

# *Touhou in Fatal*



**Version 0.Jam**

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# Bunbunmaru News

## LAUNDRY MALFUNCTION AT MORIYA SHRINE—SHRINE WAR INEVITABLE?!

Faithful readers! Let attention be drawn to this state of outright distraught that Reimu Hakurei, local shrine maiden and keeper of the barrier, finds herself adorned in an accidentally deep blue Miko outfit.. While this intrepid reporter was unable to acquire information on the contents of the conversation, the only logical explanation is that this is the beginning of either a tragic accident, or a virulent and cataclysmic shrine maiden war!



Refuting slanderous claims by rival paper

First of all Hatate, FUCK YOU my ass does NOT look too big in my new skirt. It is a designer piece which a no-good NEET like yourself would never be aware of, were it not for its perfect fit on my posterior. SECOND OF ALL -

[Needless to say, this edition never got published].

(As such, donations in these trying times from avid readers would be appreciated).

Should you find yourself worried about your safety, the local Kappa have begun development on Anti-Shrine maiden repellent spray (more info on page 6). Rest assured readers, more will come as it develops.

When asked about the potential incident, both the Fudoist and Buddhist strongholds in Gensokyo declined to comment, mentioning such excuses as “I do believe she is clearly fine” and “It is obvious that nothing is wrong you unlovable piss-peddling f-” followed by several comments which readers will be saddened to know were very painful. This in part explains the delay in the production of today’s paper.

# Chapter 1—Welcome

## Welcome to Gensokyo!

Welcome to Gensokyo, a land technically within Japan where those things long forgotten by society, like Gods, Youkai, Tengu and decency can live out the rest of their days in peace. It is a land protected by a great unseeable barrier, making it so the outside world does not know anything about the mysterious place. A lucky (or unlucky) few have found their way into the land from the outside world, but so far none have returned. Whether that is by choice, hook or crook has yet to be seen.

Within Gensokyo there are two main groups of races, living out their lives: the Humans, who live in a number of small settlements the biggest of which is the human village, and the Youkai, who live basically everywhere else. There are also the fairies, as numerous and as bright as the sun, but they're also rather childish and don't really have a grand impact on Gensokyo's political stage. The Gods also play their political games, but don't tend to live in their own society and instead live around, between or even in the other societies.

That isn't to say there aren't many other races long considered extinct in the modern world - Kappa, Tsukumogami and Oni, for example, all reside within the barrier. You can find more information on these parts of Gensokyo in this chapter.

Keeping everything together are three main things; The Hakurei Shrine Maiden, her Bloodline and Danmaku. The Shrine Maiden and the Hakurei Bloodline, while they are alive, keep the Hakurei Barrier from collapsing, and thus exposing Gensokyo to the outside world. The primary method of conflict resolution is Danmaku, a form of duelling using spiritual power, focused on creating graceful and beautiful patterns of spirit bullets to enable a non-fatal duel between human and youkai. In the Danmaku chapter, you will find all of the rules for Danmaku and its impact on society.





## Why FATAL 2E?

Short answer - Fatal 2E's system is good. That said, while I respect the creator of Fatal 2E and the product, I won't be including some of the things people expect from a FATAL setting book - it seems better to let the table work that out for themselves, as well as how much they want for their game. Can't argue RAW if nothing is AW, right?.

## What do I need to run this game?

To run this game, you need FATAL 2E, written by Lilith Cohen of Mating Press LLC.

Each player needs 3d10, but the game uses D4, D8, D12 and other dice. Apart from that, you need everything you would need to play a normal roleplaying game, although knowledge of Gensokyo helps.

What is in this book?

By default, this game assumes you are familiar with Touhou at a rudimentary level. Inside, you will find rules for:

- Fairies, Youkai, Tengu, and Tsukumogami
- Danmaku, both combat and social rules
- Barter Points, to better represent the Gensokyo economy

# But what is in Gensokyo?

As much or as little as you like!

While we will give you an overview of the commonly accepted elements of Gensokyo, over the years and times forgotten things have found their way into Gensokyo, and if you find this helps your game then don't be afraid to add them in as elements to your Gensokyo, in whatever form they end up.

Often, with their isolation from the rest of the world and limited exposure to the outside world, these ideas get taken and twisted into something new based on what they know and like.

For example, they may learn that Aztec civilizations used to create large temples with many flights of stairs, so that they may sacrifice their heart for the God's favour. Seeing as in Touhou gods are real and are not exactly known for their love of human heart meat, they might decide to build the temple to sacrifice Valentines Day or White Day chocolate in order to curry the favour of the gods—or perhaps—gain their attention. Most gods in Gensokyo are beautiful women, after all.

That said, overleaf and beyond are what can be considered mainstay elements in Gensokyo and it's landscape:



# **The Hakurei Shrine**

The Hakurei Shrine is many things— a shrine that has lost the name of its god, a shrine which plays home to a handful of youkai, and some of the greatest parties Youkai can find outside the Youkai Mountain. While many humans avoid the shrine due to the presence of Youkai, many of Gensokyo's most powerful and famous youkai have graced their parties.

# **The Human Village**

This village is a guaranteed sanctuary for humans within Gensokyo, protected by several shrines, local powerful guardians and many of Gensokyo's religious temples, like the Myoren temple of Buddhists and the Divine Spirit Mausoleum of Taoist hermits. While the occasional Youkai does live there and mingles with the humans, many Youkai-specific activities (like Flying) are commonly frowned upon. That said, some especially friendly Youkai and inquisitive fairies are attending a school there, so who even knows?

The village itself is similar to an Ancient Japanese village, with straw thatched rooves, dirt roads, not a bus or car in sight and the primary heat coming from open fireplaces.

# **Youkai Mountain**

While Youkai are by and far the dominant species in Gensokyo, and by far the most spread out, the largest population of Youkai live on Youkai mountain. As the name implies, it is a Youkai only mountain, where no humans are allowed to set foot. Regular patrols of Tengu keep the tight-knit communities of Kappa and Tengu safe, so most of the rest of Gensokyo has no idea what goes on there, apart from the fact that they are lead by a great Tengu, host the Moriya Shrine and regularly produce newspapers.

The mountain has many great landmarks which many wish to tour such as the Nine Heavens Waterfall, the Moriya Ropeway which lets humans access the Moriya shrine without crossing into Youkai territory, and the Wind God's lake, a beautiful lake situated very close to the Moriya Shrine.

## Former Hell

In Gensokyo's underground lies Former Hell, a habitat of many Oni and Subterranean Youkai. For a place once known as hell it has been heavily renovated, with a nearby hot spring town, several buildings like you would find up on the surface and a self sufficient, thriving habitat for those Youkai with no taste for the surface.

Entry to former hell can only be done by passing through a bridge guarded by a powerful Youkai who invites Jealousy easily. Former Hell can be as scary to humans as actual hell.



## The Scarlet Devil Mansion

One of the largest employers of Fairies in Gensokyo, the Scarlet Devil Mansion was once the site of a major incident where its owner, now a Gensokyo celebrity Remilia Scarlet, conspired to cover Gensokyo in a thick red mist so she could walk around Gensokyo unabated by the inconvenience of the sun. Nowadays, many Fairies sometimes speak to the Fairies and residents here.

