

# Kuromori Hill

A *Fox Magic* Adventure by Bret Hewes and Christopher LaHaise

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A **Fox Magic** Adventure for 2-5 players

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# Introduction

Kuromori Hill is a one-shot game for Fox Magic, and uses the Story Point System (SPS). It takes place in an abandoned house out in a remote countryside a few kilometers outside a relatively quiet, sleepy town. The group are a skulk of kitsune who have a den in the town and have heard the prayers of a family beseeching the kami of the local shrine to rescue two children who have gone missing.

Fox Magic is a narrative game system which handles conflicts and challenges with a simple die roll, and has more emphasis on the storytelling and player interaction than on combat. The four characters for this scenario are from the Shiyomi den, found within the shrine grounds. All characters are two-tailed kitsune (Rank 2).

## The Characters

### Chiyomi

Chiyomi is Kokage's older sister. She is a diplomat and enjoys talking with people, finding neutral ground, and keeping the peace between the kami and mortals. She poses as a shrine maiden at the local shrine, and knows a number of sacred rituals (+1 die when doing so). She is quite skilled at easing tensions and is quite persuasive (+1 die when doing so). She always rolls at least two dice when she is making a Skill Challenge.

**Zenko Kitsune:** Cunning 4; Skill 2; Spirit 1; Wisdom 3; Story Points: 1

**Duty:** zenko kitsune are tasked with preserving the purity found in places and people.

Zenko Kitsune can sense areas of purity and can sense the presence of people pure of spirit, such as holy folk, heroes, or children. Zenko kitsune have a ban, requiring them to tidy up places that are messy. If in a place that is disorganized or dirty, the Zenko kitsune can gain a Story Point by taking the time to clean the place up. Alternatively, the game master can remove a Story Point if the kitsune wishes to resist cleaning the place.

Chiyomi has the following powers: *Eye of the Storm, Fox Wife, Speech, and Transform*

**Description:** Chiyomi's fox form is that of a chocolate brown pelt with black tips on her ears, brows and feet with green eyes. Her human form appears as a young woman, maybe in her early 20's, with long black hair held back in a braid. Her clothing is immaculate and traditional.

### Homura

Homura acts as the shrine priest at the local shrine, studying the ways of humanity and ensuring the sanctity and well being of the town the foxes watch over. He studies rituals and prayers, and is quite good at performing simple blessings (+1 die to do so) and practices fudo – paper magic, allowing him to bind spirits, create protection circles, and create barriers on walls, doors, and windows to prevent supernatural creatures from passing through (+1 die to create such things). He always rolls at least two dice when he is making a Wisdom Challenge.

**Byako Kitsune:** Cunning 3; Skill 1; Spirit 3; Wisdom 4; Story Points: 1

**Duty:** byako kitsune are tasked with ensuring the wishes of the gods are met.

Byako kitsune are conduites for the celestial gods, and can 'hear' the gods when they speak to the fox. This is overwhelming and such messages are couched in metaphor and imagery, requiring those who hear it to try to interpret it as best they can. Byako kitsune have a ban, requiring them to always tell the direct truth. When telling the truth when it would be inconvenient to do so, the byako kitsune can gain a Story Point. It costs a Story Point to conceal the answer by asking a question which will contain the answer, or answering obliquely. A byako kitsune can't lie.

Homura has the following powers: *Hikari, Suspire, Transform*

**Description:** Homura's fox form has pearl-white fur that has a rainbow-like quality when light strikes it directly. His eyes are stormy sky grey. In human form he appears as a lovely young man with fair skin and silver hair, clad in priest's attire.

## Kennosuke

Kennosuke is fascinated with human society – everything from tools and equipment, to food and entertainment, is always a new and exciting experience. Kennosuke is quite skilled in kendo and has a bokken (+1 die to using martial weapons or when using the bokken), and is well versed in pop culture and the latest events in human society (+1 die to remember a relevant fact or bit of human lore). He always rolls at least two dice when he is making a Cunning Challenge.

**Shako Kitsune:** Cunning 1; Skill 4; Spirit 3; Wisdom 3; Story Points: 1

**Duty:** shako kitsune can see and speak to the spirit of crafted items, toys, and all things made, especially artifacts.

Shako kitsune can sense and speak to the spirit of man-made objects, finding out who has used them, how they were used, if they were treated well or mistreated, and so forth. A shako kitsune are quite proud of their cleverness, and if presented with a riddle, puzzle, or challenge, can gain a Story Point by trying to prove just how clever they are. The game master can remove a Story Point if the kitsune wishes to resist giving in.

Kennosuke has the following powers: *Kichi, Kikai-no-Kokoro, Transform*

**Description:** Kennosuke's fur is a rich red color, almost like blood, with black tips on his ears and paws, his eyes are an amber brown. In human guise he looks to be a middle-aged man with a ruggedly handsome face, clad in simple enough clothing, with rough hands that show the sign of someone who has spent a lifetime of physical toil.

## Kokage

Kokage is Chiyomi's younger sister. She is a trickster, headstrong, and likes to be free to make her own decisions. She's more feral than the rest of the kitsune in the den – she's not stupid, but she's impulsive and doesn't think things through. She has incredibly keen senses (+1 die when using them), and is quite skilled at picking up when someone is lying (+1 die to sense deception). She always rolls at least two dice when she is making a Cunning Challenge.

**Yako Kitsune:** Cunning 4; Skill 3; Spirit 3; Wisdom 1; Story Points: 1

**Duty:** yako kitsune are tasked with ferreting out impurities and finding areas or people who are unclean.

Yako Kitsune can sense when an area is spiritually impure, and can sense people weighed down by spiritual impurity, either from exposure to spiritual corruption, or through the performance of unclean acts. Yako kitsune have a ban, requiring them to keep things organized and sorted – spilled rice must be laid out neatly, jumbled books need to be sorted, shoelaces need to be untied. When exposed to disorganization, you can gain a Story Point by taking the time and effort to arrange everything just so. Alternatively, the game master can remove a Story Point if the kitsune wishes to resist sorting everything.

Kokage has the following powers: *Fox Cry, Illusion, Kitsune-Tsuki*

**Description:** Kokage's pelt is like an early morning fog, misty dark grey, however her eyes are a cunning green. She rarely takes a human guise, but when she deems it, the illusion she projects is that of a teenager, hair and clothing unkempt.



## Fox Hierarchy

Within the Fox Den, there is a hierarchy. Fox dens tend to be matriarchal. The title ‘mother’ and ‘father’ does not mean that the two foxes are a mated pair – it just means they’re in charge.

**Chiyomi:** Den Mother. She is in charge of the den as a whole.

**Homura:** Grandmother. Even though he’s a guy, the title of ‘Grandmother’ indicates he is the one Chiyomi goes to for advice concerning spiritual matters, though Chiyomi has final say on the den.

**Kenosuke:** Den Father. He is in charge of security, ensuring the grounds and the den are safe. He defers to Chiyomi, but in general when it comes to protecting the den, Chiyomi will take his advice.

**Kokage:** First Sister. The youngest in the group, if there were other foxes in the den, she would be responsible for the protection of those younger than her. She answers only to the Den Mother and Den Father.

## Story Points

Each character begins with a number of Story Points equal to the character’s lowest attribute. A character gains one Story Point at the beginning of each scene. The game master begins with a number of story points equal to the highest attribute that is among the group, plus one per player. Players gain Story Points by furthering the story, being awesome, and good roleplay. The game master gains a Story Point every time a player spends one.

A Story Point can be spent to perform a major change to the scene, and can be spent by the game master or the players to do so. For example, if a player sees someone in an empty house, they can spend a Story Point to have a squad car drive by and shine a light in, potentially spotting the person. The game master can veto any spending of Story Points in this fashion if it will go against the feel of the adventure. Players can spend Story Points to introduce or remove NPCs, change the weather, make sure they have / find a specific item, or otherwise ‘rewrite the script’ in some fashion.

Each character has a special set of knacks which grants +1 die when used. This bonus is only used once per scene. If the character wishes to use the bonus again, it costs one Story Point.



# The Adventure

The adventure opens at the shinto shrine that the foxes reside at. Homura will be aware of a couple praying at the shrine, asking for the safe return of their son and daughter. The sun is setting, and the couple are worried that the pair may have gone to the house on Kuromori Hill – a known haunted location. Let the players gather and discuss the situation. You can provide details on the house, or let the players come up with their own legends and stories concerning it. In Fox Magic, the players are the ones who usually flesh out these sort of things, but you can steer the discussion and rumours as you see fit. Ask the players what they're bringing with them to the house, and note that Kokage can't take human form but can use illusion to appear human and can do things humans do (pick up objects, open doors, and so forth). Homura should have prayer strips that are filled out, charms, ink, and blank paper Kennosuke can bring a bokken with a prayer strip wrapped around the base of the blade to make it sacred. Once the group has gathered what they feel is important, you can move to the next scene.

## The House on the Hill

The sun is low in the sky as the four foxes make their way to Kuromori Hill. The gates are rusted shut, but there is enough space between the bars for a fox or a young child to go through. The building has been abandoned for at least a decade, if not more – and while it has been neglected, it still remains fairly intact. The lawn is overgrown and has gone wild, and the paint on the outside of the house is peeling. Strangely, ivy has not begun to wind its way up the house, and closer inspection shows that there is no plant life growing anywhere within 30 centimeters of the house itself, the ground there is barren.

**Opportunity:** There are plenty of *places to hide* or conceal oneself outside the house from view.

**Complication:** The house carries *kegare* – spiritual pollution, which makes magic or rituals more difficult.

The game master can ask **Homura** to make a prophecy. This does not cost anything to do, the player simply gives some imagery or symbolism to go with investigating the house, the children, or the ghost inside. The more specific it is, the more difficult it will be to come true, but with the proper imagery or symbols, it becomes easier to try to interpret the vision in a variety of ways. Each character can use the prophecy once to gain a bonus to a challenge or to hinder an opponent's challenge (+2 dice or -2 dice). Homura can make prayer strips to block doors / walls and prevent spirits from passing through, or trap the ghost in a specific room if all four walls are sealed (which will automatically seal the floor and ceiling as well).

