parents were cooks, and so on. As much as you like eating food though, you hate to be the one preparing it and your dishes taste terrible. Nobody was terribly surprised when you left looking for something better.



KAPPA PERSONALITY

3d6	PERSONALITY
3	Your people are long-lived and you have been taught never to forget anyone that has wronged you—eventually the time to take vengeance will present itself.
4–5	Life has taught you that acting too early or rashly has terrible consequences and as a result you are reserved, always careful in what you say and how you act.
6–11	Like water, you believe the truest peace is stillness and calm. You are similar in that way; difficult to move and disturb but able to dispense with surprising fury when the conditions are right.
12–14	Your upbringing instilled an impulse for kindness you've never been able to shake no matter how many times it comes back to bite your shell.
15–17	Long memories mean many, many stories and the countless tales told to you by your elders have taught you to be proactive. Time drags on and the less you do the more of it gets away from you.
18	The lack of pride that other kappa show for their heritage is utterly disgraceful—the gift of such long lives is what makes you superior to everyone else.

KAPPA AGE

3d6	AGE
3	You are a child, 7 years old or younger.
4–5	You are an adolescent, 8 to 18 years old.
6–11	You are a young adult, 19 to 36 years old.
12–14	You are a middle-aged adult, 37 to 98 years old.
15–17	You are an older adult, 99 to 199 years old.
18	You are a venerable adult, 200 years old or older.

KAPPA BUILD

3d6	BUILD
3–5	You are short and broad.
6–7	You are slender.
8–10	You are average in height and weight.
11–15	You are broad.
16	You are tall.
17–18	You are very tall and heavy.

KAPPA TRADITIONS

3d6	TRADITION
3	Whenever you enter a body of water you swim in a signature maneuver unique to your family or kappabuchi.
4–5	Every noon and every midnight you pray or pay homage to nature.
6–8	The objects you carry and use are treated with as much respect as you would give to a living creature.
9–11	You always carry a container of water on you that is never to be used under any circumstances.
12–14	Before drinking anything that has alcohol in it you briefly light it on fire first.
15–17	After you kill a creature you make a small sacrifice of some kind and pray for its soul.
18	When you are near a freshly slain body you gather some of the blood and once each month bathe yourself in the sanguine mixture.

KAPPA APPEARANCE

3d6	APPEARANCE
3	You're incredibly ugly. Appallingly so and by all standards. Other kappa are usually polite enough to just not look your way but other folks sometimes think you have barnacles or parasites stuck all over your skin and shell (and that may be true sometimes).
4–7	It's not that you're hard to look at, it's that your shell is all kinds of wrong—its like someone very drunk made it out of clay or melting wax. Anyone talking to you inevitably gets distracted by how malformed it is.
8–12	There's nothing at all remarkable about your appearance.
13–17	Whether or not you look good is normally not in question because your shell is practically a work of art, the curvature perfect and each segment an intriguing hue.
18	Your elders and ancestors all say you're lucky, claiming that you'll be beautiful well past old age. Everyone kappa and otherwise is jealous of how sublimely perfect your shell is—it's actually a bit of concern because shell crackers would kill each other to take it from you.



MUTANT BACKGROUND

d20	BACKGROUND
1	You were born to mutant parents in a bordertown and after a rough childhood have left the settlement because there are virtually no opportunities for you there.
2	Who you once were and your homeland are mysteries—your first memories are of washing ashore in Soburin a few weeks ago.
3	Your parents traveled for work until they were killed by irate and superstitious villagers, leaving you to fend for yourself in the wilderness. The loudest of those butchers have paid the ultimate price but you're always looking over your freakish shoulder. Your Haitoku increases by 1.
4	It's been a few years since you arrived in Soburin (washing ashore like so many others) and though it's been devilishly hard, you've managed to make something of a life for yourself working in the docks of a major city.
5	Living far from civilization only protected your bordertown from the Mists of Akuma for so long—eventually a force of adeddo-oni too large to resist destroyed your home. You managed to hide atop an isolation pole and watched the monsters tear your loved ones apart. You start the game with 1d3 Insanity.
6	You and your parents fled towards civilization when the primordial fogs first came upon your village but together you stopped at an abandoned farm, taking it over for a few seasons. Eventually though someone noticed and they were forced to show deference to the local lord—you however were not, choosing to leave instead. Your Dignity decreases by 1.
7	Unlike most mutants you didn't awaken on the sands, crawling instead from the wreckage of a strange ceramian-made aircraft—along with a small parcel that holds incredibly accurate paintings of a place you think was once your home.
8	As a second or third generation mutant born in Soburin to a family that's long served a noble clan, you have enjoyed a place of relative prestige. Unfortunately that came to an abrupt end when infighting saw you and your relatives cast out, and failing to pay proper respect in civilized circles without the backing of nobility saw all but you killed or turned to crime.
9	Your family has been in league with a crime family since your parents arrived here over a decade ago, but you either don't like paying out any part of your cut to somebody higher up the food chain or you want to live a slightly more legal life.
10	It's been a few years now you've journeyed across Soburin, using your prodigious size to get reliable hires. You don't know much about where you came from but you've learned a lot about this place and its peoples. Your Dignity increases by 1.
11	A kindly old fishing couple pulled you out of the brine and you worked with them for several years, learning their expertise with the waves and doing all the hard labor they were too elderly to undertake. When the Mists of Akuma came you easily climbed up the mast to safety but watched as they transformed into adeddo-oni before killing them both with your bare hands. Your Haitoku increases by 1.
12	Unsure of what else to do after arriving here 1d3 years ago, you wandered up into the high hills and found gainful employment with a mining operation. Unfortunately someone broke into an ancient cave that should have never been disturbed and you saw true horror well up from beneath, fleeing the wilderness for the safety of a settlement. You start the game with 1d3 Insanity.
13	Amnesiac, unable to speak most of the local tongues, and a freakish giant, you never had a fighting chance at fitting in. After several failed attempts at integrating into society you gave up and went to become a hermit, only visiting upon civilization when you must.
14	A mutant mage that you offended one day in the street kidnapped you not long after, utilizing magic that transformed them into a human and you into the freak you are now. Your entire life has become about finding the individual responsible, reversing the process, and killing them.
15	Whatever device bore you across the Great Divide was wondrous indeed, part of the aircraft detaching to float you safely down into the middle of a farming hamlet in need of workers. Fortunately because you could do the work of many smaller laborers they accepted you and you became member of the community before the Mists of Akuma destroyed it. You came back from a long walk one day to find the remains of most of your neighbors.
16	Pirates fished you out of the water and you've been on the deck of a ship ever since, always stuck with the toughest and most demanding jobs. At the last port of call you took your earnings and left, all too ready to try out your land legs.
17	The first community you came across upon reaching Soburin was in thrall to an oni warlord—you found their lives to be demanding and strict but not necessarily unfair. Tales of civilization at large intrigued you however, and at the first opportunity you escaped from the fortress and began to trek across the wilderness.
18	You honestly cannot say whether or not you traveled to the prefectures or were transformed here by a mad kagaku-sha but your first memories are of breaking out of a laboratory.
19	Orphaned and alone, you traveled to a city where a local gang persuaded you to join them. The older you got the more prominent they grew until a real organization took notice, killing all of your friends—but not you, the gifts of your heritage keeping you alive. Your Haitoku increases by 1.
20	Amnesia hits you in spots but you can still remember some of what was on the other side of the Great Divide and the great lengths you went to in order to cross the energy barrier—what remains of Ceramia is a wasteland filled with terrors and nothing else. You start the game with 1d3 Insanity.



MUTANT PERSONALITY

3d6	PERSONALITY
3	There's a seemingly endless optimism in you that never yields and you are helplessly hopeful.
4–5	Life has dealt you a rough hand but you keep your spirits up by making jokes—especially when you're staring death in the face.
6–8	Your terrible luck and the decay of the world have bestowed in you a grim countenance that no amount of joy can shake.
9–11	Amnesia or not, you have an insatiable curiosity and no control over your constant desire to know more.
12–14	True suffering has left you with a touch of madness—some call it courage, others say you have a deathwish.
15–17	Surviving as long as you have has made you rational and realistic in all things, careful and deliberate with your actions.
18	Your situation has filled you with boundless rage and you struggle with a burning hatred for the world.

MUTANT AGE

3d6	AGE
3	You are a child, 5 years old or younger.
4–5	You are an adolescent, 6 to 11 years old.
6–11	You are a young adult, 12 to 23 years old.
12–14	You are a middle-aged adult, 24 to 35 years old.
15–17	You are an older adult, 36 to 52 years old.
18	You are a venerable adult, 53 years old or older.

MUTANT HOPE

3d6	HOPE
3	One day you'd like to return to (or travel across) the Great Divide to Ceramia or Ropaeo.
4–5	You dream of rediscovering or creating a remarkable device of either magical or mechanical means.
6–8	Though it seems impossible for your kind, you want to raise a family and start a business.
9–11	Attaining glory and respect are motives that drive you but you keep them very close to your heart.
12–14	You frequently imagine what it would be like to start your own bordertown or even an enclave within a city.
15–17	It is a secret goal of yours to make your own criminal or mercantile organization.
18	Eventually you're going to kill a noble and get away with it.

MUTANT BUILD

3d6	BUILD
3	You are short and thin.
4	You are short and heavy.
5	You are short.
6	You are slender.
7	You are average in height and weight, but your left leg and right arm are slightly larger.
8–10	You are average in height and weight.
11	You are average in height and weight, but your limbs on one side are bigger than the other side.
12	You are broad.
13	You are tall but only because your legs are abnormally long.
14	You are very tall and heavy.
15	You are very tall and very heavy.
16	You are tall but only because your torso and neck are abnormally long.
17	You are tall and thin.
18	You are tall.

MUTANT MYSTERY

3d6	MYSTERY
3	Whenever you hear a very specific pitch of sound you get angry and may fly into a rage.
4–5	Seeing a certain symbol causes you to have headaches. Fortunately it is not common in Soburin (outside of areas influenced by foreigners, anyway).
6–11	While traveling near crowds it's not uncommon for you to hear the voice of someone you abandoned before your transformation.
12–14	You love painting and sometimes when your mind wanders you find yourself mindlessly illustrating scenes you can only barely recall afterward.
15–17	The presence of narcotics anywhere near your person makes you itchy—even when you don't know for certain that there are any drugs nearby.
18	Spirits of your ancestors guided you to where you are today and sometimes they show up to help direct you though to what end you cannot be sure.