Nowadays, while some influential Youkai are known to frequent the mansion, visitors are few and far between. Sometimes, however, they do host events open to all.

## The Great Fairy Lake

Also sometimes called the Great Misty Lake, the lake is one of the main spots where one can find Fairies—should you want to. Very close to the Scarlet Devil Mansion, many of the employees at the SDM are or were recruited from the Great Fairy Lake.



# The Bamboo Forest of the Lost

The Bamboo Forest of the Lost, some believe, was not originally a part of Gensokyo, but instead was washed into it during a grand and terrible Tsunami. What is known, rather than believed, is that it is the primary home of many rabbit youkai, supposedly a manor by the name of Einte-nei and bamboo that grows so fast that it makes it incredibly easy to get lost.

If one is to find a Lunarian, the last of them are within the Bamboo Forest. But they are fiercely protected by those they call friends.

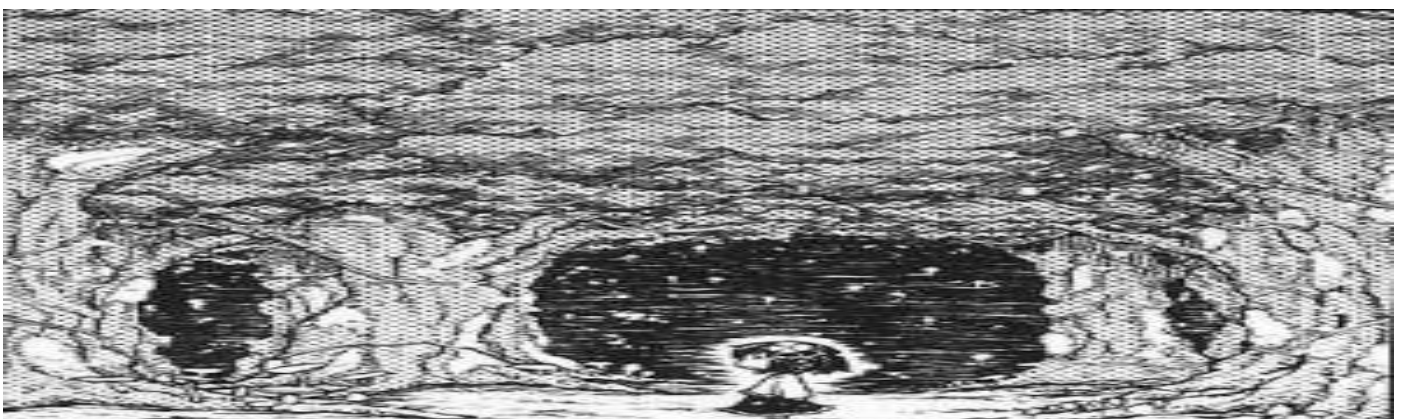
## Muenzuka

Muenzuka is a no man's land for humans, and a hunting ground for the Youkai that live there. Both sides consider it the most dangerous place to live. It is a place where many humans, both native and from outside Gensokyo, wind up dead. If a human can ever not be identified or has no relatives, becoming "nameless dead", they are buried among the poisonous spider-lilies here. If you're brave, you might find treasure there.

## The Forest of Magic

In the human village, they say not to go to the Forest of Magic for many reasons. Devilish mushrooms, malign occurrences and the brutal carnivorous fauna that reside there.

It is not without its benefits for those who reside there - besides the halogenic mushrooms which grow seemingly everywhere, it is a place that logically no one would come running in and disturb you.



# **But what if the thing I want isn't in the book?**

By all means, adapt and port as you wish to fill out the game to where you are satisfied with it. There are a lot of races in Gensokyo, and while within the world there would be a lot of differences between these species, for some of them it's perfectly fine to use one and simply change a name or two to suit.

As for locations, there are indeed many locations which I have missed out—for example, the Sanzu River and beyond. While you may want to include them in your game, I stuck to mostly talking about the locations that a player is likely going to have to be aware of and encounter in a regular game.

And that is to say, this book fully endorses you adding more locations and details to your Gensokyo based on what you need— an abandoned restaurant filled with Tsukumogami? A small human village camped a short walk from the Hakurei Shrine, which has dwindled for a long time but still respects the Hakurei Miko? A small abode of Kappa Exiles who provide advanced education to the human village for money, almost running a small university? Crashed UFOs? Food stalls? Merchandise stores of the main girls? If you want to add it, go for it!

## **What happens in Gensokyo?**

Quite a lot. Gensokyo, were it known to the outside world, would be famous for two things: Grand parties where ridiculous amounts of alcohol are drunk, and incidents.

An incident is when something or someone sets up something which can disrupt the balance of life within Gensokyo itself, for malign or personal reasons— some examples include creating an eternal winter, blocking out the sun, total societal upheaval and youkai riots.

Usually, the incident is resolved by finding the perpetrator, beating them down with Danmaku, asking them why this occurred and then inviting them to one of the massive parties the Shrines hold.

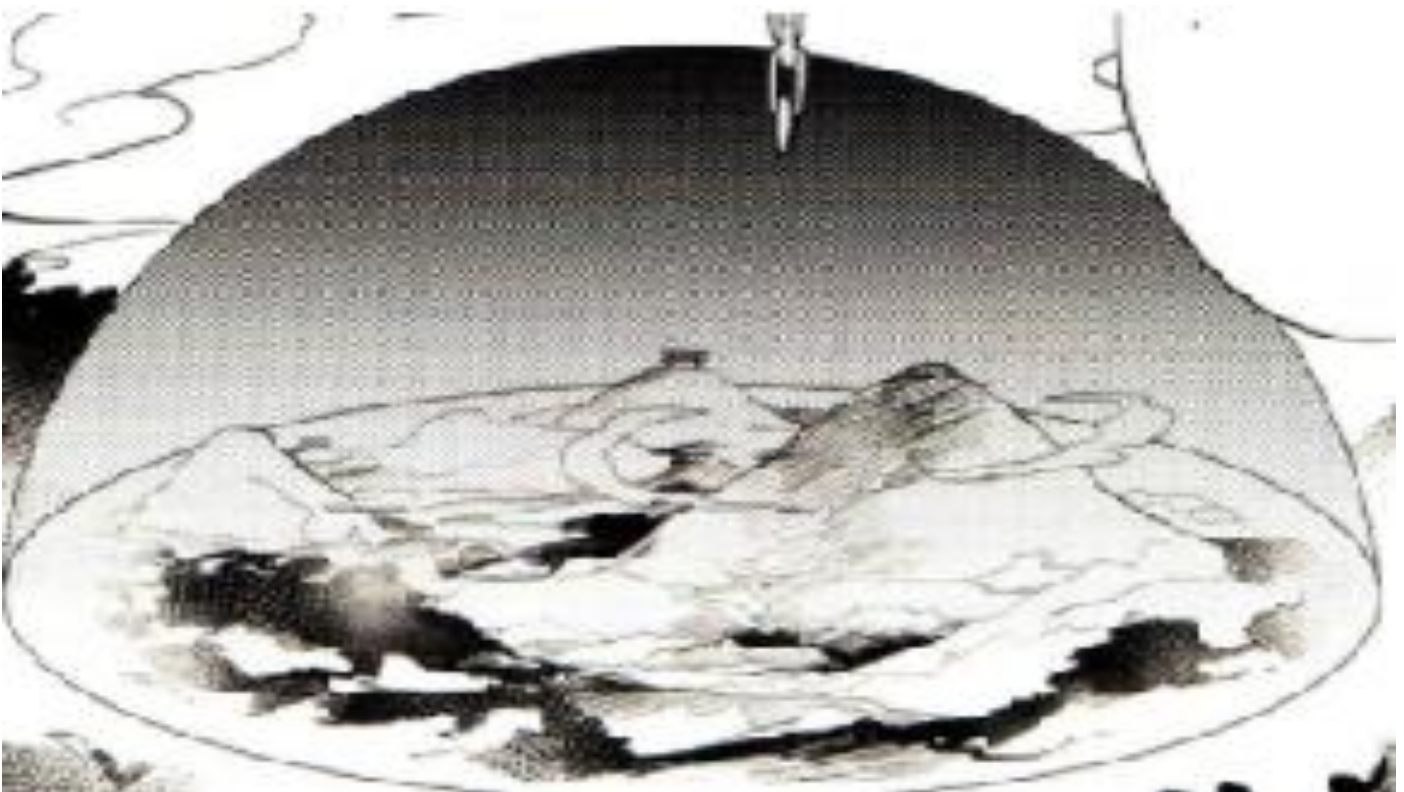
# So can I have a map?