**Chiyo** can sense the general location of the children in the house once inside. It won't be exact (upstairs, downstairs, ahead, behind, etc), but she can act as a compass as the group goes through the house. Any items that could be considered "sacred" or useful for dealing with the ghost can be sensed, allowing her to provide clues and tools to help the group.

**Kokage** can feel the spiritual pollution in the area (it gives her the heebie jeebies), and she can use this sense to try and track the ghost down. She can sense its location much as her sister can sense the children, with the same sense of 'above, below, ahead'. She can also sense things which have a strong bond with the ghost, carrying the same source of spiritual taint the ghost does. This can provide clues as to how to deal with the ghost.

**Kennosuke** can sense the spirits of the house, restless after being neglected for so long. He can convince them to act on his behalf, gather information from them as to activities within the house, and what the children have done or where they have gone. The spirits of the house are aware of the ghost, and can give some clues as to who the ghost was, what may have happened, and why it is present.

**GM Note:** Reiko Kitsune are a specific type of fox which deal with ghosts specifically. It was a deliberate choice not to have a reiko kitsune in the den – they can see ghosts, and actually touch the ghosts. A reiko kitsune would make this adventure a bit too simple, as this kind of scenario is their forte, and would give the other players very little to do. The group as it stands has a nice blend of abilities that can be used together to deal with the ghost and save the children.

**Character Note:** Chiyome's ban can come into play once per scene, giving her the urge to try to repair the place as best she can. She will most likely want to use fox wife to do so. If the player volunteers to give into her desire, you can give her a story point as a reward. If Chiyome wishes to resist this urge, it costs her a story point to do so. If she teams up with her sister, Kokage, she can use illusion to recreate the house and make it look pristine if she wishes, or she can use her illusion to create 'people' to help repair the place and speed up the process. Remember, fox illusions are tangible and 'real' – more so if the fox uses material to assist (such as clothing for the people to wear).

Homura can feel the land drained if he uses suspire, and can start the process of healing the region. This is a long, drawn out process because the ghost is actively resisting, but given time, Homura can help cleanse the taint from the region. It would be best to use suspire in each room, imbuing each room to cleanse it, then placing a prayer strip on one of the outer walls to slowly seal the place.

**Fox Senses:** Remember that each fox has a special sense and ability related to that sense. Chiyome can sense purity – she will be able to sense the children, and can sense if a room has been properly cleansed or not. She can keep an area sanctified by remaining in it. Kokage can sense impurity (most of the house), and can sense how concentrated it is (the ghost is 'darker'). If a pure area becomes polluted, she can sense that. Kennosuke can see and speak to the spirits in objects such as chairs, pictures, and other crafted and material objects. Homura can receive information from the divine in the way of omens, riddles, and prophecies. Don't be afraid to tell them what their enhanced senses give them.

**GM Tips:** As game master, your job here is to facilitate – to provide the players with ideas and suggestions. You don't have to outright give them the answer, but feel free to remind players what their characters are capable of, and how their abilities can be of use in the adventure. If the character has an ability that would be useful at that time, remind the player – the characters are quite accustomed to their abilities and powers, and would know what to do a lot faster than the players might. Don't give them the answer right away if it looks like they're coming up with their own plan – just if they get stumped, are missing something 'obvious', or they have the tools to make the plan work better.

## The Yūrei

The yūrei is a restless spirit from Yomi. Yūrei are considered unclean and usually return because of a powerful and negative emotion (hate, despair, grief, jealousy). The most powerful yūrei carry a grudge (as per the movie of the same name), which has them trapped in a cycle of nursing this anger then lashing out at anyone they come across. This spiritual taint infects any who come into contact with it, trapping their spirit in the cycle, feeding the yūrei and making it stronger, while damning the spirits of those who were trapped to become part of the cycle in death until they are freed. This one is part of a tragic tale of a woman named **Kiyomi Saeko**, who lost her only child when they fell down the well outside and drowned. Her husband blamed her for being negligent, and out of grief, despair, and humiliation, Saeko took her own life. The well has been boarded up and padlocked, but the child's body is still in the well. The well is a **source of purity**.

This yūrei has a Threat of 3 and a Power of 10, meaning that it will always begin a challenge with 3 dice, which can then be modified using Conditions. The yūrei can spend Power for additional dice if necessary, and will recover one Power at the end of every scene. A fox can attempt to inflict an injury. The fox wagers an attribute die against the yūrei's Power. If the fox wins, the yūrei loses a point of Threat in addition to 1 Power. If the fox loses, the fox suffers a –1 to the maximum for that attribute until the end of the adventure, though the fox can spend 1 Story Point at the end of the scene to recover that missing point, but will not recover a die for that attribute while doing so. The yūrei can spend a Story Point once per scene to recover a lost point of Power.

If both the boy and the girl are removed from the house, this doesn't end the threat to them – the yūrei has a bond to the boy that needs to be severed. If the girl was found, and the yūrei successfully scares her, the girl also has this bond. A purification ritual at a nearby shrine can sever this bond.

The foxes can attempt to use the following things to aid in banishing, exorcising, or redeeming her:

- The spirit is **sealed** in the room the ritual is taking place in.
- The foxes have her **dress**, a lock of her **hair**, the **knife** she used to kill herself, her **remains**, or her **ring**.
- The foxes know her **name** or have a specific and personal means to identify her.
- The foxes have lit **incense** (+1 die) and / or made a **personal shrine** using her **photograph** (+1 die).
- The foxes perform a **prayer** ritual to banish / exorcise / provide rest.
- The boy has been **removed** from the house or a **protective charm** placed on him.
- The girl is found and **removed** from the house or a **protective charm** placed on her.

## Abilities

Certain phrases in bold are Conditions the yūrei can use, either imposing a penalty on an opponent's roll, or giving her a bonus on her own roll. The yūrei is **incorporeal** (1 die), meaning that under most circumstances it can't be hurt – though sacred weapons can certainly do the trick if necessary. It can **manifest** as a physical entity, looking much as yūrei typically do – pale grey skin, long, black hair that hangs down concealing her face, a simple white slip that hangs from her, dirty and tattered.

When she is intangible she hangs in the air and has no feet, her legs simply fade away the lower you go. When manifested, she looks fully intact. She is in fact **incredibly strong** (1 die) when manifested, and radiates a **fear aura** (1 die) constantly. She can fling physical objects as a **poltergeist** (1 die), swing doors open and shut, move locks, and **mess with electronics** (1 die). Any time the yūrei succeeds in using her fear aura (usually causes 1 Spirit or 1 Wisdom damage), she recovers one point of Power. A character defeated by her fear aura dies of fright. If desperate she *will* use this on the boy if he wakes up.

## Ending the Haunting

It is possible to cleanse the place and banish the yūrei. If each and every room is sealed, the ghost has no place to be, and is cast out – this is a temporary solution, as any impure action within the house will weaken the overall cleansing, giving her the chance to return.

It is possible to seal the ghost in a specific room. This requires a ward on all four walls while the ghost is in the room. She will not be able to leave unless at least one seal is broken. While trapped, she can be exorcised, or put to rest (see below).

She can be exorcised. This requires knowing enough about her to give her a name. It doesn't have to be her actual name (but that provides a +1 bonus), but a name that can be reasonably used to describe her in a unique fashion by calling up a part of her past. This is considered a Spirit Attack against her Power, wearing her down until her Power reaches 0. She can then burn a point of Threat to restore her Power. During this period, she will do everything she can to stop the ritual, so having a safe place to work from is paramount. When her Threat and Power reaches 0, she's cast back to Yomi and won't return.

She can be put to rest. Knowing who she is, what happened to her, and communicating with her can prevent her from striking at the group immediately. She won't help the group, and if enough time passes where nothing is done, she will begin to lash out once more (or endanger the children). The foxes need to find a way to break her spiritual taint – performing a ritual on her body will do so (as exorcism, but only requires reducing her Power to 0 once), crafting a personal shrine to her helps (+2 dice to the first roll of the ritual), and additional personal effects can be used for additional bonuses (one item per roll, the more items they have, the more rolls get a bonus). If she is put to rest, she does not return to Yomi, but instead transcends and becomes an ancestral spirit. This is considered the “good ending”.



## The Bad End

The foxes have until sunrise. At sunrise, the children will have been in the house long enough that they are bound to the yūrei. If she hasn't killed the children, she will have chosen one as her vessel. Kokage will be able to sense the spiritual taint in both of the children, but won't be able to tell if one is possessed (that's a reiko ability). The yūrei will remain quiet until the children have been brought back to their family – at which point the cycle begins again, the yūrei now stronger and able to use her bond to the mortal world to curse anyone she comes across (school children, her parents, neighbours, and more). The spiritual taint she creates will spread through the region, and the foxes have failed. It would take purifying the region, those who were infected, then tracking her down and dealing with her through an exorcism (which will be that much harder the more of a foothold she has), purifying her home, then returning to the house and purifying that, since if she is banished or exorcised, she will simply flee to the house once more as that is the source of her power. The ghost would prefer to possess the girl, but the girl is currently hiding. If the yūrei can't find the girl, she will possess the boy.

## Hiding from the Yūrei

The yūrei is a ghost, not omniscient. She will usually spend time in the kitchen, where her knife is. She will not immediately notice the foxes if they wander through in fox form, but they will know she's in the room by the way the room becomes chill.

Any time the foxes make a loud noise in the house, roll a d12. On a 12, she knows where they are and will go straight there. She uses the rooms as one normally would while alive – she is not prone to passing through the walls, floor, or ceiling. If the foxes make a disturbance in the room she's in, she becomes aware of them on a 10 to 12. If the foxes are in human form, she notices them on a 10-12 normally, or a 7-12 if she's in the same room.

The foxes get one action when she becomes aware of them, then one extra action for each room she must pass through to get to them. This can give them the opportunity to move to another room or hide before she shows up. If the foxes have the boy or the girl, they may want to use whatever means they can to conceal themselves.