NECROJI BACKGROUND

d20	BACKGROUND
1	Something dislodged was knocked back in place when a bucket fell against your skull and your first sight upon reawakening was the overcast sky far above the well you were in the bottom of.
2	A grave mistake was made—literally—and you had to scratch your way free from a casket, digging up from out of the ground and terrifying folks visiting the cemetery in which you were interred.
3	Covered in seaweed and detritus, your latest boot-up happened when you were jostled into the rocks of an underwater cave. When you swam out back into the world it was far, far different than what came before.
4	It took a few hours but you wedged your way past the door of the mausoleum you found yourself within, uncertain if you deactivated after falling in or were allies with its deceased owner.
5	Playing children came across you in a field and you were kicked back on by an errant youth's shoe, amazed to find the foreign occupation completely undone.
6	Something of considerable size slammed into the warehouse you hid inside of to power down however long ago, jostling you out of the calm of inactivity and back to the world of the living.
7	When the smugglers you worked with scuttled their conveyance you were inside of the vehicle. The shock and trauma of the crash put you under but after decades the self-repair functions of your necroscience hardware did their work, reviving you and you alone.
8	It's been lonely and dangerous but you never stopped functioning, wandering across Soburin for over a century and avoiding as best you could the ire of the rebellion as well as the rightful hatred of soburi. Your Dignity increases by 1.
9	There was no shortage of shock and surprise when suddenly you woke up hanging from the branches of a great tree—equally upsetting was the sudden, very waking fall to the ground.
10	A scavenging animal scabbled and bit at your inert body, triggering repair functions made dormant long ago by the cold. You emerged from the cave out onto one of Soburin's great mountains, descending to a civilization very different from what you remember.
11	Grit and dust are still falling out of your inner workings every now and then, the remains of the sand dune you were found beneath. Partially uncovered by desert winds, traders unburied you and helped you come to grips with the modern day.
12	Your unswerving loyalty to the Ropaeo Alliance led you to become necroji, and from there to take part in strange and dangerous experiments. The most recent of these sent you hurtling both far across the globe and into the future, tumbling out of the fell machinework's portal and into one of Soburin's swamps long after the fall of your peoples' distant civilization.
13	Emergency subroutines activated when the brush pile around you caught alight. Leaving your belongings behind you along with any clues of how you deactivated, you fled from the grasslands as quickly as your slowly repairing body would go.
14	While deep underground exploring a soburi dungeon, you and your squad unleashed a foul presence that drove you all mad. A vicious fight ensued in which you were disabled and it took decades before you were able to reactivate. You start the game with 1d3 Insanity.
15	You are but one of many inactive necroji found by loyalists of the Kengen, slowly repaired and brought back to functional capacity in their efforts to remain a relevant power in modern Soburin.
16	A kagaku-sha either discovered or bought you while you were inert from damage or neglected parts. The scientist repaired you but they also performed all manner of inhumane experiments before you escaped their clutches, forever scarring your psyche. You start the game with 1d3 Insanity.
17	Archaic ceramian technology was used to hold you in stasis for over a century, living paralyzed in the house of a noble clan. For decades upon decades you were unable to do anything but witness their squabbling until finally the machinery holding you malfunctioned beyond anyone's ability to repair. You start the game with 1d3 Insanity.
18	Junk metal. That's presumably what they thought you were when you were thrown into the piles of refuse and scrap. When something dislodged the pile above you parts of your machinery reactivated and you climbed your way out of a junkyard. Your Dignity decreases by 1.
19	It's hard to say when you went inert—you can remember snippets of a conflict and dropping into the water, but nothing else until waking up at the bottom of a waterfall.
20	When the Kengen Occupation came to an end you took to the high seas, taking on a career of piracy. They were only one of many buccaneering crews with which you sailed, committing heresies even worse than your acts of war. Your Haitoku increases by 1.



NECROJI PERSONALITY

3d6	PERSONALITY
3	You're downright chipper. You've already died at least once, right? It can't really get much worse.
4-5	You are morose and serious with a practically militant demeanor. Life is wasted on the living.
6-8	Introspection and theoreticals have taken over the fore of your mind, and as a result you are prone to flights of fancy or being preoccupied with your own thoughts.
9-11	Curiosity drove you to becoming necroji and it motivates you still. Besides without any flesh or organs there's practically nowhere you cannot go!
12-14	How you spent your life before this "second" chance at something like it is irrelevant. You mean to seize every day and hate wasting time, always working towards your next goal.
15-17	Despair, depression, sadness—these are what others associate with you more than anything else. Sometimes it's a facade and sometimes it isn't but either way apathy is commonly your companion.
18	You have an extremely grim sense of humor that never stops. Everything is a joke to you.

NECROJI AGE

3d6	AGE
3	You are practically newly "built", 15 years old or younger.
4-17	You are like most necroji and a relic of the Kengen Occupation, 16 to 200 years old.
18	You are ancient, one of the few of your kind created before the War of Kaiyo yet still active, 201 years old or older.

NECROJI SUBROUTINE

3d6	SUBROUTINE
3	While in rest mode your vocalizer emits the melodies of ropaeo lullabies.
4-5	While in rest mode you make an unsettling digital scratching noise.
6-11	While in rest mode you witness the events of your living life in brief and insensible snippets.
12-14	While in rest mode you list the names of people that have angered and pleased you in equal number.
15-17	While in rest mode you replay bits and pieces of conversations you've heard in the last day.
18	While in rest mode your vocalizer emits beautiful ropaeo symphonic music.

NECROJI BUILD

3d6	BUILD
3	You are short and broad.
4-7	You are slender.
8-11	You are average in height and weight.
12	You are broad.
13-16	You are tall.
17-18	You are very tall.

NECROJI APPEARANCE

3d6	APPEARANCE
3	Sublime necroscience was used in your creation and you are practically little more than a skeleton with a few metal bits here or there, almost as if you were powered by runic magic.
4-5	Your mechanical parts are a mishmash taken from other necroji and give you a misshapen appearance (for a skeleton person, anyway).
6-11	Disrepair, decay, and the unforgiving elements have worn away your necroscience accoutrements so they occasionally spark or go on the fritz.
12-14	Whether by good luck or circumstance your technological bits are in fine condition, buffed and polished to a metallic sheen.
15-17	Your self repair processes are always functioning poorly or you were fixed up by someone that only barely understood what they were doing—either way you look like you might be a third or even halfway made out of metal.
18	As one of the first models of necroji (or at least built using the same processes and possibly facilities) you have large, clunky mechanical parts. Fortunately they are reliable if nothing else.



ONI-TOUCHED BACKGROUND

d20	BACKGROUND
1	Your great grandparents made a pact with an ancient oni for power. When the Mists of Akuma arrived, your oni-touched traits arrived during puberty while studying to become a scholar. The ancient oni destroyed your school to find you, taking you back to their army to raise you until adulthood.
2	When your oni-touched traits first expressed themselves, your family tried to find a cure. With no cure found, you were sent to a monastery so that you could grow up without the constant judgement of people in your affluent town.
3	You grew up in a small village where a prophet announced that your abnormal birth was a sign that you were a messiah. You were treated as a god and sacrifices were made in your honor. The villagers sent you away on a spiritual journey to save the world from the Mists, believing you to be the one true savior.
4	You were born after a battle where your mother and her squad of mercenaries were slaughtered by bandits. She gave birth to you in the trauma of her death, and the bandits took you to raise for their own amusement. You were abused, but ended up a formidable warrior, eventually leaving the bandits to pursue a life of your own, planning to one day return and seek revenge.
5	Raised in high society, your parents protected you at every turn. Awful things happened around you quite frequently, hearing stories of the mysterious murders of servants tasked to care for you, injured children, and other generally bad things happening around you. It wasn't until puberty that someone finally told you the truth, that your dark urges drove you to be an incredibly cruel and sadistic child, something you seemingly grew out of. But the urges, they're still familiar. Into adulthood, you left home to find some way to control yourself, or perhaps to find the freedom to give into your dark heritage.
6	You don't remember much of your childhood before the age of sixteen, because you were given violent and traumatic exorcisms to rid yourself of the demonic taint that priests sensed within you. You eventually ran away to live in the slums, surviving any way that you could, but always looking over your shoulder for the priests who believe you to be a threat to society.
7	Your life was great, you went to a good school, and you have a bright future ahead of you. Though Your reputation is a bit questionable. People say you may have cheated in some of your exams, but they can't prove it. You learned the rules of your environment and used them to keep others down and elevate yourself, and many people hate you for it. You're well aware of your dark heritage, and your past was full of giving into that darkness within the boundaries of the law, in ways that people couldn't technically do anything about.
8	You were born and bred in a Circle of Blight cult, worshipped as a blasphemy that would spoil the land. You were taught exactly how to desecrate nature and commit horrible acts, and was sent out into the world to sow the seeds of decay. If you actually want to commit to your birthright or not is up to you, but you know there would be consequences for betraying the people who raised you. You start the game with 1d3 Insanity.
9	You were known as an artistic prodigy for your entire life, painting the vividly awful things in your mind. People worried about you at first, but when nothing particularly bad seemed to come of it, they simply accepted your talent, more or less. Though some superstitious people believe that your art is a bad omen, you find it relaxing. Now you adventure to find more inspiration for your dark arts.
10	You were late in displaying your oni traits, until you did some very hard magical drugs that suddenly woke up your mind and body to the terrifying darkness of your heritage.
11	Your parents were isolated farmers in tune with nature. When your changes happened your parents fully accepted you—the prejudices you now face are confusing and shocking.
12	You grew up orphaned on the gritty streets of Sanbaoshi, running games, cons, and grifting your way through life. Your newly formed oni features only made you more formidable in the eyes of your cohorts.
13	Your noble parents shielded you and stringently hid your oni features from prying eyes. When you were finally discovered you ran away from home to protect them from the shame of being associated with you.
14	You were born to a family of traveling performers who saw your oni features as an opportunity rather than a curse. Since a young age you've performed in shows as a dreaded monster and villain (a role you now often fall into).
15	Born to a lower working family, you fully embraced the strength of your oni features. For years you lived off the money earned from tavern brawls, contests of strength, and the occasional felled virtue-seeker looking to take down a monster.
16	You were abandoned on an orphanage doorstep as an infant. When your oni-traits emerged any chances of a good life were dashed and you were sent to a workhouse. The abhorrent place was the final straw—you snapped the neck of your handler and set off to find the parents that discarded you.
17	You were born to science-minded academics and when your oni-traits surfaced they saw it as an opportunity to learn via experimentation with the effects of the mists. Your life became that of a lab rat until eventually you reached your fill and fled. You start the game with 1d3 Insanity.
18	Your earliest memories are dark and painful—as a slave deep within the sewers of the capital. When your oni features emerged you were sold as a mist-immune guard to a noble family. During an imposing wave of the accursed fog you ran and you're still running today.
19	You were raised as a geisha or taikomochi. When your oni traits emerged during a performance your reputation was destroyed. With a lifelong profession and training wasted, you were left to try and cobble together a new life for yourself.
20	Born to an unremarkable bureaucrat, you had satanic tendencies from a young age. It started with killing animals until gradually becoming drifters and low-lives that no one would miss. It was amidst a murderous act when your oni features surfaced and the origin of your vile predilections became clear. Your Haitoku increases by 1.