There isn't actually an official map of Gensokyo, and most of our knowledge of it's geography is referential. We know that the Human village is between the Youkai Mountain and forest of the Lost, for example, but not by how far or how much distance is between them. Truthfully, we don't even know the proper diameter of Gensokyo, leaving a lot of room for interpretation.

There are a few maps I can recommend, however, if you have no taste for making your own:

- Touhou Gensonnarratograph's board map, created by Eisuke Nakashi of the Adventure Planning Service
- A fan-made map made by armixi, available at [linktr.ee/armixi](https://linktr.ee/armixi)
- The map from your favourite touhou fangame, if you have one.

That said, any measurements of distance between locations in this book will use units of time, rather than distance.



Above: Taken from the ZUN written manga Wild and Horned Hermit, 2010-2020. Note that the Hermit in question describes that she imagines Gensokyo like being in a dome, rather than it actually being covered by a dome, which could represent the metaphorical appearance of the Hakurei Barrier.





## Chapter 2—Races

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All new racial talents will be listed on page 39 onwards



# Humans in Gensokyo

Humans have it rough in Gensokyo. They are mostly contained to one major named village (and maybe one or two other outposts), are generally weaker than most of their compatriots, especially in terms of magic, and many species generally consider them prey outside of their safe zones.

Being a human is putting yourself on the back edge, until you become powerful enough to own your short lifespan, or find a strong enough patron to protect you.

Humans use the same rules as described in the FATAL 2E Core Rulebook, expect for the Noble Lifepaths. There's not enough space for humans to have such a hierarchy.

Humans can gain the following additional traits:

| Name                | TP Cost                            | Description  |
|---------------------|------------------------------------|--|
| Shrine Maiden Blood | - (GM permission, born woman only) | You have Shrine Maiden blood, meaning you can be trusted with a Shrine! You can perform trait based danmaku, can fly, and your blood is considered a divine damage weapon to Youkai types.   |
| Learned Flight      | 5                                  | You can now fly at your move rate without the assistance of any other magic or tools.  |
| Hunted              | -                                  | If you become a Youkai (See the magic chapter page XX for more details), you become hunted. Every Shrine Maiden will try and kill you, as you are no longer human and have broken a sacred taboo.  |
| Suspicious          | -                                  | Every time you learn magic, you gain this trait. At 5 instances, you are exiled from the human village—at 8, you may need to speak to the Hakurei Shrine.  |
| Youkai Peer         | 5                                  | The Youkai of Gensokyo recognize you as more than just a simple prey, but as a friend of Gensokyo as whole. Only the most depraved of Youkai will try and eat you, and you may be given access to places most humans would be barred from. |

# Fairies

(Also known as: Those damn fairies, immortal kids, Nature's pranksters)

## Fairy abilities

Ability scores:

Physique 8

Dexterity 9

Intelligence 6

Wisdom 6

Charisma 9

Base life points: 12

Base toughness: 1

Movement Speed: 6

Size: Small



Don't ask her where her fingers went,.

Fairies are manifestations of the elements and seasons, which has some very interesting effects on them and the world around them. They do not require food or drink, find and recover from death almost within the day and essentially have no need for money.

If this was any other race, they could have taken over Gensokyo within the night, their sheer numbers and ceaseless nature letting them outlast any opposition to a proposed Fairy rule.

This hasn't happened for two reasons: First, they don't actually want to do that, and secondly because they are idiots. Usually not evil, despite being fond of playing pranks, but idiots nonetheless.

Fairies have a tendency of being easy to please and playing games for as long as this incarnation lasts. Once they would reach a stage of death they find themselves returning to life in a varied span of time—sometimes instantly, sometimes over days, sometimes over minutes. Being pseudo immortal and bored, they tend to have fun and run amok every time an incident comes up—much to the resolver's chagrin.

# Traits

## Aspect of the seasons

Fairies begin being able to cast one non-dark magic spell from the elementalism or naturalism schools, with an Ember cost of no more than 3. This represents their innate connection to that aspect of nature. When a Fairy would generate Ember, it instead immediately leaves the body as a blast of magic, turning one tile per essence into a tile affected by the element or nature of choice (casting a fire spell starts a fire in a tile, for example). These manifestations disappear after 3 rounds, returning peacefully back into nature. This is not the spark.

## Too dumb to live

Fairies can **NEVER** raise their intelligence or wisdom values beyond their starting values, and any skill which requires either ability scores' derived attributes beyond Competent.

Additionally, when you reach your maximum LPV or PV, you die.

## Too dumb to die

When you would die, you die. Then, you resurrect in 3d10 rounds, hours or days (GM's call), cured of any injuries or non-permanent ailments. They are also immune to the effects of starvation or thirst, only drinking and eating for fun. They can get drunk, however.

## Float, Float

Fairies can fly at a rate equal to their movement speed.

## Untrackable lifespan

Fairies are very hard to track the lifespan of. As such, their lifepaths have variable spans, usually done by rolling Xd10, minimum 1 maximum 10, and then modifying the final result.

# How to play fairies

Have fun! Play pranks (sometimes)! Follow your immediate interests, and kick any ass that gets in your way. Life is your playground, and when you aren't playing princess you're playing king, so own the moment while it lasts—leave long term planning to the nerds.