**Note:** Homura can write **protective kanji** (2 dice) over a person's skin. This is a Spiritual Challenge and costs a Story Point. If he is able to succeed at the roll, that person is *invisible* to the yūrei for the scene as long as they do not speak and do not disturb any objects in the house (no opening doors, moving chairs, and the like). If the person who's protected is in the same room as the yūrei and she's suspicious, this ward can be invoked to get out of the room unnoticed, but the ward loses its properties unless either Homura or the warded person spends a Story Point. At the end of the scene the protection is lost unless a Story Point is spent.

A **prayer strip** (1 die) can be affixed to a person's forehead. This will protect them from possession for as long as the prayer strip remains affixed. Running, being jostled around, or similar can dislodge the prayer strip, which is held in place by magic. A Story Point can be spent to keep it affixed. A Story Point is not needed to keep the strip active each scene.

If a character has been injured by the yūrei's fear aura, she has marked them, and can track them. She will know where they are at all times and can walk there. This does mean that those who are marked will have time to prepare if they're far enough away. She can use her powers in any region the marked person is in. You can tell if the person has been marked – their faces look distorted on camera, in photographs, and in mirrors (but not in the reflection of water).

## Special Note on Challenges and Scenes

The house and grounds are filled with a spiritual taint. Because of this, once per scene, the foxes suffer a –1 die penalty on all actions on the grounds, and the yūrei gains a +1 die bonus. If the foxes purify an area, then these modifiers are switched. A Story Point allows the modifier to be applied again in the same scene.

The first time the foxes visit a room, a new scene begins. Once an area has been explored, the foxes can go through it without changing scenes unless they are interrupted by the yūrei or stop to perform a significant action in the room (such as a purification ritual).

# The Grounds

## The Front Yard and Garden

There is a dirt path that leads to the **front door**, but also curls around to the right side towards a small **garden** that's been overrun with weeds and other plant-life. The garden is surrounded by a short wall that will connect around to the side of the house. It has a dead, wilting **tree** whose spirit is angered and will lash out at those who come across it at night (Power 2, Threat 5). There is a **pond** filled with algae, and overgrown. In the garden is a small **shed** which houses rusted **gardening tools**. Beside the shed is a **well** that has been boarded up and padlocked.

For one Story Point, the ghost can animate the tools to attack those nearby. These tools inflict 1 injury on a successful challenge (reduce the fox's maximum Skill by one). Each such attack costs a Story Point. A fox may want to examine the pond. Doing so will inflict the **soaking wet** (2 die) complication, but at the bottom of the pond, in the mud, is a **wedding ring** (1 die). This is an item that can be used to exorcise, banish, or redeem the ghost. The wedding ring can be sensed by Chiyome as pure.

The tree can be climbed, to reach the **roof**. This is awkward, and may require a Cunning or Skill Challenge. Failure will mean a branch breaks, causing the fox to tumble to the ground.

The front door is unlocked until the group is inside. Once everyone is inside, the door slams shut and locks. Any attempt to unlock the door (including using powers) requires a Challenge to succeed. Any attempt to bring the children outside is resisted, the doors and shutters slamming shut. As long as a single fox is outside, the doors will allow the foxes to go in and out – but if a child tries to leave, the doors immediately close.

## The Back Yard and Grave

Going around to the back of the house brings the character to the **backyard**. The grass here is overgrown and is home to a number of small, annoying insects. The wall of the estate has dead vines and brambles, and the woods at the back of the yard down the hill look ominous. A search of the back yard reveals a **headstone** that has weathered with age. The name of the ghost can be found there. The remains of the ghost are buried here, and any attempt to uncover the body results in the ghost manifesting to attack immediately. The grave is unclean, as the body was not cremated and final rights were not performed.

## Front Room (Foyer)

The front room is sparsely furnished, and everything is covered in a fine **layer of dust**. The window frames are divided into eight sub-sections, and **one of them is broken**, allowing the elements to get in. **Decayed leaves** are strewn about near that window and the floor there is discoloured. The **air is oppressive**, and **sounds seem to be muted** when in here, as if reluctant to travel to the rest of the house. From here one can go to the **dining room**, head to the **baths**, or go down a side hall and up to the **second floor**.

To one side is a **black and white photograph** of a man, woman, and child hanging on the wall. The woman is sitting on a **rocking chair**, with a **girl** in her lap. If you look, you can see the rocking chair in the room. It will, at times, rock back and forth on its own. If the yūrei becomes aware of the foxes and one is looking at the photo, the image of the mother will distort and take the image of the yūrei in her current form, then attempt to terrorize the one examining the photo with her **fear aura** (attack on Spirit, inflicting one injury if successful (reduce maximum Spirit by 1) and may spend a point of Power to reduce the fox's spirit by two in the Challenge).

## Dining Room

The dining room is a complete disaster. The **chairs** have been knocked over, and the **table** is on its side. The **dishes** are strewn about and shattered, and a thick layer of dust covers everything. The yūrei can animate the dishes, chairs, and utensils as weapons (inflicting 1 injury to Skill on a successful Challenge). If the yūrei wishes, she can use the chairs and tables to lock passage to the **kitchen** or **foyer** by sliding them into place, creating the **barricade** complication (1 die) to stop people trying to get past.

## Washroom and Bathroom

This is two separate sections. The first section is the washroom (the toilet), and contains a **sink, toilet, and medicine cabinet**. Under the sink is a **rat's nest**, with a **swarm of rats**. For 1 Story Point, the yūrei can possess the entire swarm and use them to attack others. (Actor: Threat 2, Power 5). If the yūrei enters the room, the foxes will be able to see her reflection in the mirror even if she has not manifested. She doesn't know her reflection can be seen, but if the foxes visibly react to her reflection, she has a reasonable chance of figuring this out (10+ on 1d12) unless it's blatantly stated – then she knows immediately.

Under the sink with the rat's nest are the shredded remains of towels, hand soap bottles, and cleaning products. Inside the medicine cabinet has simple non-prescription medicines, long since expired. The toilet works as do the sink taps.

**Fox Cry** can be used to communicate with the rats. The rats know the place reasonably well, and try their best to avoid the ghost. They can tell the foxes the **girl** came into the place, and is hiding in the **kitchen**. They can tell the foxes they've seen something shining at the bottom of the **pond**. They can tell the foxes the **boy** is in the cellar and is "sick".

The **bathroom** is on the other side of a set of sliding doors, and is a large, square basin for soaking in. There is a single **wooden stool** and a **bucket** which can be used to hold **water**. Note that water is considered to be an important part of **purification rituals** so, washing hands, rinsing mouths, or pouring water over a person can be used as part of a purification ceremony. Items washed in water are treated as purified.

There is a layer of scum on the inside of the bath. Near midnight, an **akaname** comes into the house to lick at the scum. An akaname is a yokai that feeds on the filth in bathrooms, and is otherwise harmless. (Threat 1, Power 3). It avoids the ghost, but can be talked with and even convinced to go into the pond and fetch the ring if the foxes don't want to get wet. Purifying and cleaning the bath stops the akaname from coming.

If the foxes try to fill the bath, after a few moments there's a creak and shuddering before the pipes burst and soak the area in a spray of oily black water. This will alert the yūrei of the fox's location and will also impose the **soaked** (1 die) and **filthy** (1 die) complications which persists until the foxes take the time to dry off. Note that the water is not safe to drink. Repairing the pipes and running the water for a few minutes will allow the stagnant water to be flushed away.

If the bath is filled without the room being purified, the yūrei gains an additional ability. She can **call the girl** to the washroom. The girl will eventually make her way out of the pantry and kitchen, and work her way to the washroom. Once there, hands will erupt from the water and pull her in. She loses 1 Power per action (and has 3), and if she is reduced to 0 Power, she becomes possessed. If she is prevented from going to the bath, the yūrei can attack the foxes instead, hands coming from the water, or long, black hair reaching out from it to entangle and pull the foxes in. Foxes *do* need to breathe, so being submerged is bad, inflicting a -1 to Spirit or Skill each turn.

## Kitchen

There is a very good chance that the yūrei is here if she is not in the basement or the master bedroom. The scent of **spoiled meat** clings to this room, making this room **exceptionally corrupted (2 dice)** without the need of spending Story Points to renew the complication. This means the yūrei gains a +2 die bonus on all actions here, while the foxes suffer a -2 die penalty on all actions. **Mildew** and **decay** are rife in the kitchen, and the tiles are sticky in places. There are plenty of **cupboards and drawers** here, with rusted utensils, broken dishes, a **gas-powered stove**, and a fridge that has long since stopped being operational. On the counter is a **knife that** has stains across the blade. This is the knife the yūrei used to kill herself. The yūrei can turn on the gas, which can **foul** (1 die) the air, or can be ignited for a Story Point, causing a small explosion and inflicting **burns** (1 die) on those who are caught in the explosion. Those injured suffer a -1 to their maximum Skill. A fox that is soaked can expend the condition to not be burned. Exits are into the **dining room** and the **pantry**.

The yūrei can animate the **dishes** and **utensils**, but will avoid using the knife except in desperation. The knife has a great amount of corruption, and the yūrei would rather not draw attention to it. If it is purified, she will suffer a permanent -1 to her Power. The knife, when she uses it, inflicts 2 wounds (-2 to Skill or Spirit) if she can succeed in a Challenge when attacking with it using her poltergeist ability. She will not touch the knife herself, and if successfully struck, suffers the loss of 2 Power.

## Pantry

Mildew and rot cling to the wood panelling here. Hidden in a corner, out of sight, is the **girl**, clinging to a stuffed doll. She's terrified and doesn't trust the foxes when they show up unless they can show good will. This may require a Cunning or Wisdom Challenge, depending on how the foxes wish to present themselves. As long as the yūrei doesn't find her, she's safe – but it's only a matter of time. She is reluctant to move from her location, but if the foxes befriend her, she will trust their judgement. The girl (Threat 0, Power 3) will refuse to leave the house without her brother. Of note is that there is a container of **salt** here, used for curing meat. Salt is a useful component for **binding** and banishing **ghosts** and is why the yūrei avoids this area. If she fails to resist the fear aura of the yūrei, she loses one Power. When she reaches Power 0, she can be possessed. The girl is hungry and thirsty, and only has a small handful of rice candies to suck on.