ONI-TOUCHED PERSONALITY

3d6	PERSONALITY
3	You attempt to diligently overturn your race's prejudices by acting as righteously and inoffensively as possible—regrettably this often lets people walk all over you.
4–5	You are mischievous and fun-loving. All manner of pranks, tricks, and jokes befall those around you. Sometimes people take this poorly but to you it's all in good fun.
6–11	You relish combat, the art and flow of your techniques are constantly on your mind. You take advantage of any opportunity for a good fight, even those you really should avoid.
12–14	To you the world is filled with puppets and people are just playthings for your amusement. Not malicious per se, but you indulge every chance to spark drama or manipulate people to your will.
15–17	This world has treated you harshly and you've found keeping quiet is one of the best shields. You say little and what you do say is often blunt or needlessly dark.
18	You and others like you are the reason for the prejudices against the oni-touched. You become enraptured when inflicting pain and love to see the blood drain away from your enemies. Nothing excites you more than the chance to make something die.

ONI-TOUCHED AGE

3d6	AGE
3	You have just discovered your oni-touched nature, 15 years old or younger.
4–5	You are an adolescent, 16 to 24 years old.
6–11	You are a young adult, 25 to 39 years old.
12–14	You are a middle-aged adult, 40 to 59 years old.
15–17	You are an older adult, 60 to 79 years old.
18	You are a venerable adult, 80 years old or older.

ONI-TOUCHED BUILD

3d6	BUILD
3	You are thin and lithe with disproportionately long fingers.
4–5	You are short and muscular.
6–7	You are short and thin.
8–9	You are average sized.
10–11	You are average sized and muscular.
12–13	You are tall.
14–15	You are tall and muscular.
16–17	You are tall and broad.
18	You are tall, broad, thick-muscled with a fiercely strong jaw.

ONI-TOUCHED EVIL TEMPTATIONS

3d6	TEMPTATION
3	You find it difficult to resist swiping small unattended items, even if those items have little value to you.
4–6	You find comfort in the bottom of the bottle and find it hard not to get completely drunk whenever you have the opportunity.
7–10	This world is hard and you love the rush of mind altering drugs. It's very difficult for you to turn down a free hit or to altogether quit.
11–13	There is a dark pit inside you that aches to be filled. You greedily devour your food in excess and will fully gorge yourself if left to your own devices.
14–17	You are allured by the pleasures of the flesh and take every chance you get to visit brothels, geishas and taikomochi, and practically anyone willing to bed you.
18	Death knells and final breaths are like soothing music to your ears—you start getting antsy when you haven't killed anything in a while and can't help but glare at everyone you pass.

ONI-TOUCHED APPEARANCE

3d6	APPEARANCE
3	You have two small, easily hidden horns and few other obvious physical oni traits.
4–5	You take after the jorogumo—your digits are long and thin, and you often find spiders making webbing in your hair and clothes or crawling about your person.
6–7	You take after the harionago—your black hair grows long and thick, constantly tangling and almost grasping at things as you pass.
8–9	You take after the gaki—your neck is abnormally long and your mouth has two sets of sharp pointed teeth.
10–11	Your skin has a red tinge, two sharp horns jut from your brow, and a pair of tusks protrudes from your mouth.
12–13	Your skin has a blue tinge a single sharp horn juts from your forehead, and all four of your canine teeth are enlarged and sharp, pointing just out of your mouth when closed.
14–15	You take after the baku—a pair of long sharp tusks extend forward from your mouth, your nose is long and curls downward, and your long hair constantly curls despite your best efforts. Your dreams are plagued with nightmares.
16–17	Your skin is bright red and a third eye adorns your forehead flanked by two small horns.
18	Huge curved ram-like horns adorn your head and no matter how you cut or care for them, your teeth and fingernails always grow to form points.

PSONOROUS BACKGROUND

d20	BACKGROUND
1	You arrived in a small farming community who praised you as a divine blessing and protector. A few years later a group of raiders exploited your naiveté, tricking you into leaving the farmsteads defenseless. With your adoptive family slaughtered you now seek vengeance against the bandit chief.
2	The first people to discover you were a small clan of young pickpockets and thieves. They relied on your abilities for many cons, though they always found clever ways to justify these acts to your moral ideals. When you fully grasped what you had been doing you resolved to go out and collect enough honest funds to keep your adoptive family off the streets.
3	For as long as you can remember you've hated your telepathic powers and found it disturbing to hear the thoughts of others. You retreated from society to an isolated cabin, content with solitude until one day you heard a strangely familiar voice in your mind that commanded you to find <i>him</i> . You now venture back into society, seeking the source of this impossible message—or whomever it is you're bound to locate.
4	When you first arrived in Soburin you were welcomed by the attendants of a great kami's shrine. There you worked as a shrine maiden or apprentice priest for several years. You were eventually weighed down by the many sad prayers you telepathically overheard and you decided to venture out to solve the world's ills.
5	When you were discovered an affluent noble took you into his house with open arms. Your benefactor talked to you very little except when he hosted great parties when he would parade you for his guests like a rare collectable. You telepathically overheard how little he thought of you then packed up your finery to flee, though you still worry about them coming back to collect you.
6	You first appeared at a fringe bordertown of mutants out in the badlands where you bonded with the outcasts, ultimately becoming a parental figure within the town, mitigating conflicts and keeping the peace. A local warlord has been building forces to sack your adoptive home and you now seek either warriors strong enough to defend it or the funds to pay the warlord off. You often see even blatantly evil mutants as just innocent children who have lost their way.
7	You were miraculously found when an ancient kami statue was accidentally damaged and your unconscious form was revealed within, unharmed but without coherent memories or any idea how you had come to be there. You do have vague recollections of pleading prayers reaching you within a void, and you have a strong impulse to try and fulfil those prayers. Your Dignity increases by 1.
8	The first creature who discovered you when you awoke in Soburin was a wicked forest dragon. He kept you as a pet to amuse him with mental tricks while you sat caged upon his hoard until a group of adventurers came and slew your captor. You traveled with your new companions for years before one day when you awoke to find they had vanished and you've been searching for them since.
9	You were first discovered by a minor lord who hushed up all evidence of your arrival and secreted you away within his home. He kept you in passages within his walls and used you to spy upon the thoughts of visiting nobles. Your captor grew rich and lazy off these secrets, and thanks to his oversights you managed to escape and expose his subterfuge.
10	Your memories begin with being drafted into the Imperial Guard, instantly well-liked within the rank and file. You were trained as an interrogator by the Bushi School and they took care to keep you well away from the 'messy' parts of interrogation until suddenly the master of arms honorably discharged you and ejected you from the Imperial Palace. You're still unsure if they were trying to protect some secret from your prying mind or if the master of arms was trying to protect <i>you</i> from something.
11	You were first discovered by a gang of raiders who recognized the usefulness of your gifts and maintained a ruse that they were 'mercenaries' working for a local lord to keep the peace. It took you years to see through their deceptions and you still feel guilty for aiding in such barbaric acts. Your Haitoku increases by 1.
12	You were found unconscious floating above the clouds by a ceramian gunship. When awakened you dropped down onto the deck with total amnesia. The crew took you in as a good luck charm and for several years you learned the skills of skyship sailing. You still occasionally try to recreate that sky-high floating trick but have yet to succeed.
13	When you were first discovered in a small village a blacksmith took you in. He helped re-introduce you into society and taught you his profession. You had a knack for it and seemed to intuitively know how to work the materials—though you rarely tell people that you can hear the metal and stones whispering in your mind.
14	The first people you met after awakening in Soburin seemed friendly before they drugged your tea and locked you in a cage. You discovered they were akin to poachers, making their living by catching psonorous and cutting away the gemstones lodged in their foreheads. Through a successful ruse you escaped but you are still haunted by the thought they might one day catch up with you. You start the game with 1d3 Insanity.
15	You were discovered washed up and barely alive on the shores of a small fishing village. That season the local waters were swarmed with schools of massive fish and ever since you've been regarded as a good omen—possibly even a gift from sea spirits.
16	A noble couple discovered you shortly after losing their infant child and adopted you as their own, deeming you to be a blessing from their ancestors. You grew fond of them but they babied and smothered you, so you ran away. You still occasionally write them letters so they don't worry.
17	You were found in the capital when an entire block of lightning lanterns kept flickering on and off. They found you mentally playing with the imposing mechanisms like the toys of an infant. You eventually took to the tinker's craft and you've never understood why such devices are so difficult for other people to understand.
18	When you initially awoke you found yourself deep in the forest. For nearly a year you were largely unaware that other people existed and you made a life for yourself in the wilderness amongst nature. You were shocked when you first met a friendly woodsman who gradually explained the rest of the world to you. You still feel uncomfortable in the big cities, the nearly infinite chorus of noise both in your ears and mind.
19	You were first spotted by several travelers atop a small volcano east of Kizuato, floating just above an open caldera of molten lava, running along its surface, and giggling as you dodged spouts of flame. When the travelers spoke you seemed to have no idea the dangers you'd narrowly escaped. You took it as a challenge and spent two seasons earning coin from onlookers to dance with the volcano.
20	You first appeared amidst a battle when a large force of adeddo-oni launched an assault on a noble estate in Gekido Prefecture, screaming at the top of your lungs as you slaughtered the monstrous vanguard and single-handedly deflected the assault. As the battle ended you fell unconscious and when you awoke you had no memory of the fight or anything before it. You were welcomed as a brave war-hero, a status you feel awkward about since you have no memory of earning it. Your Dignity increases by 1.