# Fairy Lifepaths

All fairies begin with this lifepath:

| Name   | Age  | Resources               | Skills                               | Traits | Requires              | Path |
|--------|------|-------------------------|--------------------------------------|--------|-----------------------|------|
| Fairy! | XD10 | 1BP, 1 poor quality hat | Any two non-knowledge skills, Flight |        | Born (first lifepath) | All  |

Fairies can then jump as they wish between the three lifepaths of coolest, strongest and prettiest, depending on what role they take in the games fairies play. They can also take the same path multiple times, although they must have at least 2 different ones (excluding Fairy).

| Name              | Age    | Resources   | Skills                                     | Traits         | Requires   | Path     |
|-------------------|--------|---|--|----------------|------------|----------|
| Fairy Rockstar!   | Xd10-2 | 3d10 BP   | Music (choose one), Cosmetics, Hairstyling | Fairy Cool guy |            | Cool-est |
| Fairy Skater Boi! | Xd10-3 | 1d10 BP, 1 good quality skateboard, 1 good quality sunglasses | Balance (Skateboard), Hairstyling, Comedy  |                |            | Cool-est |
| Storyteller!      | Xd10+7 | 14bp, 1 musical instrument, writing tools                     | Storytelling, Music (choose one), Comedy   | Fairy Mom      | Language 3 | Cool-est |
| Fairy Robber!     | XD10   | 2d10 bp, 2 items from a different lifepath                    | Hide, Trickery, Silence                    |                |            | Cool-est |
| Fairy Cook!       | Xd10+4 | 12bp, 1 good quality knife, Cooking tools                     | Weapon (Knives), Cooking, Law, Persuasion  | Fairy Mom      |            | Cool-est |

The coolest lifepaths have one purpose—to be the coolest fairy in the group! How they do that varies, but more than anything, they want other fairies to go “Woooooow, so cool!”

| Name          | Age    | Resources  | Skills                                   | Traits    | Requires           | Path           |
|---------------|--------|--|--|-----------|--------------------|----------------|
| Fairy Knight! | Xd10+2 | 10bp, 1 poor quality weapon, 1 poor quality shield | Weapon (general), Storytelling, Riding   | Fairy Dad | 1 Danmaku lifepath | Stron-<br>gest |
| Fairy Cowboy! | Xd10-3 | 12bp, 1 poor quality toy gun, 1 high quality hat   | Music (choose one), Riding, Drinking     |           | 1 Danmaku lifepath | Stron-<br>gest |
| Fairy Ninja!  | Xd10+1 | 12bp, 1 poor quality toy gun, 1 high quality hat   | Disguise, Silence, Weapon skill (knives) |           | 1 Danmaku lifepath | Stron-<br>gest |
| Fairy Cop!    | Xd10+4 | 20BP, 1 Uniform, 1 good quality toy gun            | Law, Intimidation, Sprint                | Fairy Dad |                    | Stron-<br>gest |
| Fairy Dragon! | Xd10+6 | 3d10 BP  | Intimidation, Flight, Architec-<br>ture  |           | 1 Danmaku lifepath | Stron-<br>gest |



Likewise, the goal of the strongest lifepaths are to be able to win fights and win games fairies play! They've heard from many that being strong at Danmaku as important, so some fairies take being able to play

| Name              | Age    | Resources  | Skills   | Traits    | Requires | Path      |
|-------------------|--------|--|--|-----------|----------|-----------|
| Fairy Clown!      | Xd10-2 | 3d10 BP, 3 items of the GM's choice                          | Comedy, Juggling, Spitting                               |           |          | Prettiest |
| Fairy Goth!       | XD10   | 20BP, 3 sets of poor quality clothes, 1 diary                | Language (Writing), Philosophy, Ritual (Symbolic ritual) |           |          | Prettiest |
| Fairy King!       | Xd10+4 | 20BP, 1 good quality clothing, 1 good quality fake jewellery | Grooming, Etiquette, Intimidation                        | Fairy Dad |          | Prettiest |
| Fairy Princess!   | XD10   | 15 BP, 1 Good quality clothing                               | Grooming, Law, History                                   |           |          | Prettiest |
| Fairy Movie Star! | Xd10-2 | 20BP, 1 good quality clothing, 1 good quality fake jewellery | Acting, Etiquette, Disguise                              |           |          | Prettiest |

Those who follow the path as the prettiest follow every schoolyard girl's dream— to be told they are the prettiest and to rule the roost. Do they want to do anything with it? No. They just want to be at the top.

## Fairy Mom, Dad and Cool Kid

All three of these traits are talents which give you a +3 bonus to social rolls against fairies only for each time the talent is acquired—however, the circumstances and means of it changes.

Fairy Dad is powerless against a Fairy Mom most of the time. However, when trying to organize people, teach people or enforce order, they take priority and effect.

Fairy Mom takes effect when you are trying to soothe a fairy, tell a fairy to do something small (like tidy their house, help clean, etcetc.) and when trying to guide/direct a Fairy Dad or cool kid.

Fairy Cool Kid only applies when trying to do something cool and impress people. If they succeed, however, then Fairy Moms and Dads suffer a -5 penalty to social rolls against the Cool Kid, unless it's via boosting their ego or giving them praise.

# Tengu Youkai

(Also known as: Wolf-ears, Birdbrains, Long-noses)

## Tengu abilities

Ability scores:

Physique 9

Dexterity 10

Intelligence 7

Wisdom 7

Charisma 7

Base life points: 20

Base toughness: 2

Movement Speed: 8

Size: Medium



The wolf on top of her head is fake, but the ears are hers.

One of the premier species taking residence in the Youkai Mountain, Tengu youkai are generally divided into three types of sub-species: White Wolf, who act as the warriors and guardians of the mountain, Black Crow, who run the printing press and the flow of information, and the Long Nose, who work on mapping the world outside of the mountain. That said, there are many different roles to required to keep an isolated living space going, so it won't be uncommon to find a white wolf tengu delivering a food cart to the Moriya Shrine or a Crow tengu helping weave uniforms for the Tengu patrols.

These three groups tend to serve the Great Tengu, who help manage tengu society writ large and the the Tenma, who leads all Tengu.

Some Tengu take up worship at the Moriya shrine, but it's definitely not a common thing. For the longest time, Aya Shameimaru, head of the Bunbunmaru newspaper, was the primary and almost sole example people could think of when trying to name a Tengu outside of the Youkai mountain.

# Traits

## Float, Float

Tengu can fly at a speed equal to their movement speed.

## Innate Youkai Power

Youkai innately have a strong spiritual power, which is carried across all types of Youkai. Tengu take -5PV from any magic (but not Danmaku made using magic) and cannot learn Dark Magic. This trait also qualifies them for using Danmaku styles with the “Trait” typing, although they can use more if they wish.

## Blessings of the Wind

By default, Tengu are capable of learning Martial and Divine Magic. Any other types of magic they must find an alternative means or source of power. They, of course, have the spark.

## Unmatched senses

For the purposes of determining where they smell, hear or see, Tengu youkai are considered large sized beings.