**Note:** Illusion can be used to create food, and the food is considered real if a component is used. It can use a rice candy and transform it into nearly anything up to about the size of a loaf of bread. Usually, a fox won't use this ability to create red meat, but fish or bird is fine. Anything truly complex (like a club sandwich) may call for a Skill Challenge, but simple things should be fine. If the foxes can get water, it can be transformed into juice or something else nourishing.

The only direct passage out is to the **kitchen**, but there is a **dumbwaiter** which goes up to the second floor. It currently does not work, but it can be crawled up to the **second floor**.

## Side Hall

The side hall is a narrow passage with a window overlooking the **garden**. There are stairs leading to the **second floor**, and a door to the **laundry room**. Under the stairs is a staircase down to the **cellar**. A cabinet against the wall holds sticks of **incense**, and a **photo album** containing pictures of the mother and her child, the name of the child (Kiyomi Ichiko), the mother (Kiyomi Saeko), and a **cutting of hair** from each of them.

**Special Note:** A Tenko Kitsune could summon the spirit of Kiyomi Ichiko to speak with her mother. Not having a tenko kitsune around was a deliberate choice for this adventure. That being said, Homura can craft a shrine to Ichiko using the photographs and the hair cutting. Doing so reduces the yūrei's threat permanently by one as it cuts off one of her sources of grief.

## Laundry Room

The laundry room is the coldest room in the house, having little in the way of insulation as it's little more than an enclosed veranda. Tiles line the floor, and there is a large **metal basin** for washing clothes. There is a line strung from wall to wall to hang clothing on to dry. There is a doorway to the **kitchen** and to the **side hall** here, and a door leading out to the **garden**. The yūrei can spend a Story Point to animate the **clothesline** to entangle the foxes and attempt to strangle them.

## Cellar

Beneath the house, supported by wooden beams is the stone and packed dirt of the cellar. The **staircase** is made of rotted wood, which will collapse if too much weight is put on it. There is a **furnace** with pipes that run up through the walls of the house, with an open grate in front that looks like a horrible, monstrous maw. The yūrei can spend 1 Story Point to instantly ignite the furnace. Against a mortal threat, the yūrei could then use her powers to draw a person to the furnace and force them to put their head in, killing them instantly (or at the very least, she could scar them horribly). Instead, she can spray fire from the furnace to ignite others (though a fox who is soaked imposes a -1 die to the Challenge to harm them). This will *not* work on the foxes. There is a **hot water tank** in the corner, which she can cause a failure in to spray boiling hot water at a target. There is a **woodpile** in the corner, with an **axe** lodged in it, and a crate of **incense**, which has mostly dissolved, but can be restored using *illusion* or *fox wife*. The axe can be animated by the yūrei and flung as a weapon. If the yūrei has not been alerted to the presence of the foxes, and is not in the kitchen or the master bedroom, she will be here.

The **boy** is here, on a **blanket**. He was terrified to the point of unconsciousness, making it possible for the yūrei to possess him if necessary (Threat 0, Power 0). He can be carried, and will not respond to anything unless he is injured (which *could* put him in a critical state) or he hears his sister's voice (which will raise his Power to 1). If the yūrei has reduced the girl to Power 0, the boy is no longer useful and the yūrei *will* harm the boy as a threat to the foxes. If the girl has not been found yet, the boy is still the yūrei's backup plan.

Two foxes in human form can carry the boy upstairs, but have to succeed in a Skill Challenge to not have the staircase shatter under their weight (inflicting 1 wound to their Skill and potentially killing the boy if he's at 0 Power – a fox can spend a Story Point to prevent the boy's death).

## Second Floor

### Landing

Thick cobwebs hang from the eaves, and the air is dry and stale. There is a layer of dust everywhere. The **steps** leading up and the hall itself creaks noisily, and can alert the yūrei to the location of the foxes. There are a few doors here, leading into the **master bedroom**, **guest bedroom**, and the **girl's bedroom**. There is a **latch** in the ceiling which pulls down a hatch, allowing stairs to come down leading to the **attic**.

### Master Bedroom

The door to this room is **locked**. Kennosuke can use *kikai no kokoro* to unlock it. There is a queen-size **futon** on the floor near the far wall, and near it is a **dresser**, a **bed stand**, and a **table**. Inside the dresser there is a **hairbrush** with the yūrei's hair which can be used for a ritual. Sitting on the table in a shattered **picture frame** holding a picture of a family. This is the husband, wife, and daughter. On the back are the names of the three, though the husband's name is smudged out and his face is blurry. This **photograph** can be used to create a shrine to the daughter or the yūrei (reducing the yūrei's Threat permanently by one) or aid in a ritual. The girl in the photo looks to be close to ten years old – the same age as the missing girl. Note that the back of the photo will not inform the foxes who bears which name (the photo album found in the side hall does, however).

The drawer near the futon has a **key** which can be used on the front or back door to unlock it if the yūrei is distracted. If the yūrei finds the foxes here, she will manifest, using her fear aura, and shriek for them to leave the room. She is not above flinging everything she can at the foxes, and will force the door shut and lock it once more once they have left. The yūrei will be in this room if not in the kitchen or cellar.

### Guest Bedroom

The room here feels much larger than it truly is, due to the emptiness beyond the doorway. There are two **futons** that look small and distant, the window overlooking the yard is miniscule, and a single **dresser**. The air here is unnaturally cold, and the foxes can see their breath if they go in. If the yūrei knows the foxes are in this room she can cause scratching and whispering at the window (no cost). If one or more foxes go to investigate and look out the window, she will spend a Story Point to *fling* the dresser at the fox. A successful challenge by the yūrei inflicts 1 wound to Skill (reducing the maximum by one), and the fox then must make a Skill Challenge or fall to the first floor (another wound to Skill). If a fox enters the room by themselves and looks around, the yūrei will close and lock the door, then slam the dresser against the fox *repeatedly*. The yūrei performs a Challenge and each time the yūrei succeeds it can attack again. If the yūrei fails the Challenge, the fox can act to free themselves or help can come and try to get the fox rescued. A rescue attempt while the game master holds the tempo imposes a -1 die penalty to the yūrei's Challenge roll (making it more likely to fail) or if the fox has the tempo grants a +1 die bonus for each fox helping.

There is a small box on the dresser with two **incense holders**, but no incense.

### Girl's Bedroom

The foxes can feel the sorrow in this room. This room is obviously the room of a little girl. There are **dolls**, what were once lovely pastel sheets on the **futon**, and matching **pillows** and **drapes**, which are now all covered in dust. The yūrei refuses to enter this room, and there's good reason for it. Ichiko is here.

Ichiko is an **ujigami**, a guardian spirit (Threat 0, Power 1). Her body was never recovered from the well however, so she never had the proper rites performed on her. Anyone who enters this room is safe from the yūrei. If Homura is in this room, Ichiko will attempt to contact him. He will have visions.

A hole in the ground sinking deeper and deeper, swallowing the light.

The sensation of drowning and suffocating.

The flash of a knife, the spray of blood.

A frog sitting in the middle of an empty bath.

A frog leaping down a hole in the ground.

Two sticks of burning incense, side by side in front of two shadowed photographs.

The dolls burning.

Ichiko can only do so much. She's essentially saying where she is, and suggests the akaname can go down the well and collect her body. She can then be thrown into the furnace in the cellar to cremate her, with the proper rituals performed. Her dolls also need to be purified, which involves rituals while they are thrown into the furnace. For each of the following done, she gains +1 Threat and +2 Power.

- Each personal shrine made to her (up to 2).
- Her body recovered and cremated.
- Proper funeral rites performed.
- The dolls incinerated and purified.

If her Threat surpasses her mother's, she will, once per scene, provide a +2 die bonus to any roll for each fox, and can restore 1 Power to the girl and boy once per scene to a maximum Power of 3. If her mother's body is unearthed and cremated, and funeral rites done, she aids in combating her mother, imposing a -1 penalty to all of the yūrei's rolls and a +1 die bonus to all of the fox's rolls to resist the yūrei's powers.

If the dolls are cremated, their spirits are freed, and act as minor spirits that will flit around the foxes and act to protect them (granting a +1 die bonus each scene to each fox for a single roll).

If the foxes cremate both bodies, and create shrines to both women, the mother becomes an **ujigami** and will join her daughter. When the foxes bring the son and daughter home ... the mother is waiting for the foxes, and strangely the foxes discover the mother and daughter are in fact *reincarnations* of the yūrei and her daughter. The spirits of the dolls will guard the family from here on, possessing the children's toys and acting to guard them.

This earns the foxes a new tail at the end of the adventure and is the **'best ending'**.

## Attic

The attic, in fact, feels oppressively hot. There are several pieces of **painted artwork** which are strangely intact in spite of the mildew and conspicuously free of dust. There is a set of four **wooden chairs**, a **camera**, and a **dark room**. There are **chemicals** in a locked trunk. Kennosuke can unlock the trunk easily enough. Inside are important papers, including tax returns, the **deed to the house**, receipts, and bills. There are many with the name of the yūrei, and also the **birth certificate** of the daughter. These names can be used to aid in any rituals that are performed. There is an **armoire** that holds a well-preserved **wedding dress**. The wedding dress can be used for any rituals performed (providing a +1 die bonus). If desired, the foxes can give the wedding dress to the mother as a gift. This doesn't provide anything special, but if everything else is done right, the family will erect a shrine to the four foxes in their home.

# Challenges

When you are challenged, the game master will determine which attribute you roll. You gain one die for free. You can then gamble more dice, temporarily removing them from your die pool. After this, you can add one Opportunity which applies, and your opponent or game master can add one Complication. Roll. If you succeed, congratulations. If you fail, you lose one die from the attribute, and any dice you gambled. Dice recover at one point to each attribute per scene, though you can spend a Story Point to recover all points in a single attribute. **Rolling:** You roll 12-sided dice, and count the highest die rolled. This is the Result. You can never roll less than 1 die. Any penalties which would reduce you below 1 die reduces you to only 1 die. Foxes each have a key attribute that will *always* roll at least two dice. Note that if a character goes into 'dice debt', they need enough bonus dice to erase that debt before they can gain more dice. This game uses **12-sided dice** exclusively.