PERSONOROUS PERSONALITY

3d6	PERSONALITY
3	You are an empty vessel waiting for a purpose. You do very little when left on your own and always go along with whatever is happening.
4–5	Even amongst your kind your memory is notably unreliable. You can generally hold onto important facts but people often have to remind you of simple things, like people's names or how to use a spoon.
6–11	You are giddy and excitable, the world is an amazing place, and you can't wait to see and experience absolutely everything.
12–14	You are plucky and upbeat. A die-hard optimist, you find the silver lining in the worst situations and are always the first to crack a joke when things are looking rough.
15–17	You're strangely quiet to newcomers but an insufferable chatterbox to your friends. You constantly speak telepathically with your allies and often forget that most people speak with their mouths.
18	Even with your missing memories you are convinced there is some grand and noble purpose for your existence. You constantly seek to help those around you.

PERSONOROUS AGE

3d6	AGE
3–5	You are a child, 5 years old or younger.
6–9	You are an adolescent, 6 to 10 years old.
10–12	You are a young adult, 11 to 16 years old.
13–14	You are a young adult, 17 to 23 years old.
15–16	You are a middle-aged adult, 29 to 35 years old.
17	You are an older adult, 36 to 40 years old.
18	You are a venerable adult, 41 years old or older.

PERSONOROUS BUILD

3d6	BUILD
3	You are short by even your kind's standards.
4–5	You are short and a little chubby.
6–11	You have a build nearly identical to that of a human child.
12–14	You are on the tall side for your kind.
15–17	You are taller with a fit and lean build.
18	You are on the tall side of your kind with slightly more mature facial features.

PERSONOROUS NAIVETÉ

3d6	NAIVETÉ
3	You were taught poorly about death—you still think the dead are just 'sleeping' and will eventually get better.
4–5	You've been convinced that brothels and other houses of ill repute are just 'fancy inns' with very lovely staff.
6–11	Politics completely elude you. You can't understand why warlords and nations don't just work together.
12–14	To you there is no such thing as an evil person, only confused people who would be good if they only understood.
15–17	Early on you were told that curse words were bad and your expletives are still the childish inoffensive versions of the real ones.
18	You understand the problems that Soburin faces and you're convinced that you'll be able to solve all of them (given enough time).

PERSONOROUS APPEARANCE

3d6	APPEARANCE
3	Your gemstone resembles a smooth white pearl and any spells you cast have an opalescent glare.
4–5	Your gemstone resembles a rough cut red ruby and any spells you cast are shrouded in red light.
6–11	Your gemstone resembles a clear prism stone and any spells you cast are refracted into the full spectrum of colors.
12–14	Your gemstone resembles a purple amethyst crystal and any spells you cast are showered with pink and purple sparks.
15–17	Your gemstone resembles an elegantly cut blue sapphire and you radiate a soft blue light whenever you cast spells.
18	Your gemstone resembles a perfect diamond and whenever cast spells it shimmers, glistening as if lit by a star.



PYON BACKGROUND

d20	BACKGROUND
1	You lived under the Kengen Occupation as a poison handler for nearly your entire life. You still bear horrible alchemical scars as well as a withered and gaunt physique. You were freed during the revolution but in your soul you still feel the glare of your Kengen captors. You start the game with 1d3 Insanity.
2	You fought bravely during the Kengen Occupation, interfering with supply lines and cutting the occasional throat. Just before the revolution you poisoned a food supply and devastated an outpost, killing hundreds of foreigners and soburi alike. The memory haunts you to this day. Your Haikoku increases by 1.
3	You and your family lived deep in the marshlands so when news of the war finally reached you, your group successfully hid away from the bloodshed. When the revolution finally overturned the Kengen Occupation you emerged unharmed, though filled with guilt for hiding away and surviving while so many others did not. Your Dignity decreases by 1.
4	During the Kengen Occupation you were separated from your children. Even after the revolution you've been unable to locate them or even find any records of who held them or why. Now you are determined to find them—whether they still live or not.
5	Strict familial vows and mantras of pacifism were forsaken when your people took up arms to great effect during the war. When you were young your parents offered you a choice: to learn the peaceful ways of your ancestors or their techniques of bloodshed. It's a decision you've not yet made.
6	You adopted the alchemist trade at an early age and began working at an alchemists shop in Osore. One day the shop exploded along with your mentor and you fled upon hearing rumors that you were to blame for the explosion.
7	From before the first ceramian set foot on Soburin soil you were a young mystic who trained for years to enter a special meditative state that aimed to perfectly achieve the sacred art of right balance. You fell into a deep trance in a secluded part of the marshlands and stayed there, meditating and forgotten throughout the entire war and Kengen Occupation. You've now emerged into a stranger and far darker world than the one you left behind.
8	During the Kengen Occupation, it was often your job to clean up after the ceramian troops. You became fascinated by their lightning devices and collected every scrap of their technology you could find. Such devices are taboo among your clade but you still relish tinkering in secret.
9	You were born to a talented swampwalker and you've played about with controlling mists and fogs since childhood. The Mists of Akuma are fascinating to you and you take every opportunity to try and understand their nature.
10	You were found by soburi peasants during the Kengen Occupation, a lone child swimming far downriver of any pyon clades. Rather than surrender you to foreigner soldiers they raised you in secret. With the oppression ended you now seek to find your birth-parents.
11	While meditating you were struck by a vision of doom, your senses overwhelmed by the screams of pyons and an image of a great green emerald burning and shattering. You're not entirely sure what it means but it can't be good and you're determined to stop it from becoming reality. You start the game with 1d3 Insanity.
12	While hunting in the marshland you were separated from your kin by an enormous flow of the accursed mists. With all exits cut off you sat upon a lily pad and meditated while waiting for the inevitable. Miraculously you survived an entire night while engulfed within the primordial fog and emerged unscathed—mystics and alchemists alike still have no explanation for your miraculous survival. Your Dignity increases by 1.
13	During the Kengen Occupation the foreigners made use of your natural amphibious qualities by putting you to work repairing ships, docks, and dams. You took well to the trade, enjoying the relative solitude and being submerged.
14	You fought bravely, defended your homeland, and took the emerald honors with pride. Now that the Kengen Occupation has been overturned you feel listless and out of place. You think back on past battles fondly and you've left your emerald clade in search of glory.
15	There is an old and often disputed doctrine of the sacred art of right balance that requires a calm and unbiased understanding of every perspective. You've left on a walkabout seeking to truly understand every ideology and belief.
16	You've always felt a special connection to the marshlands of your home, acting as a warden and stalwart defender of the swamps. Hordes of adeddo-oni now infest your precious territory and you've ventured out to find some way to remove them for good.
17	You were training to become a numanojanpā for most of your life until your mentor died protecting you from a mysterious oni. You've now dedicated your life to tracking down this monster and honoring their sacrifice.
18	You lived as a shaman and a healer for your people for years until an unknown plague infected your corner of the swamp. You think you can cure it but it requires several extremely rare ingredients spread across the continent.
19	Your family has legends of a group that splintered away from your clade during the War of Kaiyo. You believe they founded a secret sanctuary hidden somewhere far away from the dangers of the world. You now seek to find them and reunite the two halves of your family.
20	While in a meditative trance you croaked a great bellowing song in an unknown language that was heard for nearly a hundred miles around you. You believe this song contained some important message to your people and you've left in search of someone capable of translating it.



PYON PERSONALITY

3d6	PERSONALITY
3	You were beaten down by the events of the War of Kaiyo and though you're generally pleasant, you occasionally have devastating flashbacks.
4-5	You are an emerald hunter at heart and get twitchy when you haven't hunted or fought anything in a while.
6-11	You are calm and controlled but given to sudden emotional outbursts almost as though drama and excitement build up in you until they overflow.
12-14	You invariably see both good and bad as necessary parts of cosmic balance—sometimes for the better, sometimes for the worse.
15-17	You are wild and carefree, a child of nature excited to see where life takes you.
18	You achieved inner peace, acting with decisive purpose and a calm, collected approach to adversity with a bemused state of zen.

PYON AGE

3d6	AGE
3	You are a child, 2 years old or younger.
4	You are an adolescent, 3 to 9 years old.
5-8	You are a young adult, 10 to 22 years old.
9-13	You are a middle-aged adult, 23 to 35 years old.
14-16	You are an older adult, 36 to 49 years old.
17-18	You are a venerable adult, 50 years old or older.

PYON MANTRA

3d6	MANTRA
3	The insect dies, the land does not remember.
4-5	Stillwaters surround me, stillwaters within me.
6-11	I am the ripple, the wave passes through me.
12-14	Perfectly balanced, as all things should be.
15-17	I am dawn and dusk, breathe in, breathe out.
18	The heartbeat of creation beats with my own.

PYON BUILD

3d6	BUILD
3	You are small and scrawny, even for your kind.
4-5	You are on the short side but bulky.
6-11	You have medium height and lithe spindly limbs.
12-14	You would be tall if you weren't so slouched—you're like a coiled spring.
15-17	Your legs are massive even by pyon standards.
18	You have a heft and build more akin to a toad than a frog.

PYON APPEARANCE

3d6	APPEARANCE
3	You resemble a bullfrog with bloated girth, heavy jowls and unpleasant pustules that mar your brownish-green skin.
4-5	You resemble a mossy frog with a camouflage pattern of green and black bumps that obscure your features.
6-11	You resemble a common river frog, your skin patterned with darker and lighter browns and greens.
12-14	You resemble a tree frog with bright red eyes and patterns of green, blue, and orange marking your lithe frame.
15-17	You resemble a horned frog with small pointed horns sitting above a wide and solemn face. Your skin is a patchwork of mottled browns and bumpy warts.
18	You resemble a dart frog, dark spots breaking up a striking pattern of yellows and blues on your skin.