## How to play Tengu

If you're on the mountain, look after the mountain. Chase anyone who shouldn't be there off your turf (ignore the humans at the Moriya shrine, they've got permission). Outside of the mountain, just try and make sure things are fine, if you want. Wait, is this human made dan-go?

# Tengu Youkai Lifepaths

| Name       | Age | Resources                                     | Skills                               | Traits | Requires | Pathway               |
|------------|-----|---|--------------------------------------|--------|----------|-----------------------|
| White Wolf | 50  | Good quality sword, good quality shield, 20bp | Sight, Sense, Smell, Tracking        |        | None     | Born (first lifepath) |
| Black Crow | 50  | Good quality quill, ink and paper, 25 bp      | Sight, Sense, Smell, Remember Detail |        | None     | Born (first lifepath) |
| Long Nose  | 50  | Good quality quill, ink and paper, 25 bp      | Sight, Sense, Smell, Cartography     |        | None     | Born (first lifepath) |

All Tengu are born as either a White Wolf, a Black Crow or a Long Nose tengu. In the case of a mixed-race tengu child, it will either be one or the other with signs of the other's heritage. For example, a White Wolf with a Black Crow mother may have either black fur, or black feather markings where her wings would have grown.

| Name                  | Age | Resources                                      | Skills  | Traits    | Requires   | Pathway    |
|-----------------------|-----|--|---|-----------|------------|------------|
| Patrolle<br>r         | 25  | Good quality armour, White Wolf Insignia, 20BP | Weapon (any one), Ambidexterity, Armour, Wrestling, Disarm    |           | White Wolf | White Wolf |
| Jour-<br>nalist       | 25  | 40 BP  | Remember Detail, Research, any two knowledge skills           |           | Black Crow | Black Crow |
| Car-<br>togra<br>pher | 25  | 40 BP  | Ritual, Cartography, Magic (Ritual), Any two knowledge skills | GPS spell | Long Nose  | Long Nose  |

In addition to this, much of current Tengu society mirrors modern human society. Tengu may take some lifepaths from the Human lifepaths described in the FATAL 2 Core Rulebook, but add 10 years to the age they give. The available lifepaths are as follows:

- All Tengu: Civilian, Religious
- White Wolf Tengu: Additionally, Military
- Black Crow: Additionally, Scholar and Outcast
- Long Nose: Additionally, Scholar and Nature (minus druid)



# Tsukumogami

(Also known as: Discarded objects, forget-me-nots, forget-me-dos)

## Tsukumogami abilities

Ability scores:

Physique 7

Dexterity 8

Intelligence 8

Wisdom 9

Charisma 7

Base life points: 20

Base toughness: 2

Movement Speed: 6

Size: Medium



**BOO!**

Tsukumogami are abandoned objects given resentment, time and ultimately, life. It could be anything from a lost umbrella, left alone for a long time, to a young girl's diary that hasn't realised that her owner was dead and buried a long time ago, yearning to be confided in once again.

They don't really have a society of their own which is known to the same extent as youkai and humans, but instead they often integrate into other societies and try to live out their best lives.

What that means depends on the Tsukumogami— some find themselves in deep resentment, despising the humans who abandoned them and going from there. Others decide to embrace the life they have been given, trying to begin anew when denied their purpose. Others instead simply wonder from place to place, and some move between these states of mind at different points in their lives.

Tsukumogami are one of the few races that can survive in human and youkai spaces—some Tsukumogami try and reconcile their old and new lives by living with humans similar to those they knew in their old life.

# Tsukumogami Traits

## Float, Float

Tsukumogami can fly at a speed equal to their movement speed.

## Innate Youkai Power

Youkai innately have a strong spiritual power, which is carried across all types of Youkai. Tsukumogami take -5PV from any magic (but not Danmaku made using magic) and cannot learn Dark Magic. This trait also qualifies them for using Danmaku styles with the “Trait” typing, although they can use more if they wish.

## Manifest Self

When a Tsukumogami is created, they spawn from an item which has been abandoned by one of the Eight Gods originally. They are thus bound to that item, it is unbreakable why they live, and they cannot be meaningfully separated from it.

You also get one Obsession: Every 2 days you don't indulge in your Obsession, you take -2 to all defences. If you have indulged it, you gain +2 to all defences, and don't need to eat or drink for 1d10 days.

# How to play Tsukumogami

You have lost your life purpose. It left behind a grief within your soul, never mind your heart— now it is up to you to decide how to rebuild your life.



# Tsukumogami Lifepaths

| Name              | Age   | Resources     | Skills   | Traits       | Re-quires   | Pathway |
|-------------------|-------|---------------|--|--------------|-------------|---------|
| Tsukumogami       | 1d100 | Manifest Self | Any three skills                                       |              | Non (birth) | All     |
| Make them pay     | 2d10  | 10BP          | Weapon Skill (Manifest Self), Tracking, Intimidation   | Human Hunter |             | Resent  |
| Make them cry     | 2d10  | 10BP          | Intimidation, Trickery, Seduction                      | Human Hunter |             | Resent  |
| Leave Me Be       | 2d10  | 10BP          | Hide, Trapping   |              |             | Resent  |
| Remember the Sin  | 2d10  | 10BP          | History, Law, Philosophy or Religion( any one)         |              |             | Resent  |
| Ignore the Human  | 2d10  | 10BP          | Animal Conditioning, Hunting, Hewing                   |              |             | Resent  |
| Try the arts      | 3d10  | 20BP          | Art, Music, Comedy                                     |              |             | Renew   |
| Learn to Make     | 3d10  | 20BP          | Mining, Forestry, Any one craft skill                  |              |             | Renew   |
| Start a business  | 3d10  | 20BP          | Math, Haggling, Persuasion, any one skill              |              |             | Renew   |
| Become Loved      | 3d10  | 20BP          | Storytelling, Comedy, Acting (Drama)                   |              |             | Renew   |
| Help others grow  | 3d10  | 20BP          | Teaching, any one knowledge skills, Persuasion         |              |             | Renew   |
| Wanderer          | 2d10  | 15BP          | Labour, Gambling, Constellation                        |              |             | Drift   |
| Treasure Hunter   | 2d10  | 15BP          | Appraisal, Balance, Architecture                       |              |             | Drift   |
| Mindless drifting | 2d10  | 30BP          | 1 Craft, Knowledge and Physical skill, chosen randomly |              |             | Drift   |
| The wrong crowd   | 2d10  | 25BP          | Brawling, Spitting, Urinating                          |              |             | Drift   |

# Youkai

(Also known as: Too many slurs to mention, honestly.)

## Youkai abilities

Ability scores:

Physique 9

Dexterity 9

Intelligence 7

Wisdom 7

Charisma 7

Base life points: 20

Base toughness: 2

Movement Speed: 6

Size: Medium



The Dominant Species in Gensokyo, by far. They are almost everywhere, avoid humans unless they're about to make them lunch and live as varied and free lives as humans would in our world – more so, when you can consider the lack of unified society most Youkai live under.

There are many different types under the sun—too many to name and specify all at once. But in general, there are three lifestyles that Youkai live.