## Tempo

The Tempo indicates who's turn it is. The game master starts by describing the scene, what time it is, where the group is, who and what's there, and any other filler. The Tempo then gets handed to the players. When a player performs an action, they can be challenged (but only if failure would be interesting or the fox is actively being opposed by outside influences). If the character is not challenged, it is treated as if the character rolled a **10** on the chart below. The tempo is then handed to another player or the game master, who picks up the thread from there and continues the story. If a player hands the tempo to the game master, they gain a Story Point.

Players have first chance to challenge an action (indicating they have an idea of where to move the story, or to help the player pick up Opportunities (+2 or +1 die bonuses). If no player challenges the acting player, then the game master can choose to challenge instead. If a player wins a challenge, they keep the tempo. If they fail in the challenge, the one who challenged them gets the tempo and carries on with the story.

## Examples

- Someone is injured, and you apply first aid to them, treating the wound (removing a Complication).
- Taking the high ground during a duel, giving a tactical advantage (Taking an Opportunity).

## Conditions

A condition is a temporary modifier that characters and NPCs can pick up. Positive conditions are called Opportunities, and negative ones are called Complications. Conditions grant or take away dice. There are two types of Conditions: short and long. A short condition (2 dice) can only be used once, unless the one using it spends a Story Point to 'keep' it. At the end of a scene, short conditions go away unless a Story Point is spent for each one being kept. Long conditions (1 die) can be used once per scene, and do not go away at the end of the scene, instead going away only if the game master thinks it would be appropriate.

Conditions do not 'go away' when used as such. They can be used without gaining a die bonus, providing the characters with actions and options they might not have otherwise. For example 'rusty sword' can be a short condition, providing a +2 die bonus when activated, but breaking when doing so. The player can choose to use the sword without the +2 bonus ... and it won't necessarily break. A character might have a blessing. Even if they use the +1 bonus from the blessing, the blessing doesn't go away.

When you are challenged, your opponent can use their opportunities and your complications against you – but can only use one of each. When you challenge an opponent, you can use your own opportunities and their complications against them. This adjusts how many dice can be rolled. (Example, if you have a 2-die opportunity and your opponent has a 2-die complication, you can reduce their die pool by four dice). Note dice debt mentioned above, for if a character's penalties bring them below 0 dice.

The game master can *also* be challenged by players, if the characters actively oppose what's going on in the scene. If the game master succeeds, they keep the tempo and can continue to act. The game master will usually use the temp to 'tidy up' a scene and to clarify what's going on, but can also use it for enemies.

**NPCs** have Threat, and Power. Power is the initial number of dice the NPC can roll, while Power is how many dice the NPC has in their pool to spend (much like an attribute). When an NPC runs out of Power, what will happen depends on the type of NPC.

*Extras* are NPCs who don't have a name or real identity, they're just 'there'. They have low Threat and low Power, and anyone, player or game master, can dictate their actions. An extra with 0 Power falls over. A "mob" can also be considered an extra, with slightly higher Threat and Power to represent the many people there.

*Actors* are NPCs who have a name and identity. An actor is **only** controlled by the one who created them. If a player introduces an Actor (usually costing a Story Point), they own that Actor and only they can say what the Actor can do. An Actor reduced to 0 Power can spend a point of Threat to recover *half* of their Power.

*Signatures* are NPCs who are **very important** and are about as powerful as characters are. The ghost in this adventure is a signature character, and can only be used by the game master. When reduced to 0 Power, they can spend a point of Threat to recover *all* Power, effectively 'recharging'.

## Defeat

A character reduced to 0 in an Attribute is *fatigued*. If they lose a point in that attribute again, they suffer a Defeat. The character loses one tail, and is out for the scene. They recover at the start of the next scene and can take part in the adventure as normal. In long-term play, a character can't progress (gain 'levels') until they have recovered all lost tails. A fox that runs out of all tails is *retired*, losing their physical body and becoming a spirit, not able to interact with the world anymore. (Each Fox has 2 tails, meaning they can suffer one defeat only).

# Challenge Results

## Absolute Success (12)

A Result of 12. The character succeeds beyond their wildest dreams. You keep the Tempo, and you may choose one of the following benefits:

- Grant yourself an Opportunity or remove a Complication from yourself
- Grant someone else a Condition or remove a Condition from them

## Success (10 - 11)

A Result of 10 to 11. The character succeeds, though must work to gain a benefit from the success. You keep the Tempo, and may choose one benefit listed below by spending a Story Point:

- Grant yourself an Opportunity or remove a Complication from yourself
- Grant someone else a Condition or remove a Condition from them

## Partial Success (7 - 9)

A Result of 7 to 9. The character succeeds, though does not really benefit from the effort. You keep the Tempo, but the Challenger may spend a Story Point to grant you a Complication, adding complexity to your success.

## Partial Failure (4 - 6)

A Result of 4 to 6. The character fails, though may glean some advantage even in failing. You lose the Tempo to the Challenger, but may spend a Story Point to grant yourself an Opportunity.

## Failure (2 - 3)

A Result of 2 to 3. The character fails at their task, and may actually suffer a setback from it. You lose the Tempo to the Challenger, who may spend a Story Point to grant you a Complication.

## Absolute Failure

A Result of 1. The character fails miserably at the task, and suffers a setback from it. You lose the Tempo to the Challenger, who may grant you a Complication.



# Fox Powers

**Rules:** When using a Power, you spend 1 point from the attribute listed (unless that ability is *automatic*). This will fuel the power for a single use. An *invested* power allows you to keep the power active as long as you keep that one point spent to fuel it. The attribute point will not return the following scene unless you turn the power off. If the cost says **Story**, the character is immediately defeated upon using the power, but is not retired from the scene.

## Eye of the Storm

**Invested Wisdom:** No matter what comes, you exist in an area of stability and order. In the worst disasters, nothing is out of place as you keep your composure and poise. When you activate this ability, you are able to keep yourself together regardless of the chaos that happens around you. In a typhoon, you will remain dry, and there will not be a hair out of place. In an earthquake, you can calmly walk through your home and sip your tea – never once losing your balance or spilling a drop. You will look perfect and poised regardless of the disaster that befalls those around you.

**Story Point:** You may protect a number of people equal to the number of tails you possess as long as they remain close by, or you may instead protect a single room or vehicle in a similar manner. Thus, during an earthquake the room will remain undamaged – books will not fall from shelves, walls will not crack, and the structure will remain intact.

## Fox Cry

**Automatic:** You can awaken the spirit of an animal enough that you can converse with the animal. The animal will have human-level intelligence, and can hold a conversation with you – sharing what information it has. An animal that is awakened with this ability is in essence a minor kami, and will be able to share what experiences it has had with the fox. In essence, the animal can “talk” and use “words” which the fox understands – it can say “a young boy in a blue coat was carrying a kite through the woods”, even though the animal shouldn’t know what a ‘boy’ is, that the boy is ‘young’, that it was wearing a ‘coat’ that was ‘blue’, or what a ‘kite’ is. When the fox has finished speaking with the animal, the spirit within it returns to slumber, and the animal is once more a normal animal.

**Invested Cunning:** You gain the “Fox Cry” Ongoing Opportunity and can use this ability to command animals in the region. These animals will follow any order you give without question, and will even attempt to sacrifice themselves if necessary. This ability does not work on cats, dogs, or domesticated animals. You can command a number of animal “groups” equal to the number of tails you possess. Each group must be of the same type of animal. A group consists of a number of large animals equal to the number of tails you possess (such as a deer), three times that number of medium animals (such as wolves), five times that number of small animals (such as rabbits), or a single swarm of tiny animals (such as mice or insects). Each group you command is considered to be its own Scene-Specific Opportunity, such as “A Swarm of Mice” or “Wolf Pack”. These animals will obey your commands, and if you have Speech, you are aware of what the animals sense and can give orders from a distance without needing to spend any points to activate Speech.

**Cunning Challenge, Story Point:** You can attempt to summon animals and have them come to your location. You can summon groups, as per above, and the Fortunes will determine the Difficulty by how common the animals are in the vicinity. The rarer the animal, the higher the Difficulty – but if you succeed, the closest animals of the type desired will attempt to come to you to the best of their ability.

## Fox Wife

**Skill:** You become immediately aware of the location you are in. This is a fixed location with easily defined boundaries: house, park, office building, shrine grounds, or campsite are good examples. When invoked, you become aware of the layout of the area, everything that exists within the area, the location of individuals in the area, and whether those inside the area constitute “staff”, “visitors” or “intruders”. This ability remains active for the scene.

**Invested Skill and Story Point:** The location gets the “Fox Wife” Condition. When you are pleased, this condition is an Opportunity, but if you are angered, it becomes a Complication. You can invoke the condition as you see fit to aid or hinder those within the location or to use on the location itself. While you are pleased, you can invoke the Condition to help bring harmony to the location.

Those within the domain who enjoy your hospitality are met with good fortune and can invoke the Condition as an Opportunity to perform actions you approve of. Damage to the domain is found to not nearly be as bad as one might have thought, and eventually the damage is forgotten as the location repairs itself. Chores and tasks are accomplished quickly and with ease, and those inside the domain feel a sense of well being and positivity. Obligations for the location are met – whether they are bills which need to be paid, food that is needed for those in the location, or even to meet the needs of unexpected events or occurrences. Those who are sick recover quickly, and even the pains of congenital diseases are lessened, bringing strength to the sick.

While you are wrathful, the location suffers. You can use the Condition as a Complication on those whose actions you disapprove of. If the domain itself is the target of your anger, it begins to fall into disrepair, objects breaking with astonishing ease or wearing down quickly. Chores and tasks become more difficult, as events interrupt or make such actions impossible, and those inside the domain feel lethargic and are overwhelmed with a sense of negativity. Bills are missed, food goes sour or is simply missing, and obligations are ignored or forgotten. Those who are sick feel worse, and illness is common. You can choose to, rather than curse the entire location, focus your wrath on specific individuals within your domain – but the location does not benefit from the positive aspects of this ability until you return to your pleasant aspect.