SHIKOME BACKGROUND

d20	BACKGROUND
1	You were hired to guard a noble's home. He treated you like a guard dog and paraded you out occasionally to amuse his guests with your hideousness—so you killed him while he slept and have utter contempt for all the other races and their infuriating ways. Your Haitoku increases by 1.
2	You lived a simple and isolated life deep within the marshlands. One day a band of pyons drove you out, chanting 'monster'. You're not sure if you believe them but you've set out to make a life among so-called civilization.
3	You made your living as a bandit, catching the unprepared along the road and liberating them of their coins and lives. One such unfortunate on the road turned out to be a wandering samurai and the utter thrashing she gave you made you rethink your lifestyle. You now seek to emulate her and others like her, approaching battle as honorably as possible.
4	When first formed and emerging from the mists you were surrounded by an intense battle. You joined the fray without a side or allegiance, simply reveling in the bloodshed and combat. After the fight you were chased off by the victors but you live only to find that pure unrestrained bloodlust once more.
5	Early in your life you were enlisted by rogue mercenaries. It was a perfect outlet for your innate wrath in a disciplined and regimented unit. With the Kengen Occupation ended and your kind reviled, you now wander seeking purpose and a new disciplined outlet for your rage.
6	Early in your life you were enlisted to fight against the ceramian military. Being on the side of the oppressed challenged your tactical skills, making you quick thinking and ruthless in your execution. With foreigner oppression undone you find yourself aimless and seeking a new challenge for your strategic mind.
7	You were a hired sword among many other shikome working for a powerful oni warlord. Your fellow hobgoblin warriors slowly started disappearing and when you discovered the truth you ran. Your oni lord was using your kind in a bizarre ritual, sacrificing them to absorb the essence of the Mists of Akuma within them! You seek one day to return and dethrone this horrid devourer of your kind. You start the game with 1d3 Insanity.
8	You lived peacefully within a large settlement for years, stifling down your hatred for humans and their ilk. Eventually one persistent and insufferable man drove you too far and you sliced open his throat, forcing you to flee your old life and begin anew.
9	You were a bandit chief once, taking enforcement jobs from local warlords or raiding the occasional camp. In a particularly harsh winter your band was holed up in a cave to wait out the snows until adeddo-oni attacked in the night—you are the only survivor.
10	You battled as a pit-fighter under the name 'The Beast' for years. It was the perfect way to vent your aggression and earn your coin. One day a steamectic nicknamed 'The Machine' entered the pit and knocked you out cold. You felt dethroned and vowed to seek new training to make sure such shameful losses would never happen again.
11	You were part of a major street gang that plagued a large city. They employed you as muscle to intimidate stubborn hold-outs for their 'protection' service. The boss of your gang was assassinated, sending your crew into cover and forcing you to find a new hustle. Your Haitoku increases by 1.
12	Early in your life you witnessed a ruthless and efficient attack by an Eritokirā chapter, watching them dismantle an entire military outpost in mere minutes. You admired them but when you attempted to join they dismissed you as inexperienced and undisciplined—you labor tirelessly to prove yourself worthy enough to join their ranks.
13	You were trained by a traitor sumisu, diligently working alongside him and trying to glean the secrets of his technologies, but an Eritokirā chapter discovered your forge and slew your master before your training was complete. You survived and have sworn vengeance upon the shikome mercenaries that slaughtered your master.
14	Early on you were hired as a soldier within a mercenary band. After an arduous fight the Mists of akuma started rolling over the battlefield and your company abandoned you, gravely wounded and surrounded by your fallen enemies. You survived and swore off the mercenary life, instead seeking allies that won't flee or abandon their posts at the sight of real war.
15	You guarded a nobleman's home, your lineage tolerated due to your strict precision and stringent attitude towards would-be thieves. One night the noble's prized possessions were stolen during your watch and you were blamed for the loss. You vowed vengeance against this thief and are still searching for their identity.
16	You have always seen visions in your sleep—a great oni beckoning you and whispering confusing instructions in your ear. You're not sure if you should serve this entity or strive to destroy it, but you know that you must scour the world to find its identity.
17	You are a student of honor, a practitioner of disciplined arts, and a formidable combatant though you have never started a fight. Dozens of men have challenged you (for honor, for challenge, or simply just through their hatred of your kind) yet despite your demeanor or intent you've left a long trail of bodies in your wake.
18	You are an Eritokirā chapter agent on a long-term mission making political manipulations, assassinations, and subtle twists of circumstances your trade for decades. You would regularly receive instructions for your next job but the messages have stopped arriving years ago. You're at a loss now—should you simply live out the life you used as a cover or track down your fellow chapter agents and discover what's gone wrong?
19	You were an Eritokirā assassin, skilled and deadly. Several years ago you failed in your attempt to cut down a person of political import, and worse your chapter was implicated in the attempt. You've been blacklisted and shunned from by your kin, forced to flee for a new life hidden from your former clan and the law.
20	All shikome house rage within them and most find some sort of acceptable outlet for it. You did as well, in your own way, and most people regard you as an amazingly level-headed shikome. In secret however you are a serial killer and the legend of the 'Midnight Cleaver' haunts the memory of the cities you've visited. You rarely go a week without selecting and gutting a victim, though some honest combat can occasionally quench the thirst. Your Haitoku increases by 2.

SHIKOME PERSONALITY

3d6	PERSONALITY
3	Sadistic and bloodthirsty, you are a savage beast in the shape of a man.
4–5	Foolish and cruel, you relish the opportunity to make the weak suffer.
6–11	Wrathful but restrained, you are brimming with anger but do your best to contain yourself.
12–14	Disciplined and soft-spoken, you have a serene calm that occasionally breaks into blind rage.
15–17	Wise and studious, you treat every new situation as an opportunity to hone your techniques.
18	Stoic and honorable, you detest savagery and strive to do all things with an air of respect.

SHIKOME AGE

3d6	AGE
3	You are newly formed from the Mists of Akuma, 20 years old or younger.
4–5	You are an adult but still untested, 21 to 50 years old.
6–11	You are a young adult, 51 to 100 years old.
12–14	You are a middle-aged adult, 101 to 150 years old.
15–17	You are a battle weary adult, 151 to 180 years old.
18	You are venerable and small patches of you have already turned to stone, 181 years old or older.

SHIKOME SPARK OF IRE

3d6	SPARK OF IRE
3	It doesn't matter what they do, the lesser races are insufferable worms.
4–5	Songs easily get stuck in your head and you erupt when someone even hums.
6–7	You cannot stand chatterboxes and would rather remove their tongues then suffer through their words.
8–9	Rhythmic tapping, insolent clickings, noises—they will be silent or you will make them silent.
10–11	You have a name, you have a gender, and anyone that refers to you as 'beast' or 'it' will be gutted.
12–13	You have a strong kinship with your kind and will not suffer those that harm another shikome.
14–15	Grooming should not be difficult. Slobs and vagrants are disgusting pigs to be slaughtered.
16–17	You've had to strive for an honest life and liars do not deserve to keep theirs.
18	Your body is a temple and your lungs are spotless—anyone who blows smoke in your face may as well have signed their own death warrant.

SHIKOME BUILD

3d6	BUILD
3	You are short and wiry.
4–5	You are tall and lanky.
6–11	You are on the slender side, but of a generally average build.
12–14	You are on the bulkier side, but of a generally average build.
15–17	You are wide and squat.
18	You are large in every sense of the word.

BLESSED SHIKOME APPEARANCE

3d6	APPEARANCE
3	You were born of the hare and have long flat ears and pronounced leg muscles.
4–5	You were born of the salamander, your face wide and your white skin slicked wet.
6–11	You were born of the boar, your white skin is bristled and sharp with two tusks protruding from your jaw.
12–14	You were born of the stag and two small elk-like horns jut from your brow.
15–17	You were born of the crane, your limbs far longer and more lithe than other shikome.
18	You were born of the bear, your muscles taut below your stark white skin.

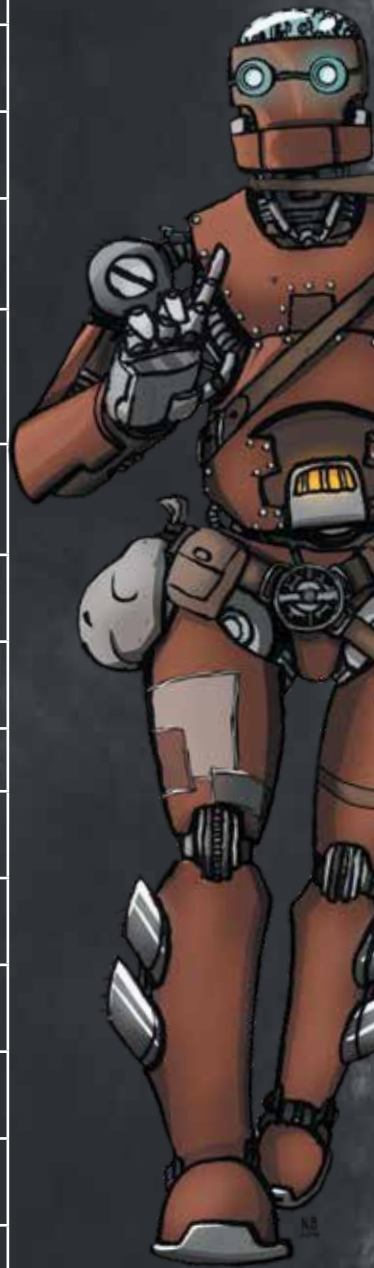
CURSED SHIKOME APPEARANCE

3d6	APPEARANCE
3	You were born of the badger—you are deceptively small and quick with spiteful reflexes.
4–5	You were born of the giant bat, lithe with large ears and small eyes.
6–11	You were born of the wolf with red skin and a mouth concealing sharp canine teeth.
12–14	You were born of the serpent, your mouth lined with fangs and your red skin scaled.
15–17	You were born of the ape with red skin and forearms that are enlarged and muscular even for shikome.
18	You were born of the tiger, your red skin coated in black stripes and your nails practically claws.