Hunters, who are the more traditional Youkai, hunting to sustain themselves and eating any human unfortunate enough to be outside the protected zones. Those who stray into the Human village to feed will find themselves swiftly killed by the Shrine Maidens and local guardians.

Learners, who gather great knowledge and mostly wash their hands with worldly affairs, until something interests them or a great party is happening.

And Domesticated, as other Youkai call them, who try to integrate into humane society. Some have succeeded, but...



# Youkai Traits

## Float, Float

Youkai can fly at a speed equal to their movement speed.

## Innate Youkai Power

Youkai innately have a strong spiritual power, which is carried across all types of Youkai. Youkai take -3PV from any magic (but not Danmaku made using magic) and cannot learn Dark Magic. This trait also qualifies them for using Danmaku styles with the “Trait” typing, although they can use more if they wish.

## Unmatched senses

For the purposes of determining where they smell, hear or see, Youkai are considered large sized beings.

## Spiritual beings from many spirits

A youkai is not human. They often, depending on their individual species, have a number of unique traits to them, such as the ability to create spider silk, reanimate, create songs which blind the world, and many more. This is your spot, as a GM, to add any and all abilities which you feel would be appropriate for the youkai. Some examples might be:

- Expanded capabilities: +2 to any ability, - from another
- Animal claws: being able to treat their hands as good quality knives for combat
- Unique magic: Create a spell-like affect, or copy one.

One note—the GM must approach the player with the specific mechanics, not the other way around.

## How do I play a Youkai?

Live free, be strong. Eschew the constraints human society demands—or don't, and follow your way to the end. The only law that matters is the law of your own creation. Specific variants may play differently.

# Youkai Lifepaths

There are many ways for Youkai to come into being. Here is a selection of a few of them, choose the one you think fits best:

| Name               | Age  | Resources   | Skills   | Traits               | Requires     | Pathway             |
|--------------------|------|---|--|----------------------|--------------|---------------------|
| Beast Youkai       | 50   | Poor quality clothes, 10BP                          | Sight, Smell, Hearing, Animal Conditioning (Base Species)  |                      | None (Birth) |                     |
| Unspecified Youkai | 50   | Poor quality clothes, 10BP                          | Sight, Smell, Hearing, Any two skills                      |                      | None (Birth) |                     |
| Magician Youkai    | 50   | Good quality clothes, good quality spellbook, 25 BP | Spellcraft (any two), Intimidation, Any two Scholar Skills | Expanded Spark       | None (Birth) |                     |
| Dark Apotheosis    | None | Any two Maledictions                                | Spellcraft (any two), Intimidation                         | Hunted, Hated by all | Human birth  | From Human lifepath |

Hunter Youkai live in the outskirts and try and hunt down mostly humans who stray. Some hunt for other Youkai.

| Name              | Age | Resources                                | Skills                                      | Traits        | Requires | Pathway |
|-------------------|-----|--|---|---------------|----------|---------|
| Humanitarian Chef | 15  | Poor Quality Knife or Cleaver, 5BP       | Hunting, Cooking, Hide, Trapping, Silence   | Human Hunter  |          | Hunter  |
| Violent Exile     | 15  | Poor Quality clothes, 1d10 trinkets, 5BP | Brawling, Wrestling, Spitting               | Human Hunter  |          | Hunter  |
| Grassroots Youkai | 15  | Poor Quality clothes, 5BP                | Sight, Smell, Tracking, Hunting, Brawling   | Human Hunter  |          | Hunter  |
| Youkai Fighter    | 15  | Poor Quality Clothes, 1d10 drinks, 10BP  | Brawling, Wrestling, Tracking, Storytelling | Youkai Hunter |          | Hunter  |



| Name                | Age     | Resources                         | Skills  | Traits               | Re-quires | Pathway  |
|---------------------|---------|-----------------------------------|---|----------------------|-----------|----------|
| Human Student       | Base +5 | Copies one Human Scholar Lifepath | As per chosen lifepath  |                      |           | Learners |
| Occult Practitioner | 50      | 1d10 of Magic materials, 25BP     | Spellcraft (Any one), History (Related to Spellcraft), Philosophy |                      |           | Learners |
| Philosopher Sage    | 50      | 2d10BP                            | Religion (Any two), Philosophy (Any two), Teaching                | Enlightened          |           | Learners |
| Evil Sage           | 50      | Any two Maledictions              | Spellcraft (any two), Intimidation, Any two Scholar Skills        | Hunted, Hated by all |           | Learners |

And finally, there are those who follow the domesticated path. While as with any set of lifepaths one can switch between them as they grow, it's often very hard to go to and from Domestication - and survive.

Nevertheless, those who can and thrive will often lead long, comfortable lives within their chosen settlement.

| Name                  | Age | Resources                                      | Skills  | Traits     | Re-quires | Pathway      |
|-----------------------|-----|--|---|------------|-----------|--------------|
| Assistive Labourer    | 25  | Good quality clothes, good quality tools, 30BP | Mining, Forestry, Hewing, Cooking                 | Human Peer |           | Domesticated |
| Town Sage             | 25  | Good quality Clothes, 30BP                     | Any three knowledge skills, teaching              | Human Peer |           | Domesticated |
| Town Doctor           | 25  | Good quality clothes, good quality tools, 30BP | Surgery, Foraging, Anatomy, Diagnosis (Humanoids) | Human Peer |           | Domesticated |
| Shine Maiden's Chosen | 25  | One poor quality shrine maiden outfit, 25 BP   | Religion, Philosophy, Cleaning, Brawling          | Human Peer |           | Domesticated |





# Chapter 3—Danmaku





# Danmaku combat mechanics

When you engage in a danmaku duel, you need to choose your combat style.

By default, each character has one type of danmaku style, made as you make your character. Then, Initiative and a FATAL 2E combat round is conducted as normal. The game changes, however, when one or more combatants begin to open fire with their Danmaku.

When you make a Danmaku attack, you roll depending on your combat style, but it is generally a combination of two attributes.

The minimum roll required to manifest a danmaku wave is 10 for one bullet.

Then, one more bullet is placed for every 3 more you roll on your attack roll.

The bullets are placed on the map starting from directly in front of the opponent (from your view, so if you hit them from the side it doesn't move to their front), and then place each subsequent bullet 1 hex away from where you placed the last one. Attacking with Danmaku ends your turn.



If you are look at this diagram, we have Reimu Hakurei (bottom left).

A bullet has been sent to her, shown by the black circle.

If the attacker could place many bullets, the attacker could place them on any of the hexes next to the arrow—in front of the target, and adjacent to the previous target.

When it moves to the defender's turn (in this case Reimu), she must **React** to the chain of bullets coming at her, starting from the one most in front of her (if there's a tie, such as the black dot in the diagram and the left, the defender chooses).

She can spend a reaction, at any point in her turn, to try and dodge the wave. Note that if she moves backwards before she dodges, the entire wave follows her and ends up in front of her.