## Hikari

**Invested Spirit:** You shed a warm light which can vary in intensity – from the faint shimmer of starlight to the brilliance of the sun itself. Each breed has a personal tint to their aura which is decided when this ability is taken. For byako kitsune, this aura is usually somewhere between silver and platinum, and can range from white to almost cyan. This glow will remain as long as you desire.

**Challenge:** You may flash your aura brilliantly, blinding those around you. If you succeed, you can impose the “Blind” Ongoing Complication on your enemies. If the enemy are undead, this light does not blind, but instead inflicts a Spirit Injury and the “Pain” Ongoing Complication as the light sears them. The Complication remains until the end of the story.

**Story Point:** The Condition you inflict remains until you wish to remove it.

## Illusion

**Invested Spirit Challenge:** You can create an illusion of reality in a target’s mind, causing them to see what you wish them to see, shaping the world as you desire. You can affect as many people as you have tails, and they will react to the illusion as if it were real. If a new individual enters the scene, or you wish to draw someone else into your illusion, you must spend an additional point of Spirit – only one point needs to be spent to bring in as many individuals as you wish, but you are still limited in how many you can influence. Kitsune do not count towards your limit, and in fact can assist you even if they do not have this ability – if a fox wishes to aid in your illusion, she can spend a point of Spirit, joining your illusion and adding her tails to your “total” or paying the cost to draw others into the illusion. Those subject to the illusion gain the Ongoing Complication: “Illusionary World”. You may invoke this condition when someone attempts to free a target from the illusion or when the target attempts to disbelieve the illusion and shake themselves free.

While within the illusion, victims do not experience the physical world unless you allow them – you can bring peace to someone suffering horrendous wounds, or give someone consolation during their last dying moments. Using Illusion is a Difficulty of 5 on Extra and Difficulty 7 on Actors.

**Story Point, and Optional Story:** You can take a location and use this ability to alter its appearance, creating an illusion over reality. You must have something to work with – a den can be transformed into a palace, nuts and berries can be transformed into a feast, water can be transformed into wine, and scraps of cloth can be transformed into servants. You cannot make something from nothing – there must be a key element which you can then transform into something else. The illusion you create becomes the new reality, replacing what was there before, and given time and effort, you can build upon the reality you have made to add to it and expand it. You are restricted in how many people can see your new reality as with the ability above, but again, having other foxes provide assistance allows you to draw more people in.

Due to the nature of this pseudo-reality, those subject to it gain all the benefits of the reality you provide. Food is filling and as delicious as you wish it to be, those inside a home are provided shelter from the wind and rain, servants obey orders, and can perform errands or provide conversation – including talking about events you have no knowledge of. You can even suspend time – individuals within the illusion do not feel the passage of time if you so desire, allowing you to keep individuals young or even restoring youth to the aged while they remain with you within the illusion. If you spend a Story, some of these changes can become permanent – allowing you to make servants which can leave the illusionary demesne and even survive if the world you create is dismissed or destroyed (such servants have a CR of one plus one per two tails you possess), or allowing you to bestow youth and hold off age, or allowing your guests to keep their new appearance even when the illusion has been dismissed or destroyed. When being assisted by other kitsune, the spirit cost of creating the world, building upon the world you have made, or drawing new individuals into the world can be paid by any fox involved with the creation of the illusion.

## Kichi

**Invested Spirit:** You lay a blessing upon the target. You must be in nigitama aspect to use this ability. If successful, the target benefits from the “Blessed” Ongoing Opportunity. This ability can be invoked any time the subject performs an action.

**Story Point:** The subject gains the “Divine Benevolence” Ongoing Opportunity. This Opportunity acts as the “Blessed” Condition, but any time the subject is the target of an action, anyone can spend a Story Point, forcing the opponent to keep the lowest die rolled.

## Kikai no Kokoro

**Invested Skill:** You instinctively know what a machine is, how it works, and how to operate it as if you were trained in its use. This will allow you to operate a computer, drive a car, or fly an airplane as if you were born to it. You may not know what the machine is called, but you know how it functions. This does not provide you with an understanding of finer details – for example, you can turn on and operate a computer, but it will not teach you programming language, and while you would know how to open up a web browser and do a search, you would not know the exact words to find what you were looking for.

**Story Point:** You have a greater intuition for machines, and can operate any machine remotely. You can control a number of machines at once equal to the tails you possess, awakening the spirits to control the machines on your behalf. You can also gain further information from these machines – you can understand the code on a program, what it means, and how to edit it, or what information is saved on a hard drive, or even tweak the computerised engine of a modern car.

*(A “machine” is any tool used by humanity, and includes things like wheels, levers, and other constructs. This means a shako can know what a lock is and that it will need a combination to open, and by spending a Story Point, have the lock open itself. It means that the fox will know what an office chair is, and how to raise and lower the seat or adjust the back, and by spending a Story Point, have it adjust itself or roll across the floor under its own power.)*

## Kitsune-Tsuki

**Invested Cunning Challenge:** You are capable of controlling the emotions and attitude of a target. This ability works on wild animals and on people, but has no effect on domesticated animals. When used, you can influence the target, causing the subject to feel what emotions you wish and influencing the target's mood. The target gains the "Kitsune-Tsuki" Ongoing Condition, which can be invoked as an Opportunity to support actions which compliment the target's emotional state, or be used as a Complication to hinder actions which are contrary to the target's mood. This is also called Kitsune Seduction. You can use this ability on more than one person – but can only target one person at a time. You can charm a number of people equal to the tails you possess.

**Invested Spirit Challenge, Story Point, Optional Story:** You completely subvert the target's will, allowing you control of the individual. The subject still has his personality and memories, but will act as you wish, directed by your commands. If you are in spirit form, you can attempt to possess the subject and take over their body. If your physical body is destroyed – or you did not have a physical body to begin with – you may spend a Story and take permanent control of a human or fox host, remaining in the body until an exorcism expels you. If you have Speech, you become aware of what any controlled individual is experiencing (such as hearing and sight) and can control the subject from a distance, giving telepathic commands.

**Spirit, Story Point, and Story:** By spending a Story, you may also use this ability to possess an unborn human or fox child, creating a host for yourself. This requires you to have a spirit form, and allows you to leave your old fox body behind, giving you a new life. Exorcism does not work on you when you have used this ability in this fashion.

## Speech

**Automatic:** All kitsune can understand the language of the local humans, and when a fox takes human form, she can speak the local language. You are capable of being understood by anyone you talk to, and can understand any who speak to you. This does not mean you speak the language – it means that you are understood, and when another speaks, you understand. If you speak to three different people who do not share a common language, they will all understand you, and if they speak, you will understand them. One thing this ability does not create is an understanding of references or colloquialisms. This limitation means that kitsune take many things said quite literally unless they are already comfortable with the language, and when speaking with others kitsune sound very precise and formal.

**Invested Wisdom:** You can communicate with someone you are familiar with, allowing the subject to hear your thoughts regardless of where they are. You must have either seen the individual or have used an ability on them before – but if so, they will hear your thoughts as if you were within speaking distance. You can only send your voice to the individual – you are incapable of hearing their thoughts in return.

**Story Point:** As above, but you can experience the world through the senses of the person you are in contact with. This means you can hear what they hear, see what they see, smell what they smell, and so forth. This does not grant you the ability to hear the individual's thoughts – he must speak (or at least whisper) for you to hear what he says.

## Suspire

**Spirit:** You can sense the health of the region, whether it is the state of the local waterways, the condition of the soil, or the health of the plants. You can sense pollutants, sickness, and can learn the general state of the local animals. This does not tell you what is wrong in any precise terms, but you can track contamination to the source as long as it is within the area, or find regions within the area which are exceptionally pure or sacred. You can also use this ability to sense and track down mori or other places of spiritual power.

**Story Point:** You may invoke this ability to transfer essence into the region or draw essence from the region to replenish it. When you draw in essence, you gain a number of points equal to twice your tails. These points can be used to recover your attribute points one for one, or for every two points you spend, you can recover from an Injury in an attribute. If you use this ability a second time in the same region during the same story, you gain half the points, and the region gains the "Infertile" Ongoing Complication – plants suffer, animals and people sicken, the water becomes spoiled, and even the wind becomes stale.

By imbuing the region instead, you can undo this damage – and if you imbue a region that is already healthy, it gains the “Fertile” Ongoing Opportunity and those within the region become strong and healthy as the region thrives.

## **Transform**

**Invested Cunning:** You gain the ability to change your form. You learn to take the human form (ningen), monster form (kaiju), and hybrid form (jujin). Your human form will be a specific form you are comfortable with – when you take human form, this is the form you will default to. When you activate this ability, you gain an Ongoing Opportunity, named for the form you are taking (“ningen form”, for example). You may use this Opportunity for any action that would benefit from your form – for example, you can use ningen form as an opportunity when swinging a sword, juggling, or otherwise performing an activity that requires hands – you are naturally graceful and athletic. If forced to leave your human form, you may either accept transforming into your fox form, or by spending a point of Cunning, you can shift to your jujin or kaiju form instead.

In ningen form, you can use your abilities as normal, but must spend a point of Cunning each time you do so to conceal your fox nature. If you do not spend this point of Cunning, your kitsune heritage becomes visible – whether it is vulpine eyes, fox ears, one or more tails, or fur growing along your arms and legs. This lapse is visible for the scene, unless you are made aware of the specifics of these changes and take the effort to conceal them. In jujin form, you may speak and have hands, but you do not need to spend Cunning to conceal your nature when using your kitsune abilities – you are obviously supernatural in nature, and attempting to conceal your true shape is useless when you are in this form. In kaiju form, you can’t speak without using the Speech ability, and you do not have hands, but you are imposing and can invoke your Opportunity to impose your presence on others – either to intimidate others or in actual combat. Taking human form does not provide you clothing.