STEAMETIC BACKGROUND

d20	BACKGROUND
1	You were not quite finished when your factory was attacked during the revolution or by a rogue Kengen general. You awoke incomplete in a hailstorm of flashing muzzles and screeching metal, and though you survived your awakening has left a disquieting mark on your unfinished form.
2	You were built for battle and you strode into open warfare with the cold calculation of a true automaton. Now that the War of Kaiyo has ended you find yourself surrounded by troubling choices and morals that seem far more confusing to you than the most hectic battlefield.
3	Since your awakening you've been a little...off. Your lack of precision and relatively careless emotional attitude has marked you as a disordered, and you have fled your kind for fear of being dismantled. You start the game with 1d3 Insanity.
4	You were designed to be a builder but your structures end up crooked and structurally defective. You've been repeatedly inspected for defects and all searches have returned nothing. You've been stuck on the idea that you have some other, greater purpose and have left your factory in search of it.
5	Your factory father built you alone, away from the factory floor and the rest of your kind. He claimed he was testing some new marvelous design that would be a step forward for all steametics. Your creator was destroyed before you were awakened—when the others found you and finished your construction you found no special features or abilities. You strive to determine what your purpose is and what was intended for you.
6	During the War of Kaiyo your purpose was to maintain subterranean pipeworks, monotonously turning the same few cranks for decades. It wasn't until years after the revolution had ended that you were discovered, still turning your cranks down there in the dark. Now presented with freedom you've set out eager to find excitement.
7	The factory you were awoken in suffered a horrible fire. You were there alongside your people fighting the blaze but through unlikely odds you were the only survivor—left without a factory or purpose, you've set out to reinvent yourself.
8	You were built to repair your fellow automatons. Upon discovering a long-forgotten steametic still working deep within an iron foundry you discovered new purpose: discovering old and forsaken steametics and restoring them to working order of both body and mind.
9	The Mists of Akuma plague the land and the steametics have built you (and others of your design) with the express purpose of sending you out to uncover a solution to the supernatural haze.
10	You were built as a heavy lifter, designed to handle massive crates and machinery. You found a different purpose when your factory was attacked by adeddo-oni and you used your overbearing mechanical strength to scatter their forces.
11	During the course of work at your factory you received a mysterious message that filled your sensors, sending you sparking and twitching on the floor. You have resolved to find the source of this error transmission and to understand the cryptic messages you received.
12	You are a factory-father, a builder of new steametics and a designer of new life. You felt you had reached the end of your own creative potential and are now on a journey to find inspiration for new technological innovations.
13	You are a cognitive model, a steametic designed to decipher problems. The Mists of Akuma have proved to be an infuriatingly persistent obstacle so you've tasked yourself with collecting data and field information to research an end to the primordial fog.
14	A human took extreme objection to a new factory built within his city. While you went about your work, they attacked you and in you killed him in self defense. You fled to avoid the repercussions his death would have on you and your factory. Your Haitoku increases by 1.
15	Supplies have run short and your factory's means to build new steametics are wanting—there's now barely enough to keep everyone in repair. You've left seeking fortune to bring back home and reinvigorate your slowly dying factory.
16	You were designed independently by a tinkerer interested in steametic designs. Made with no purpose other than to live you were allowed to discover your own goals, a state quite unique among steametics. You left your inventor-mother behind to explore your own destiny.
17	You were designed as a journeyman courier for transporting rare or expensive components from far-off places. A particularly elusive and expensive device was stolen from you and you'll go to the ends of the earth to retrieve it.
18	Your factory is situated in a particularly dangerous city and designed you as an equally lethal enforcer. You serve your factory's interests with raw strength and iron determination regardless of how far abroad your missions take you.
19	You are twice-born—still for 30 minutes before violently awakening and lashing out at your father-inventor. Eventually you calmed down but there is a disquieting wrath with which you assert the undeniable superiority of steametics (and the inevitable downfall of the 'meatbag' races). Your Haitoku increases by 1.
20	You are twice-born, spending several hours inert after your construction before awakening. Your mind has always been filled with grand designs and visions of entire cities filled with a utopian steametic society, a goal you work tirelessly to achieve. Your Dignity increases by 1.



STEAMETIC PERSONALITY

3d6	PERSONALITY
3	Cold and calculating, you see a world of probabilities and people are just collections of ones and zeroes.
4–5	Meticulously efficient, you apply yourself to your task with relentless vigor and treat emotions as second rate data at best.
6–11	Orderly and empathetic, you try to instill order into a chaotic world and do your best to aid the organic beings which have such complex and emotional lives.
12–14	Tactical and fast-thinking, you have a plan for everything and every possible outcome, though it sometimes looks like you're making it up as you go.
15–17	Patient and understanding, you have monumental tolerance for others and always seem to know how to diffuse a situation.
18	Calm but emotional, you have strong feelings and show it more than other steametics, letting your mechanical heart guide your actions.

STEAMETIC AGE

3d6	AGE
3	You were recently constructed, 10 years old or younger.
4–5	You are a newer model designed solely by other steametics, 11 to 30 years old.
6–11	You are a post-occupation model integrating the steametic and cemarian designs, 31 to 50 years old.
12–14	As a cemarian occupation model you're 51 to 70 years old.
15–17	You're venerable, a cemarian war model 71 to 90 years old.
18	You are a very old cemarian model, likely rife with glitches and malfunctions after 91 years.

STEAMETIC INTENDED PURPOSE

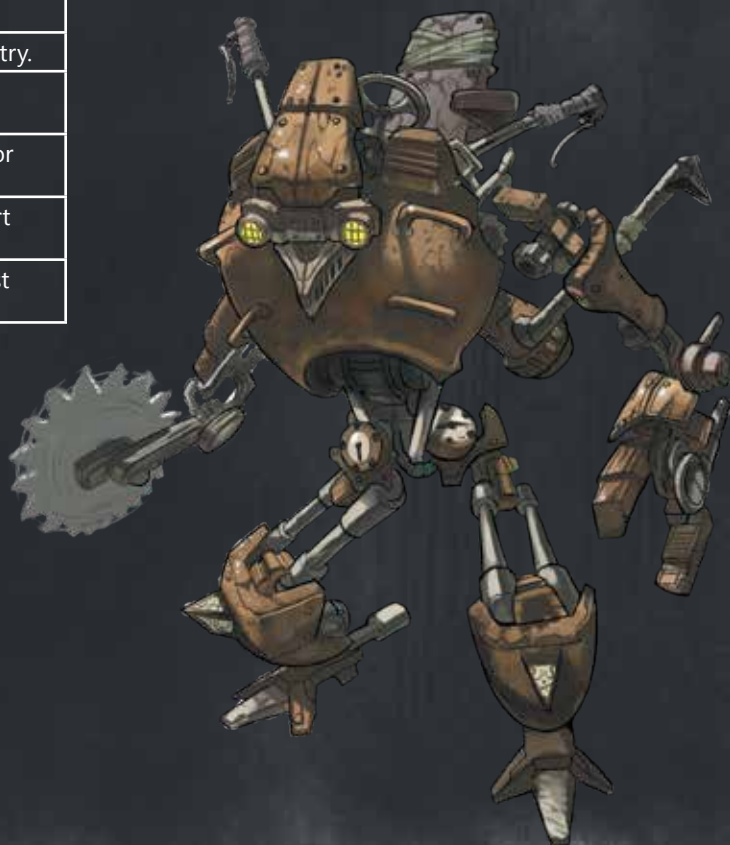
3d6	INTENDED PURPOSE
3	Your design was made for janitorial or maintenance purposes.
4–5	Your design was mass produced for frontline infantry.
6–11	Your design was intended for labor and you seem appropriate for a wide variety of tasks.
12–14	Your design was intended for innovation to build or construct new things.
15–17	Your design was intended for the dangers of covert military operations.
18	Your design's intent is unknown, your blueprint lost during conflict and your model unique.

STEAMETIC BUILD

3d6	BUILD
3	Thin and threadbare, you were likely built during factory hardships.
4–5	Short and wiry, you were well-constructed but are short for a steametic.
6–11	Stock constructed, your build doesn't stray far from the common human.
12–14	Bulkily plated, your design is the same height as a common human but far sturdier.
15–17	Tall and sleek, your design is at the top end in height and structural integrity.
18	Buff and hardy, you were built with only the finest and strongest metals.

STEAMETIC APPEARANCE

3d6	APPEARANCE
3	Your chassis is old and pockmarked—rust has overtaken your paneling and you seem to have one foot in the junkyard.
4–5	You still bear old cemarian markings and designs, a fact that repulses some, but you hold onto them as a badge of honor for the fallen.
6–11	You are a hodgepodge of design elements seemingly designed by committee or to serve numerous needs.
12–14	You have a unified and sleek design with minimalist patterns and efficient form.
15–17	Artistry was prominent in your design—flourishes and filigree adorn the artwork that is your body.
18	Glistening and polished to a mirror shine, you seem like you just walked off your factory floor.



TANUKI BACKGROUND

d20	BACKGROUND
1	Your grandparents were worked to death, their lives pointless and spiteful. Your parents expected more of the same but felt bitter and abandoned when their chains were removed. Now with a lineage of emptiness and hate you find yourself a joyless and hollow shell, fit only to strike vindictively at anyone who would try to change you. Your Haitoku increases by 1.
2	After the Kengen Occupation your family found your ancestral forests scorched and used as a dumping ground, with nothing left but refuse and rusting hulks of scrap. Ever the optimists, you retook the land and made use of what you had left. You were born into a family of masterful scavengers, your home built from hulls of the invader's warships.
3	Your grandparents made their fortunes hunting a type of rare and magical creature. Now released from slavery you've attempted to relive the adventures of your elders but sadly, the creatures are rare to the point of extinction and scour the world to find what may be the last of its kind.
4	You were abandoned at the roots below a bunki-mura as an infant. The only hint to your origin is a strange artificial permanent white mark on the fur of your wrist that resembles the number 13. For just a moment you thought you saw another tanuki in the city with a similar mark reading 12 and you are dedicated to finding them so that you might learn your history.
5	The moment your grandparents were freed from servitude they bolted into the woods and never looked back. You were raised as a naturalist and lived strictly off of the land, distrustful of anyone but other tanuki. You've had enough of your family's lifestyle and have set off on your own to the big city.
6	You were brought up in a thriving bunki-mura and while your elders have suffered great hardships you've had a carefree upbringing. It's all so wonderful, happy, and unbearably boring that you've left your idyllic life in search of adventure.
7	Your family kept an heirloom throughout decades of subjugation, hidden in secret places and unpleasant crevices. The item was passed on to you and recently you found your room broken into—the prized treasure has gone missing. You've sworn to hunt down the thief and retrieve what your ancestors guarded so closely.
8	Your regular commitment to tasteless and unsafe pranks has kept you rotating in and out of prison for most of your life. It was always a game to you and now with the ceramian's largely gone you find yourself playing against no opponent. Your Haitoku increases by 1.
9	Your grandfather lashed out at one of his ceramian captors and cut out their eye. Rather than execute him your grandfather was punished as an example, his beatings leaving him alive but gnarled, scarred, and nearly hairless. Other tanuki respect and fear you as the fearsome progeny of 'Old Eyeswipe'. Your Dignity increases by 1.
10	Your mother was instrumental in building one of the largest of the new bunki-mura, and though you love her and your home you've been stifled—you'll always be her child in her house so you left to make a name for yourself.
11	Many of the ancestral instruments of the tanuki were destroyed during the War of Kaiyo and even the knowledge of how to craft the rarer ones has been lost. Your elders told stories of the beautiful music they could create and you resolved to track down surviving examples of these lost instruments to restore a vital part of your people's history.
12	Before the Kengen Occupation your family was well respected for their carpentry and craftsmanship. Upon returning to a life of freedom you attempted to revive the tradition only to find you have absolutely no engineering talent whatsoever. You now seek to build the foundations for a new family tradition using your own skills.
13	Even during the foreign oppression your family was filled with talented actors and your name is still remembered for their stellar performances. The pressure to match their talents proved too much for you to bear and you ran away from home rather than face your terror of the stage.
14	Your grandmother was forced to work menial custodial jobs in a ceramian military base. She overheard a terrible secret and when her presence was revealed she fled into the woods—you now return to society from isolation, with grandmother's secret still bearing down upon your conscience. You start the game with 1d3 Insanity.
15	The occupation didn't ever change your family's life much. Your father was a rice farmer, his father was a rice farmer, and so on. Recently an oni warlord struck out against your prefecture, burning your fields and salting the earth in his wake. You stand up now against him, called to action.
16	You lived a carefree life among your people and recklessly sowed your wild oats. You caught the eye of a noble and their father was infuriated by the thought of including you in his family tree—since then you've lived on the run from the father of the love you left behind.
17	A born prankster, your masterpiece accidentally demolished your resident bunki-mura. While the other tanuki understood you were still banned in fear that you would repeat your antics. Now bemused and homeless, you've set out on your own. Your Dignity decreases by 1.
18	For the last decade your bunki-mura was protected by a powerful psonorous until one day they suddenly vanished. You and other tanuki were sent out to find them (or at least learn to what end befell them).
19	Your family has lived within the same 20 square miles for the last 7 generations but your wanderlust is overwhelming—the moment you were old enough you started your endless journey to the farthest corners of Soburin.
20	Your grandparents were responsible for one of the only successful tanuki revolts when near the end of the Kengen Occupation they led the charge to topple their ceramian oppressors before escaping en-masse. Their rebellious and revolutionary spirit lives within you and you hope to make them proud. Your Dignity increases by 1.