(continued overleaf)

To work out what you need to roll to dodge, you first need to choose a type of dodge. There are three types of dodges in Danmaku:

- Analysis (Reason + Intuition)
- Evasion (Agility + Reaction)
- Stepping (Stamina + Common Sense)

Each bullet type has a preferred evasion type. If you are evading with that type, you take no penalty. But if you try to dodge with the wrong type, you take a +3 penalty to the roll required to dodge the wave.

Bullets and Familiar attacks are dodged by Evasion.

Slow shots and Spiral shots are dodged by Analysis.

Spread shots and Lasers are dodged by Stepping.

The base roll to beat a Danmaku wave is 10, plus the amount added by the bullet type in question, one step at a time.



Reimu's opponent sends her this—two bullets and one laser.

To evade, she must roll enough evasion to pass through the shots sent to her and end up in the Blue area—this is the safe zone.

She is not safe in the orange zones because there is still a bullet in front of her she must deal with.

You cannot dodge moving backwards, nor can you dodge back onto a space you have been on before. You must always dodge forwards.

To dodge successfully, end on a space with no adjacent shots.

In this example, Reimu rolls a 25 using an Evasion dodge. She moves first into the top-right, evading the bullet.

Her evasion roll goes down by 3, to 22, and she can move on.

Next, she moves to the middle space – the laser - and dodges that. Since she is using the wrong type, the laser takes 5 to dodge. This is costly, bringing her down to 17 dodge.

Finally, she reaches the final bullet with 17 dodge left. This beats the minimum to dodge plus the 1 bullet, 13, so she can move to any blue hex and is safe!

The bullets are now cleared from the board.

Defenders can, once per turn per wave, spend a reaction to reroll their dodge anew. When they do this, they can change types.



Reimu's flight path. Note—if she wanted to dodge out of the orange hexes, because she is within 1 hex radius of the bullet, she must dodge it as well, but then can end up one hex past either side.

Once the pattern is cleared, all the bullets she moved through are erased from the board. Any bullets she didn't dodge will move 1 hex away from where the attacker fired them at the end of the defender's turn.

Keep in mind when placing shots:

- Shots must be placed in front of the target,
- Any subsequent shots must be placed adjacent to the first one.
- No shots can be placed behind the target, unless a spellcard specifies, such that the target ends up between the attacker and the shot.
- Only one shot may occupy a space at any one time. The attacker chooses which shot to keep and removes the other, ignoring its effects.
- Common sense does not apply to danmaku—bullets can be placed in hexes with anything that isn't a potential target. On walls, in mountains, anything is fair game, as it is assumed to be on the most reasonable surface that shot can go.
- Common sense does not apply to dodging Danmaku—they can move anywhere to do so. If they would end their dodge on an impossible to fly/exist spot, they may either spend movement to reach a possible hex or return to their starting position.

# List of Shot types

| Name      | Dodge Need          | Type     | Notes  |
|-----------|---------------------|----------|--|
| Bullet    | 3 (5 on wrong type) | Evasion  | Your standard bullet.  |
| Familiar* | Reaction Roll       | Evasion  | Can make an attack roll on the attacker's turn, like a character. If their attack is evaded or they are hit, they are cleared. Familiars can be hit by a 15 or higher roll and will not evade. |
| Laser     | 3(5 if wrong type)  | Stepping | Adds +2 to the dodge requirement of any bullet on the same vertical line as it.  |
| Spread    | 2(4 if wrong type)  | Stepping | Also places 2 spread shots adjacent to the one placed by the wave. These new spread shots do not make new shots.   |
| Slow      | 2(4 if wrong type)  | Analysis | Adds +2 to the dodge requirement of adjacent bullets until cleared.  |
| Spiral    | 3 (5 on wrong type) | Analysis | One turn after use, if not cleared, places 1 bullet in every space adjacent to it, ignoring usual placement rules.   |

Unless a style says otherwise, you may only have 1 familiar on the field at a time.

All danmaku, if they hit, remove 1 life (if the life system is currently in use) and/or act as a minor blunt attack with 0LPV (which can never become LPV damage), only dealing PV damage.

Each time you clear a bullet, you gain 1 graze. 8 grazes gives you 1 bomb. Depending on the terms of the duel, you may start with 1 or more bombs—their purpose will be discussed on page 34.



# Bombs/Spell cards

Bombs and spell cards are bursts of spiritual energy which can be gathered by adrenaline, concentration and absorbing the power of bullets you graze past.

In a duel, both participants determine the number of bombs/spell cards they can use, as well as their lives. If you acquire 8 graze during combat, you gain 1 bomb.

Bombs can do any one of the following:

- Increase the minimum roll requirement for a danmaku shot by 5
- Clear all shots in adjacent spaces, gaining no graze and ignoring their effects
- After a successful dodge, move a number of spaces equal to the number of bullets you grazed
- Remove any 3 bullets within 6 spaces of you, including ones not meant for you, as long as you have no bullets aimed at you.

Activating a bomb does not use a reaction, but can only be done on your turn.

Spellcards are pre-made formations of shots which you can immediately place in front of your opponent— in a fight with multiple opponents, you can send a spellcard at one and then danmaku fire at another. In a fight with one opponent, you must choose between Danmaku or a spell card.

Spell cards are made before a fight, often between sessions. Draw them out on a map, make them pretty. You have  $3 + \text{Total Style levels}$  in shots to place when making spell cards.

## Is striking possible?

Yes, but some would call it foul play.

To make a strike during a danmaku duel, you must move adjacent to your opponent and then resolve a melee attack as normal. If they fail to dodge it, you remove 1 life as normal and resolve the attack, ignoring the LPV values and special effects for it. A strike made this way cannot result in Graphic Gore.

# Danmaku Styles

If needed, remember the Danmaku shot types are available on page 32.

A danmaku style has the following elements:

- Name—what people on the street call this kind of style.
- Manifest—How can you use this style? Do you need a magic spell, do you need an item with a focus, do you need a trait like Shrine Maiden Blood or Innate Youkai Power?
- Shot types—what shot types does it use?
- Shoot roll— How does it shoot?
- Trick—what is a cool thing this danmaku style can do?
- Range— How far away can you manifest shots?



Maiden Style (“A Maiden’s heart shoots pure!”)

Manifest—Focus or Trait

Shot types—Bullets, Slow, Spread

Shoot roll— Agility + Intuition

Range—6

Maiden style shooters like Reimu Hakurei follow a simple, direct approach to combat with a focus on being easy to learn, if hard to master.

The unique trick of the Maiden Style is **Waiting Warmly**, where shots which spawn (6- Style Level) spaces away have their dodge needed reduced by 1, to a minimum of 1.

## Star Style

(“Shoot like a star and feel like one, ze~”)

Manifest—Focus

Shot Types—Bullets, Laser

Shoot Roll— Precision + Agility

Range—6



## Star style (continued)

A style popularized by the ordinary magician Marisa Kirisame, Star style aims to shoot fast and hard, focusing fully on offence. Star style's unique trick is **Boss Rush**. If you move forward during your turn (not as part of a dodge), you gain +Style level to your danmaku roll this turn.