# Fox Magic Character Sheets

## Chiyomi

**Breed:** Zenko Kitsune  
**Tails:** 2  
**Attribute:** Skill

**Duty:** Preserve Spiritual Purity  
**Ban:** Keep the Area Clean  
**Sense:** Areas/People that are spiritually pure.

	Start	Current / Maximum
<b>Cunning:</b>	4	_____
<b>Skill:</b>	2	_____
<b>Spirit:</b>	1	_____
<b>Wisdom:</b>	3	_____

**Story Points:** 1  
**Conditions**  
Knows a number of sacred rituals (Ongoing Opportunity) +1  
Persuasive and can ease tensions (Ongoing Opportunity) +1

**Powers:** Eye of the Storm, Fox Wife, Speech, Transform

**Description:** Chiyomi's fox form is that of a chocolate brown pelt with black tips on her ears, brows and feet with green eyes. Her human form appears as a young woman, maybe in her early 20's, with long black hair held back in a braid. Her clothing is immaculate and traditional.

### Eye of the Storm

**Invested Wisdom:** No matter what comes, you exist in an area of stability and order. In the worst disasters, nothing is out of place as you keep your composure and poise. When you activate this ability, you are able to keep yourself together regardless of the chaos that happens around you. In a typhoon, you will remain dry, and there will not be a hair out of place. In an earthquake, you can calmly walk through your home and sip your tea – never once losing your balance or spilling a drop. You will look perfect and poised regardless of the disaster that befalls those around you.

**Story Point:** You may protect a number of people equal to the number of tails you possess as long as they remain close by, or you may instead protect a single room or vehicle in a similar manner. Thus, during an earthquake the room will remain undamaged – books will not fall from shelves, walls will not crack, and the structure will remain intact.

### Fox Wife

**Skill:** You become immediately aware of the location you are in. This is a fixed location with easily defined boundaries: house, park, office building, shrine grounds, or campsite are good examples. When invoked, you become aware of the layout of the area, everything that exists within the area, the location of individuals in the area, and whether those inside the area constitute “staff”, “visitors” or “intruders”. This ability remains active for the scene.

**Invested Skill and Story Point:** The location gets the “Fox Wife” Condition. When you are pleased, this condition is an Opportunity, but if you are angered, it becomes a Complication. You can invoke the condition as you see fit to aid or hinder those within the location or to use on the location itself. While you are pleased, you can invoke the Condition to help bring harmony to the location.

Those within the domain who enjoy your hospitality are met with good fortune and can invoke the Condition as an Opportunity to perform actions you approve of. Damage to the domain is found to not nearly be as bad as one might have thought, and eventually the damage is forgotten as the location repairs itself. Chores and tasks are accomplished quickly and with ease, and those inside the domain feel a sense of well being and positivity. Obligations for the location are met – whether they are bills which need to be paid, food that is needed for those in the location, or even to meet the needs of unexpected events or occurrences. Those who are sick recover quickly, and even the pains of congenital diseases are lessened, bringing strength to the sick.

## Fox Wife, Cont'd

While you are wrathful, the location suffers. You can use the Condition as a Complication on those whose actions you disapprove of. If the domain itself is the target of your anger, it begins to fall into disrepair, objects breaking with astonishing ease or wearing down quickly. Chores and tasks become more difficult, as events interrupt or make such actions impossible, and those inside the domain feel lethargic and are overwhelmed with a sense of negativity. Bills are missed, food goes sour or is simply missing, and obligations are ignored or forgotten. Those who are sick feel worse, and illness is common. You can choose to, rather than curse the entire location, focus your wrath on specific individuals within your domain – but the location does not benefit from the positive aspects of this ability until you return to your pleasant aspect.

## Speech

**Automatic:** All kitsune can understand the language of the local humans, and when a fox takes human form, she can speak the local language. You are capable of being understood by anyone you talk to, and can understand any who speak to you. This does not mean you speak the language – it means that you are understood, and when another speaks, you understand. If you speak to three different people who do not share a common language, they will all understand you, and if they speak, you will understand them. One thing this ability does not create is an understanding of references or colloquialisms. This limitation means that kitsune take many things said quite literally unless they are already comfortable with the language, and when speaking with others kitsune sound very precise and formal.

**Invested Wisdom:** You can communicate with someone you are familiar with, allowing the subject to hear your thoughts regardless of where they are. You must have either seen the individual or have used an ability on them before – but if so, they will hear your thoughts as if you were within speaking distance. You can only send your voice to the individual – you are incapable of hearing their thoughts in return.

**Story Point:** As above, but you can experience the world through the senses of the person you are in contact with. This means you can hear what they hear, see what they see, smell what they smell, and so forth. This does not grant you the ability to hear the individual's thoughts – he must speak (or at least whisper) for you to hear what he says.

## Transform

**Invested Cunning:** You gain the ability to change your form. You learn to take the human form (ningen), monster form (kaiju), and hybrid form (jujin). Your human form will be a specific form you are comfortable with – when you take human form, this is the form you will default to. When you activate this ability, you gain an Ongoing Opportunity, named for the form you are taking (“ningen form”, for example). You may use this Opportunity for any action that would benefit from your form – for example, you can use ningen form as an opportunity when swinging a sword, juggling, or otherwise performing an activity that requires hands – you are naturally graceful and athletic. If forced to leave your human form, you may either accept transforming into your fox form, or by spending a point of Cunning, you can shift to your jujin or kaiju form instead.

In ningen form, you can use your abilities as normal, but must spend a point of Cunning each time you do so to conceal your fox nature. If you do not spend this point of Cunning, your kitsune heritage becomes visible – whether it is vulpine eyes, fox ears, one or more tails, or fur growing along your arms and legs. This lapse is visible for the scene, unless you are made aware of the specifics of these changes and take the effort to conceal them. In jujin form, you may speak and have hands, but you do not need to spend Cunning to conceal your nature when using your kitsune abilities – you are obviously supernatural in nature, and attempting to conceal your true shape is useless when you are in this form. In kaiju form, you can't speak without using the Speech ability, and you do not have hands, but you are imposing and can invoke your Opportunity to impose your presence on others – either to intimidate others or in actual combat. Taking human form does not provide you clothing.

# Homura

**Breed:** Byako Kitsune

**Tails:** 2

**Attribute:** Wisdom

**Duty:** Speak for the Celestial Kami

**Ban:** May Never Lie

**Sense:** The Presence of the Divine Kami

	Start	Current / Maximum
<b>Cunning:</b>	3	_____
<b>Skill:</b>	1	_____
<b>Spirit:</b>	3	_____
<b>Wisdom:</b>	4	_____

**Story Points:** 1

## Conditions

Perform Blessings and Rituals (Ongoing Opportunity) +1

The Art of Fudo (Paper Magic) (Ongoing Opportunity) +1

**Powers:** Hikari, Suspire, Transform

**Description:** Homura's fox form has pearl-white fur that has a rainbow-like quality when light strikes it directly. His eyes are stormy sky grey. In human form he appears as a lovely young man with fair skin and silver hair, clad in priest's attire.

## Hikari

**Invested Spirit:** You shed a warm light which can vary in intensity – from the faint shimmer of starlight to the brilliance of the sun itself. Each breed has a personal tint to their aura which is decided when this ability is taken. For byako kitsune, this aura is usually somewhere between silver and platinum, and can range from white to almost cyan. This glow will remain as long as you desire.

**Challenge:** You may flash your aura brilliantly, blinding those around you. If you succeed, you can impose the “Blind” Ongoing Complication on your enemies. If the enemy are undead, this light does not blind, but instead inflicts a Spirit Injury and the “Pain” Ongoing Complication as the light sears them. The Complication remains until the end of the story.

**Story Point:** The Condition you inflict remains until you wish to remove it.

## Suspire

**Spirit:** You can sense the health of the region, whether it is the state of the local waterways, the condition of the soil, or the health of the plants. You can sense pollutants, sickness, and can learn the general state of the local animals. This does not tell you what is wrong in any precise terms, but you can track contamination to the source as long as it is within the area, or find regions within the area which are exceptionally pure or sacred. You can also use this ability to sense and track down mori or other places of spiritual power.

**Story Point:** You may invoke this ability to transfer essence into the region or draw essence from the region to replenish it. When you draw in essence, you gain a number of points equal to twice your tails. These points can be used to recover your attribute points one for one, or for every two points you spend, you can recover from an Injury in an attribute. If you use this ability a second time in the same region during the same story, you gain half the points, and the region gains the “Infertile” Ongoing Complication – plants suffer, animals and people sicken, the water becomes spoiled, and even the wind becomes stale. By imbuing the region instead, you can undo this damage – and if you imbue a region that is already healthy, it gains the “Fertile” Ongoing Opportunity and those within the region become strong and healthy as the region thrives.

## Transform

**Invested Cunning:** You gain the ability to change your form. You learn to take the human form (ningen), monster form (kaiju), and hybrid form (jujin). Your human form will be a specific form you are comfortable with – when you take human form, this is the form you will default to. When you activate this ability, you gain an Ongoing Opportunity, named for the form you are taking (“ningen form”, for example). You may use this Opportunity for any action that would benefit from your form – for example, you can use ningen form as an opportunity when swinging a sword, juggling, or otherwise performing an activity that requires hands – you are naturally graceful and athletic. If forced to leave your human form, you may either accept transforming into your fox form, or by spending a point of Cunning, you can shift to your jujin or kaiju form instead.



**Transform, Cont'd**

In ningen form, you can use your abilities as normal, but must spend a point of Cunning each time you do so to conceal your fox nature. If you do not spend this point of Cunning, your kitsune heritage becomes visible – whether it is vulpine eyes, fox ears, one or more tails, or fur growing along your arms and legs. This lapse is visible for the scene, unless you are made aware of the specifics of these changes and take the effort to conceal them. In jujin form, you may speak and have hands, but you do not need to spend Cunning to conceal your nature when using your kitsune abilities – you are obviously supernatural in nature, and attempting to conceal your true shape is useless when you are in this form. In kaiju form, you can't speak without using the Speech ability, and you do not have hands, but you are imposing and can invoke your Opportunity to impose your presence on others – either to intimidate others or in actual combat. Taking human form does not provide you clothing.