TANUKI PERSONALITY

3d6	PERSONALITY
3	You are downtrodden and despondent—you've left a life of bondage behind but cannot break the chains within.
4-5	Studious and dedicated, anything is possible if you put your head down and work hard enough.
6-11	Mischievous and fun loving, you find an opportunity for a laugh no matter the circumstances.
12-14	Optimistic and uplifting, you see the silver lining in everything and are always ready to cheer people up.
15-17	You are a natural performer and relish any opportunity to put on a show.
18	You are irrepressible and resolute—nobody is allowed to tell you what to do.

TANUKI AGE

3d6	AGE
3-4	You are a child, 6 years old or younger.
5-7	You are an adolescent, 7 to 13 years old.
8-10	You are a young adult, 14 to 25 years old.
11-13	You are a middle-aged adult, 26 to 37 years old.
14-16	You are an older adult, 38 to 44 years old.
17-18	You are a venerable adult, 44 years old or older.

TANUKI BUILD

3d6	BUILD
3	You are short and wiry.
4-5	You are tall and lanky.
6-11	You are on the slender side, but of a generally average build.
12-14	You are on the bulkier side, but of a generally average build.
15-17	You are wide and squat.
18	You are large in every sense of the word.

TANUKI SIGNATURE PRANK

3d6	SIGNATURE PRANK
3	You habitually pretend to be adeddo-oni and other monsters to scare your friends (even though it gets you hit more often than not).
4-5	You love messing with people's food when they're not looking—it gives you no greater satisfaction than to see your friends start sweating after biting into something spicy.
6-11	You tend to hone in on any friend who's afraid of spiders or bugs, catching the insects and releasing them where your friend will find them.
12-14	Belts and buckles are useless against your campaign to pants everyone—the more difficult or embarrassing the better.
15-17	An unguarded seat is the perfect opportunity to apply some novelty soundmakers, pies, glop, or whatever will make a funny sound or stain for whoever sits there.
18	You are uninterested in tiny simple pranks—your undeniably hilarious undertakings are legendary, sometimes requiring years of planning.

TANUKI APPEARANCE

3d6	APPEARANCE
3	You bear the grizzly scars of generations of servitude, your fur patchy and matted.
4-5	You have brown and gray fur with black markings on your face resembling a bandit's mask.
6-11	You resemble a red panda with bright orange fur along your back, dark brown fur on your arms and legs, and white accents across your face.
12-14	You have light brown fur with black mottling.
15-17	You have tan fur with black markings on your face (similar to a thief's mask).
18	Your fur is white and your eyes are pink.



TENGU BACKGROUND

d20	BACKGROUND
1	Your flock was carefree and unconcerned with conflicts in Soburin until one night while nesting when the Mists of Akuma consumed them, leaving only you alive. The primordial fog scarred you and you hold a pit of regret for your people's carelessness. You start the game with 1d3 Insanity.
2	You were captured as a fledgling when an oni warlord overtook your mountaintop home. She kept you in a cage like a songbird and forced you to sing and dance for her amusement. One day the warlord was careless and you flew out to freedom, searching for the flock you were stolen from.
3	You fell in love with a tengu from another flock and spent 4 wonderful years together. Your love's flock decided to pilgrimage to Su-Yosai and you both agreed to meet on the same day next year—but your anniversary has come and gone. Now you've set out to find your missing love and their flock.
4	You were a leader in your flock once but a rash decision allowed half your number to be captured by Kengen sky raiders. You were exiled but hope one day for the opportunity to set it right.
5	Your flock nested in a cliffside settlement on the coast, far too small and difficult to reach for the many forces of Soburin to bother with. This fledgling city grew for decades before a massive storm washed it away—with you inside it. You returned to consciousness days later, alone and confused. You seek now to find any other survivors of that terrible storm.
6	When you were young you saw an ancient dragon swooping between the clouds. You became obsessed with finding some way to fly as high and as far as the powerful serpents.
7	You've always been a bit of a lush. After a particularly long drunken bender you realized you had no idea where your flock had gone! You're now in search of both them and another fine tavern.
8	Your flock was a traveling show, a flurry of wings and a chorus of songs, and from an early age you were raised for the stage. Now that you've set off on your own you've begun to realize that the rest of the world is far less entertaining and far more dangerous.
9	You never really fit in well with your own kind. Instead you found your own flock in the form of a gang of thieves operating in the capital. Eventually you grew bored of them as well, though abandoning them was harder as your head is filled with secrets and names that would get the entire gang imprisoned—they mean to make sure you don't squawk. Your Haitoku increases by 1.
10	You were raised on Su-Yosai and have spent your entire life in the isolated mountaintop city. One day a human, exhausted and frostbitten, made it to the city gates. When you asked him why he had risked so much and come so far, he responded, "it makes me feel alive." In that moment you realized how sheltered and dull your life had been and you set off to find your own mountains to climb.
11	You've always been fascinated with storms ever since you saw a typhoon as a child. For years now you've fancied yourself a storm chaser, flying over and around them and marveling at their majesty.
12	You've made a living by flying high above the banks of the fell Mists of Akuma and reporting their movements to the towns below, acting as an early warning system for those unable to simply fly away from the threat. One day you reported all clear when a sudden flow of the accursed fog buffeted the settlement. Your reputation ruined, you now seek out the true source of the supernatural haze, or at least some explanation for their sudden appearance that day. Your Dignity decreases by 1.
13	The villages below your flock's roost would often release clouds of sky lanterns, beacons carrying messages to their beloved ancestors. One landed in your lap and the message read simply, "help, I'm so scared." You've spent years trying finding the one who sent that letter propelled by an odd determination to be the aid that was asked for.
14	You've always had a strange affinity with common birds, soaring among great gatherings of sparrows or following along bird migrations rather than flying with a flock of your own kin.
15	Your flock has always been known for flights of fancy, stringing complicated kites and trails of ribbons behind you as you fly. You take pride in designing massive and intricate wind toys, creating artistic displays that often require dozens of your flock to coordinate.
16	When you were very young your parents told you stories about a set of legendary magical items. You've since learned that was just a myth but you're determined to find them anyway, certain that the enchanted weapons and armor that filled your fantasies as a child are real.
17	You caught a glimpse of an impossible and mythical creature up in a snowy mountain blizzard. Your flock never believed you but you know it's out there and you're willing to die to prove it.
18	You were separated from your flock when you were young, cold, injured, and all alone in the woods. You were found by an oni-touched hermit who in bold contradiction to the prejudices of his kind took you in and raised you. After nearly a decade together your foster parent was falsely arrested, callously mistaken for the acts of a criminal of his kind. You've set out to find the true culprit and prove your foster parent innocent.
19	You've made your living as a courier, flitting between settlements and skipping over dangerous obstacles by flight. You received a package from a mysterious source and were shocked to find it addressed to the Imperial Palace itself. You faithfully delivered it but now several agents of different prefectures have come after you looking for 'the package'. What cargo did you carry? Why do they think you still have it? These are questions you've learned to run from.
20	Your flock nested comfortably on a high mountaintop in the north until you received a vision warning of impending danger. With difficulty you convinced them to flee and the next morning the forces of a great oni warlord reached your village only to find it empty. You were praised for your miraculous insight but you're still not sure where this providential omen came from. Your Dignity increases by 1.

TENGU PERSONALITY

3d6	PERSONALITY
3	People come and go but you're rarely actually attached or invested in them.
4-5	Sly and secretive, you're always looking for an angle or an opportunity.
6-11	Creative and joyful, you love any opportunity to make something new or make someone happy.
12-14	You're a party animal looking to live out all the experiences you can. You'll always say yes to something new or exciting.
15-17	A wise old bird, you always seem to know more than you're letting on.
18	You've never held onto grudges or worries—the cares of this world just seem to roll off your back.

TENGU AGE

3d6	AGE
3	You are a child, 5 years old or younger.
4-5	You are an adolescent, 6 to 10 years old.
6-11	You are a young adult, 11 to 29 years old.
12-14	You are a middle-aged adult, 30 to 59 years old.
15-17	You are an older adult, 60 to 89 years old.
18	You are a venerable adult, 90 years old or older.

TENGU FICKELTY

3d6	FICKELTY
3	When you decide it's time to go you leave without a word and never look back.
4-5	Keeping track of schedules is something that happens to other people and you frequently miss arranged meetings.
6-11	Music and songs often grab and blind you to the rest of the world.
12-14	The flash of coin or other shiny things can draw and hold your attention like nothing else.
15-17	Decision-making is not your strong-suit—you often change your dinner order half a dozen times before settling on something.
18	You sway your core beliefs and philosophies often depending on how you feel at the time.