### Strong Style (“In three steps!”)

Manifest— Trait

Shot types—Bullets, Slow

Shoot roll—Strength + Stamina

Range— 5

An Oni's style to be sure, the Strong style and its users are a large part as to why striking is now legal in Danmaku. If Star style is about a burst of several bullets which can't be broken out of, Strong style is about a slow advance until they can fold the opponent through pressure. Their unique trick is **Attack of Opportunity**—If the opponent ever moves within (Style level, max 3) spaces of you, you may make a melee attack against them during their turn. Resolve this as you would a strike (page33).

### Divine Style (“You cur, bow!”)

Manifest—Trait or Magic

Shot Types—Slow, Familiar

Shoot Roll— Beauty + Reason

Range—8



Stylized after the divine wrath of the gods themselves, Divine style danmaku pushes for a range advantage, aiming to create an intimidating tide that the opponent must wade through before they can claim freedom. The unique ability of the Divine Style is **Divine Command**— this allows you to have more than one familiar in play at a time, with a maximum equal to (Style level +1).



### **Blazing Style (“Boom!”)**

Manifest—Focus or Magic

Shot types—Laser, Spread

Shoot Roll— Strength + Beauty

Range—8

A style which focuses on pure ranged offence. There is no subtlety, no finesse, just put a line through the opponent as fast as possible. Their unique trick reflects this—Their **Sky rending shot** gives your lasers an increased dodge need equal to the number of hexes you fire away from your opponent, to a maximum of +(Style level, max 3).

### **Surprise Style (“Boo!”)**

Manifest—Trait or Magic

Shot types—Familiar, Spread, Bullet

Shoot Roll— Common sense + Intuition

Range— 5



A style known for using trickery and misdirection to frustrate and defeat opponents by moving out of their optimal range, and fighting from there. The Unique trick of the Surprise style is **Swap**—After firing danmaku, you may swap places with any shot you control a number of squares away equal to (Style level +1).

## **But how do I get Danmaku Styles?**

Each character who can use danmaku (either via a focus or naturally) begins the game with 1 style. To acquire another level of a style, you may spend 10 Talent Points + 2 for every style level you have beyond the first. You may have a maximum of five Style levels across all styles.

Even if you lose your ability to danmaku battle (for some reason), you retain all of your style levels.



# Danmaku and Society

Danmaku holds its place in society based on one very simple spiritual rule— a youkai MUST keep a formal promise it makes. This includes all forms of Youkai, which includes Tsukumogami, Tengu, fairies, Zombies, and so much more.

Hence, the basics of the danmaku duel—If you beat me in this formalized and equalized playing field, I promise to fulfil this request to the best of my ability.

Because this requires a formal promise, trying to force someone to do something they truly don't want to via Danmaku ends as quickly as "I refuse to duel you". This is where the other backup of Danmaku comes in—causing so much pain the opponent is vulnerable enough that they must submit or die.

Humans and Fairies are not bound by this rule. And while Shrine maidens may be powerful enough to keep fighting after losing, Fairies are usually "killed" by danmaku and a human who defied the contract would likely just get eaten, and thus a kind of formal agreement of equal playing was formed.

Danmaku is not formally taught—the styles you saw previously were simply the easiest and most common styles and tactics used by various youkai and those humans brave enough to fight. Seeing as most Youkai avoid the human village, can eat humans and are super scary, most humans simply don't bother with Danmaku.

Fairies like to play danmaku all the time, even if they don't fight for a purpose beyond fighting, because danmaku is pretty and fighting is fun. If they don't die from the damage and try to renege on their deal, most danmaku is tool enough to smite them.

Since it's inception, some weird forms have cropped up—romantic Danmaku, where the winning party decides the nature of the consensual sexual act both participants partake in, as well as theatre danmaku, where two or more danmaku duellists put on a pre-planned display of dazzling lights and hard-hitting spell cards to wow and awe audiences. Someone might be planning a large organization for these theatre duellists, but so far nothing has been made manifest.

# Chapter 4—Bartering

Most of Gensokyo doesn't really need money as such—no formal currency controls the market. As a way of codifying this, the system of BP—Bartering Points—is invented.

BP is a representation of the general amount of goods/services one can provide within a third of the day's sunlight in order to get what a person wants. Three simple meals, for example, would generally cost 1 BP.

At its heart it IS a bartering system— while the human village may ask for money, if you're willing to offer some labour time or a nice trinket you can also get by. Something worth 1BP to most might be 2 or 3 to someone else who knows more and can use it well.

In general, convert 3 Silver Pieces into 1 BP and you have a rough standard, and cut the price of magical items by 1/10th.

Some example prices are:

- 1 Week's accommodation, plus food—30 BP
- Pay from a day's work—8BP
- A rare piece of art—200 BP
- A house in the human village, 2 floors and a fire pit—2,000 BP
- Building materials for said house—1,200 BP
- A night in the Scarlet Devil Mansion—8,000 BP
- Repairing the Scarlet Devil Mansion—36,000 BP
- Creating a small Youkai village— 100,000 BP

## Focus Items

These are items, like a shrine maiden's gohei, which allow you weaker beings to draw out their spirit somewhat into basic danmaku. Usually, these are items like swords, guns and fans, but could be anything from a flying carpet to a sock puppet, if built correctly.

“Focus” is a 1 build point adjustment that can be placed on any item.

# Chapter 5—New Traits

This is a section for all of the rules, traits and talents not defined the races section.

## Page 20, GPS Spell

The Long Nose Tengu can learn and cast the following ritual spell:

### Gottsui Positioning System

Spell TH: 20 Ember:4+ Duration: 4 hours

Description: The user of this spell can mentally place themselves within a location up to the amount of Ember's spent days away, with a range of about 10 minutes of walking in mental space they can explore and map out. During this time, they can switch between walking the mental space and being in the real world, but cannot use reactions and have a -10 penalty to all attack rolls, but can complete basic tasks like basic skill rolls.

If used for mapping out an area, you ignore any penalties distance from the place would provide.

After the spell ends, any non-Tengu casters suffer dizziness for 1d4 hours—Tengu with the GPS spell trait only suffer it for 1d4 minutes.

Page 25, Human/Youkai Hunter—When fighting opponents of the specified race, reduce the amount of life points needed for graphic Gore by 2 per copy of this talent acquired.

Page 26, Human Peer—The Humans of Gensokyo recognize you as more than just a simple predator, but as a friend of Gensokyo as whole. Most humans will accept you as one of their own, to an extent, and let you wander the human village unharried. However, if something goes wrong and there isn't another youkai who can be blamed, you will likely be one of the first suspects.

**Page 26, Enlightenment**—To be enlightened is to achieve bliss and tranquillity. If you do not have a lifepath which grants it, you need GM permission to acquire it. Being enlightened is something other people notice, and are aware of just by looking at you.

Additionally, Enlightenment increases your mind defence and resilience defence by 5 points apiece, alongside anything else the GM deems appropriate.

**Page 25, Expanded Spark**—Immolation does not occur for you until you reach 40 points of Ember, not 20.