# Kennosuke

**Breed:** Shako Kitsune

**Tails:** 2

**Attribute:** Cunning

**Duty:** Keep Harmony in Human Society

**Ban:** Must Prove Cleverness

**Sense:** See the Spirit of Man-Made Objects

	Start	Current / Maximum
<b>Cunning:</b>	3	_____
<b>Skill:</b>	1	_____
<b>Spirit:</b>	3	_____
<b>Wisdom:</b>	4	_____

**Story Points:** 1

## Conditions

Master of Kendo (Ongoing Opportunity) +1

Pop Culture / Current Events (Ongoing Opportunity) +1

**Powers:** Kichi, Kikai-no-Kokoro, Transform

**Description:** Kennosuke's fur is a rich red color, almost like blood, with black tips on his ears and paws, his eyes are an amber brown. In human guise he looks to be a middle-aged man with a ruggedly handsome face, clad in simple enough clothing, with rough hands that show the sign of someone who has spent a lifetime of physical toil.

## Kichi

**Invested Spirit:** You lay a blessing upon the target. You must be in nigitama aspect to use this ability. If successful, the target benefits from the "Blessed" Ongoing Opportunity. This ability can be invoked any time the subject performs an action.

**Story Point:** The subject gains the "Divine Benevolence" Ongoing Opportunity. This Opportunity acts as the "Blessed" Condition, but any time the subject is the target of an action, anyone can spend a Story Point, forcing the opponent to keep the lowest die rolled.

## Kikai no Kokoro

**Invested Skill:** You instinctively know what a machine is, how it works, and how to operate it as if you were trained in its use. This will allow you to operate a computer, drive a car, or fly an airplane as if you were born to it. You may not know what the machine is called, but you know how it functions. This does not provide you with an understanding of finer details – for example, you can turn on and operate a computer, but it will not teach you programming language, and while you would know how to open up a web browser and do a search, you would not know the exact words to find what you were looking for.

**Story Point:** You have a greater intuition for machines, and can operate any machine remotely. You can control a number of machines at once equal to the tails you possess, awakening the spirits to control the machines on your behalf. You can also gain further information from these machines – you can understand the code on a program, what it means, and how to edit it, or what information is saved on a hard drive, or even tweak the computerised engine of a modern car.

## Transform

**Invested Cunning:** You gain the ability to change your form. You learn to take the human form (ningen), monster form (kaiju), and hybrid form (jujin). Your human form will be a specific form you are comfortable with – when you take human form, this is the form you will default to. When you activate this ability, you gain an Ongoing Opportunity, named for the form you are taking ("ningen form", for example). You may use this Opportunity for any action that would benefit from your form – for example, you can use ningen form as an opportunity when swinging a sword, juggling, or otherwise performing an activity that requires hands – you are naturally graceful and athletic. If forced to leave your human form, you may either accept transforming into your fox form, or by spending a point of Cunning, you can shift to your jujin or kaiju form instead.

In ningen form, you can use your abilities as normal, but must spend a point of Cunning each time you do so to conceal your fox nature. If you do not spend this point of Cunning, your kitsune heritage becomes visible – whether it is vulpine eyes, fox ears, one or more tails, or fur growing along your arms and legs. This lapse is visible for the scene, unless you are made aware of the specifics of these changes and take the effort to conceal them. In jujin form, you may speak and have hands, but you do not need to spend Cunning to conceal your nature when using your kitsune abilities – you are obviously supernatural in nature, and attempting to conceal your true shape is useless when you are in this form. In kaiju form, you can't speak without using the Speech ability, and you do not have hands, but you are imposing and can invoke your Opportunity to impose your presence on others – either to intimidate others or in actual combat. Taking human form does not provide you clothing.

# Kokage

**Breed:** Yako Kitsune  
**Tails:** 2  
**Attribute:** Cunning

**Duty:** Seek Out and Punish the Unclean  
**Ban:** Obsessive (Ordering and Sorting)  
**Sense:** See / Sense Spiritual Pollution

	Start	Current / Maximum
<b>Cunning:</b>	3	_____
<b>Skill:</b>	1	_____
<b>Spirit:</b>	3	_____
<b>Wisdom:</b>	4	_____

**Story Points:** 1  
**Conditions**  
Keen Senses (Ongoing Opportunity) +1  
Can Detect Lies (Ongoing Opportunity) +1

**Powers:** Fox Cry, Illusion, Kitsune-Tsuki

**Description:** Kokage's pelt is like an early morning fog, misty dark grey, however her eyes are a cunning green. She rarely takes a human guise, but when she deems it, the illusion she projects is that of a teenager, hair and clothing unkempt.

## Fox Cry

**Automatic:** You can awaken the spirit of an animal enough that you can converse with the animal. The animal will have human-level intelligence, and can hold a conversation with you – sharing what information it has. An animal that is awakened with this ability is in essence a minor kami, and will be able to share what experiences it has had with the fox. In essence, the animal can “talk” and use “words” which the fox understands – it can say “a young boy in a blue coat was carrying a kite through the woods”, even though the animal shouldn't know what a ‘boy’ is, that the boy is ‘young’, that it was wearing a ‘coat’ that was ‘blue’, or what a ‘kite’ is. When the fox has finished speaking with the animal, the spirit within it returns to slumber, and the animal is once more a normal animal.

**Invested Cunning:** You gain the “Fox Cry” Ongoing Opportunity and can use this ability to command animals in the region. These animals will follow any order you give without question, and will even attempt to sacrifice themselves if necessary. This ability does not work on cats, dogs, or domesticated animals. You can command a number of animal “groups” equal to the number of tails you possess. Each group must be of the same type of animal. A group consists of a number of large animals equal to the number of tails you possess (such as a deer), three times that number of medium animals (such as wolves), five times that number of small animals (such as rabbits), or a single swarm of tiny animals (such as mice or insects). Each group you command is considered to be its own Scene-Specific Opportunity, such as “A Swarm of Mice” or “Wolf Pack”. These animals will obey your commands, and if you have Speech, you are aware of what the animals sense and can give orders from a distance without needing to spend any points to activate Speech.

**Cunning Challenge, Story Point:** You can attempt to summon animals and have them come to your location. You can summon groups, as per above, and the Fortunes will determine the Difficulty by how common the animals are in the vicinity. The rarer the animal, the higher the Difficulty – but if you succeed, the closest animals of the type desired will attempt to come to you to the best of their ability.

## Illusion

**Invested Spirit Challenge:** You can create an illusion of reality in a target's mind, causing them to see what you wish them to see, shaping the world as you desire. You can affect as many people as you have tails, and they will react to the illusion as if it were real. If a new individual enters the scene, or you wish to draw someone else into your illusion, you must spend an additional point of Spirit – only one point needs to be spent to bring in as many individuals as you wish, but you are still limited in how many you can influence. Kitsune do not count towards your limit, and in fact can assist you even if they do not have this ability – if a fox wishes to aid in your illusion, she can spend a point of Spirit, joining your illusion and adding her tails to your “total” or paying the cost to draw others into the illusion. Those subject to the illusion gain the Ongoing Complication: “Illusionary World”. You may invoke this condition when someone attempts to free a target from the illusion or when the target attempts to disbelieve the illusion and shake themselves free. While within the illusion, victims do not experience the physical world unless you allow them – you can bring peace to someone suffering horrendous wounds, or give someone consolation during their last dying moments. Using Illusion is a Difficulty of 5 on Extra and Difficulty 7 on Actors.

## **Illusion, Cont'd**

**Story Point, and Optional Story:** You can take a location and use this ability to alter its appearance, creating an illusion over reality. You must have something to work with – a den can be transformed into a palace, nuts and berries can be transformed into a feast, water can be transformed into wine, and scraps of cloth can be transformed into servants. You cannot make something from nothing – there must be a key element which you can then transform into something else. The illusion you create becomes the new reality, replacing what was there before, and given time and effort, you can build upon the reality you have made to add to it and expand it. You are restricted in how many people can see your new reality as with the ability above, but again, having other foxes provide assistance allows you to draw more people in. Due to the nature of this pseudo-reality, those subject to it gain all the benefits of the reality you provide. Food is filling and as delicious as you wish it to be, those inside a home are provided shelter from the wind and rain, servants obey orders, and can perform errands or provide conversation – including talking about events you have no knowledge of. You can even suspend time – individuals within the illusion do not feel the passage of time if you so desire, allowing you to keep individuals young or even restoring youth to the aged while they remain with you within the illusion. If you spend a Story, some of these changes can become permanent – allowing you to make servants which can leave the illusionary demesne and even survive if the world you create is dismissed or destroyed (such servants have a CR of one plus one per two tails you possess), or allowing you to bestow youth and hold off age, or allowing your guests to keep their new appearance even when the illusion has been dismissed or destroyed. When being assisted by other kitsune, the spirit cost of creating the world, building upon the world you have made, or drawing new individuals into the world can be paid by any fox involved with the creation of the illusion.

## **Kitsune-Tsuki**

**Invested Cunning Challenge:** You are capable of controlling the emotions and attitude of a target. This ability works on wild animals and on people, but has no effect on domesticated animals. When used, you can influence the target, causing the subject to feel what emotions you wish and influencing the target's mood. The target gains the "Kitsune-Tsuki" Ongoing Condition, which can be invoked as an Opportunity to support actions which compliment the target's emotional state, or be used as a Complication to hinder actions which are contrary to the target's mood. This is also called Kitsune Seduction. You can use this ability on more than one person – but can only target one person at a time. You can charm a number of people equal to the tails you possess.

**Invested Spirit Challenge, Story Point, Optional Story:** You completely subvert the target's will, allowing you control of the individual. The subject still has his personality and memories, but will act as you wish, directed by your commands. If you are in spirit form, you can attempt to possess the subject and take over their body. If your physical body is destroyed – or you did not have a physical body to begin with – you may spend a Story and take permanent control of a human or fox host, remaining in the body until an exorcism expels you. If you have Speech, you become aware of what any controlled individual is experiencing (such as hearing and sight) and can control the subject from a distance, giving telepathic commands.

**Spirit, Story Point, and Story:** By spending a Story, you may also use this ability to possess an unborn human or fox child, creating a host for yourself. This requires you to have a spirit form, and allows you to leave your old fox body behind, giving you a new life. Exorcism does not work on you when you have used this ability in this fashion.