TENGU BUILD

3d6	BUILD
3	Shorter than the rest, you've been mistaken for a common crow before (albeit a big one).
4-5	Your legs and talons are thick for your kind.
6-11	You are on the slender side, but of a generally average build.
12-14	You are on the bulkier side, but of a generally average build.
15-17	You're more wing than bird—your torso is small and slender compared to your massive wings.
18	You're very lithe and thin, more resembling a crane than a raven.

TENGU APPEARANCE

3d6	APPEARANCE
3	You've seen better days—you've molted many feathers and look half-plucked.
4-5	Your coloration is similar to a magpie, black with white patches on the breast and wings.
6-11	Your feathers are jet black with a lovely shine.
12-14	Your feathers are dark gray leading to mid-gray edges.
15-17	Your coloration is similar to a jackdaw with gray body feathers and black wings.
18	Your feathers are black but brightly iridescent with lovely purples, greens, and blues.



UMIBO BACKGROUND

d20	BACKGROUND
1	During the Kengen Occupation the ceramians used you to clean the capital's sewers. The degrading and disgusting work left you bitter and cold. You harbor a deep hatred for all non-umibo and relish any opportunity to take revenge on them. Your Haitoku increases by 1.
2	Your kessai village was destroyed by a kaiyo horror as it wandered the seabed. Once again evicted from your homes, your kin resigned themselves to integrate with the surface world and took up residences in the coastal cities.
3	During the Kengen Occupation you were kept in a tank and experimented upon in a research facility far inland. It wasn't until months after the victory over the ceramians that you were discovered, barely alive and drying out.
4	Rather than accept humanity and the other surface dwellers you and many like you committed to a guerrilla campaign of destruction against Soburin's ports. You're personally responsible for sinking 8 ships and it was only after harbormasters resorted to psionic defenses that you left to lay low and evade pursuit. Your Haitoku increases by 1.
5	You fled the Kengen Occupation by diving deep into the benthic depths where there was only darkness and the flicker of fish-lights. You emerged from the watery abyss only recently, broken more by your isolation than any slavemaster could ever harm you. You start the game with 1d3 Insanity.
6	Before the Kengen Occupation you were involved in a scandalous romance with a whimsical fūkaze, or what passes for romance between elementals. The conflict separated you and you'd do anything to get them back.
7	You were tested and experimented on during the Kengen Occupation. They loved forcing you through ever-more complicated glassworks and tubes until you eventually managed to escape by squeezing through the infinitesimal porous gaps in the woodwork of a doorframe—a feat you've not repeated since.
8	A century before the Kengen Occupation you were caught in a blizzard high in the mountaintops and froze solid. A recent avalanche dropped your frozen form down beyond the snow layer and you thawed out. You've returned to a very different world than the one you left behind.
9	You made your home at the base of a waterfall far away from even your own kind until the ceramian engineers damned your river far upstream and took even that away. The area is desolate now but you're determined to restore the tranquil river to life.
10	During the Kengen Occupation ceramian scientists locked you in an experimental device that forced you to act as a sort of living waterwheel, a flowing dynamo for generating power. You took great pleasure in destroying their laboratory afterwards, swearing to never work for a surface dweller again.
11	You were a shipwright, easily working underwater to assess and repair damage to vessels. One day a ship you had recently repaired sank near harbor and you were blamed for it, but you are certain it was in perfect sailing condition and suspect that you were framed for sabotage.
12	Your people have been wronged but it never weakened your faith in a better future. When the hordes of addedo-oni and the demonic warlords arrived you were among the first to raise your weapons in defense of the common good—you've been fighting ever since.
13	For centuries you and your line have protected an ancient undersea shrine to the great ocean kami. In it a single pink pearl of great mystical importance sat under constant guard. One day it disappeared and your kin are still baffled as to how it was lost (and who was responsible).
14	Your kessai village is situated at the edge of a vast current and often accumulates the flotsam and jetsam of the sea. When stranded or desperate sailors dropped messages in bottles it was often you who recovered them. You sought out these dying men and through your knowledge of the currents you've saved hundreds of lives over the decades. Your Dignity increases by 1.
15	Your distaste for technology was well documented but when you came upon a sunken ceramian transport loaded with sealed crates of technological marvels, you saw an opportunity. Your kessai village is located in a lagoon made private after you sold the parts and purchased the surrounding shoreline from a local nobleman.
16	You still haven't come to terms with the disappearance of the other elemental races and for the past few decades you've been endeavoring to bring them back. You've started by trying to return the damako, tilling the land and replanting the forests so arrogantly destroyed during the Kengen Occupation.
17	Many umibo were taken away for experiments during the Kengen Occupation and not all of them are yet accounted for. You've led a campaign to seek out the most isolated of research centers to find these lost kin, their remains, or at least an accounting of their passing so proper respects can be paid.
18	You've been employed in a noble's guard for centuries. The heads of the family come and go but you have always resolutely remained. Your apparent loyalty is not to the house however—the nobility doesn't know that an unassuming well on their land leads to an aquifer of mystical and ancestral importance, and your steadfast loyalty lies with it.
19	You were despondent after the Kengen Occupation, a wretch of gnarled anger and thoughts of vengeance. You returned to the sea and were surprisingly uplifted by a pod of dolphins that sensed your distress. You relaxed your nerves among them for a few years before returning to your people, calmed and relieved of negative emotions.
20	You are young, a perfect example of the new generation of umibo. Though there is turmoil now, you're confident that there is a brighter future to be achieved through camaraderie and united strength. Your Dignity increases by 1.

UMIBO PERSONALITY

3d6	PERSONALITY
3	Downtrodden and lethargic, your thoughts are often of a depressing past.
4–5	Wrathful and out for blood, you've suffered injustice and are itching to settle scores.
6–11	Cynical and skeptical, you are instinctually distrustful to a fault.
12–14	Cautious and calm, you approach every situation as if it could be a trap.
15–17	Mystically wise, you see the more recent events as a mere hiccup along history's intended path.
18	Bright and optimistic, you've always felt that nothing is truly impossible.

UMIBO AGE

3d6	AGE
3	You are a child, 15 years old or younger.
4–5	You are an adolescent, 16 to 36 years old.
6–11	You are a young adult, 37 to 72 years old.
12–14	You are a middle-aged adult, 73 to 196 years old.
15–17	You are an older adult, 197 to 400 years old.
18	You are a venerable adult, 401 years old or older.

UMIBO BUILD

3d6	BUILD
3	You form your proportions shorter and thinner than most, with a smaller total mass than most.
4–5	You form your proportions taller and farther than most.
6–11	You form your proportions thinly, but of an average general mass.
12–14	You form your proportions thickly, but of an average general mass.
15–17	You form your proportions thickly and low to the ground.
18	You have genuinely more mass than the average umibo.

UMIBO HATED TECHNOLOGY

3d6	HATED TECHNOLOGY
3	Regardless of what it is, if it was made in Hofuku Prefecture it must be destroyed—anything less would dishonor those imprisoned there.
4–5	Land is for the surface dwellers, the sea is for umibo. Why must they take more than their fair share by using these blasted ships!?
6–11	Even the simplest device powered by electricity intrinsically irks you.
12–14	The sky belonged to the fūkaze—surely if the ceramian airships were all grounded they could safely return.
15–17	Lightning lanterns are terrible inventions. Let the night belong to the stars.
18	Weapons, guns—if they were all destroyed only then could we have peace.

UMIBO APPEARANCE

3d6	APPEARANCE
3	Your waters tend towards insipid browns and greens like a septic runoff.
4–5	Your waters tend towards a reflective stillness like an undisturbed pond.
6–11	Your waters tend towards turbulent blues and greens like frigid arctic flows.
12–14	Your waters tend towards rippling bright blues and seafoam froth like a tropical wave.
15–17	Your waters tend towards surging dark blues and grays like an oceanic storm.
18	Your waters are pure, clear, and in constant motion like a crisp tranquil stream.



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IDENTITY

DESCRIPTION

TALENTS



EQUIPMENT

MAGIC

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PARTY ALL OVER SOBURIN!



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ANYONE CAUGHT TRESPASSING IS SUBJECT TO
ID WILL BE CONSIDERED A
IS CONFIRMED THAT THEY
WITHOUT A SESAI STAMP
AND MAY BE TAKEN FROM

URGES ALL SUBJECTS TO
FOR BOTH THEIR OWN SAFETY AND THAT
OF SOBURIN. IMPERIAL FORCES RESPONDING TO
THE SITUATION ARE ONLY ABLE TO DO SO WITH
THE COOPERATION OF CITIZENS LIKE YOU



CHARACTER NAME

MISTS OF AKUMA

PLAYER NAME

RACE

CLASS & LEVEL

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

DIGNITY

HAITOKU

ARMOR CLASS

INITIATIVE

PROFICIENCY BONUS

SPEED

ATTACKS

WEAPON

TYPE

RANGE

ATTACK BONUS

DAMAGE

WEAPON

TYPE

RANGE

ATTACK BONUS

DAMAGE

WEAPON

TYPE

RANGE

ATTACK BONUS

DAMAGE

ACCESSIBLE ITEMS

=

DEXTERITY
MODIFIER

+

ARMOR

+

SHIELD

+

MISC

HIT POINT MAXIMUM

CURRENT HIT POINTS

TOTAL

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

SPELL SAVE DC

SPELL ATTACK

PASSIVE INSIGHT

PASSIVE INVESTIGATION

PASSIVE PERCEPTION

PASSIVE STEALTH

FEATURES

PROFICIENCIES

SAVING THROWS

- ◇ STRENGTH
- ◇ DEXTERITY
- ◇ CONSTITUTION
- ◇ INTELLIGENCE
- ◇ WISDOM
- ◇ CHARISMA
- ◇ DIGNITY
- ◇ HAITOKU

SKILLS

- ACROBATICS
- ANIMAL HANDLING
- ARCANA
- ATHLETICS
- CULTURE
- DECEPTION
- HISTORY
- INSIGHT
- INTIMIDATION
- INVESTIGATION
- MEDICINE
- NATURE
- PERCEPTION
- PERFORMANCE
- PERSUASION
- RELIGION
- SLEIGHT OF HAND
- STEALTH
- SURVIVAL

TOOL KITS

AGE _____

HEIGHT _____

WEIGHT _____

EYES _____

SKIN _____

HAIR _____

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

CHARACTER PORTRAIT



CHARACTER HISTORY

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

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INVENTORY & TREASURE



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HOW HAS
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MORE IMPORTANTLY,
CAN YOU SURVIVE IT?

