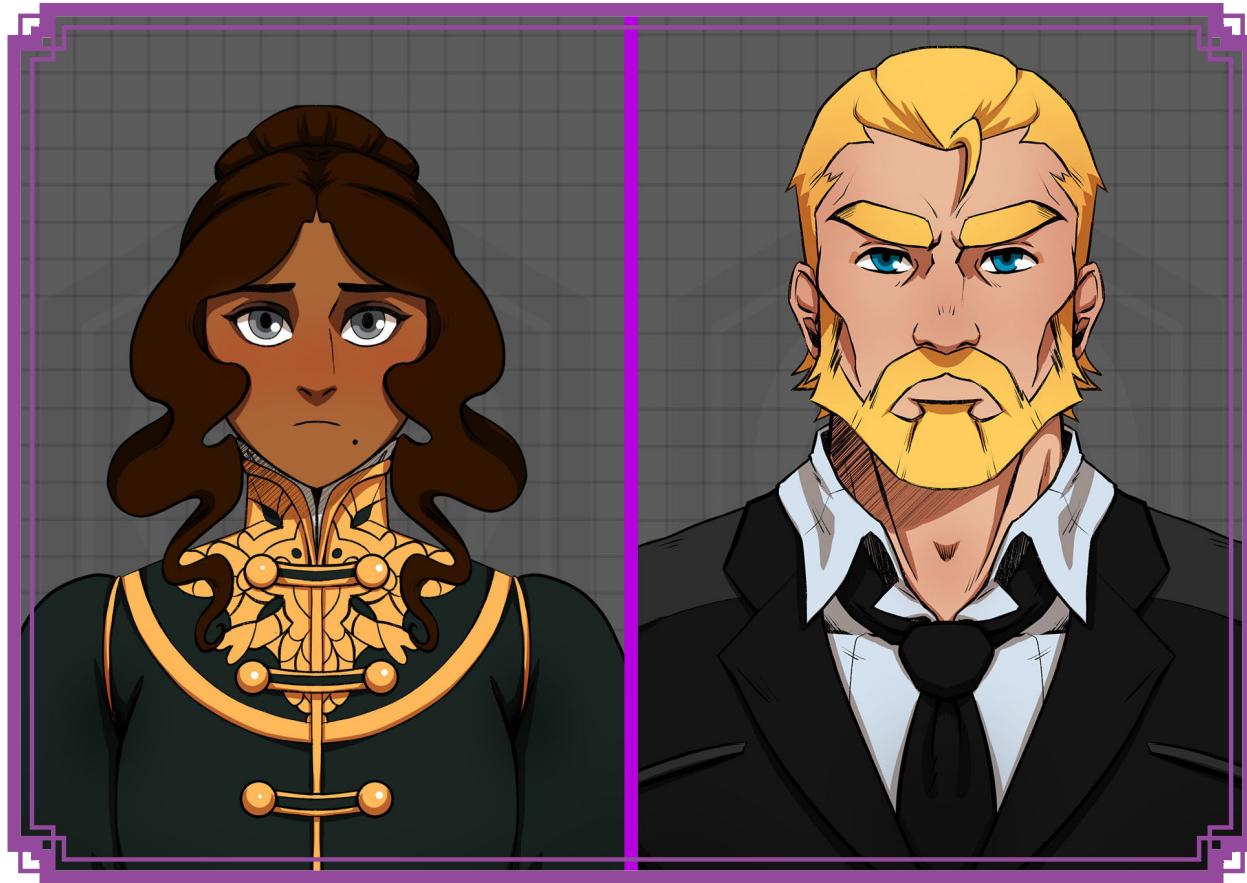


SHADOW SCAR



CHARACTER CREATION

Making Your Agent



So, now that you have the background and know the basics, let's get down to business. In this section, we'll guide you through the seven steps to building your Shadow Scar Agent. Along the way, we'll be giving examples of how to carry out each of the steps by building Atsuko Nishijima, the Lightning Swordswoman of Strike Team 98.

Homeland (See Page 3)

Every Agent comes from somewhere. What you have to decide is which world your Agent hails from. This choice will not only determine where your Agent grew up and where they go back to when not on duty but it will also give them a unique ability that they've been able to hone since joining the Shadow Scar Agency.

Lifepath (See Page 8)

Even before joining up, Agents of Shadow Scar lead interesting lives. This lifepath allows you to flesh out your Agent's background by making a series of rolls on various tables.

Statistics (See Page 14)

Before you do anything else, you'll want to know what they can do without training. In this step, you'll determine your character's innate capabilities in their three Statistics: Mind, Body, and Soul. You'll also be given certain secondary Statistics that determine your ability to take damage, your speed, and other inherent factors.

Skills (See Page 15)

Agents are usually scouted for their Skills, which can range quite a lot based on their origin. In this step, you'll be able to decide what your agent was trained to do before being recruited and what they learned to do during training.

Quirks (See Page 16)

Agents of Shadow Scar tend to be "interesting," to put it lightly. They often have strong personalities, remarkable talents, and noticeable hindrances. At this stage, you'll be able to buy positive traits for your Agent by taking less desirable ones of equal value.

Shinobi Clan (See Page 17)

Every Shadow Scar Agent joins one of the Six Great Clans of Shadow. In this clan, your Agent spent a grueling year honing their body and mind to learn ancient techniques passed down through the ages. When you pick a clan, you'll get access to a wealth of techniques and secret magic called Mikkyo, which will help you on your missions.

Gearing Up

Once you've made your Agent, the last step is to build your Agent's Inventory. You'll be given 15 Requisition Points to buy gear from the Armory pamphlet in the Shadow Scar Starter Box or the Armory Chapter of the Eyes in the Darkness Pamphlet to fill this inventory.

Homeland

The first step to creating your Shadow Scar Agent is deciding what world they came from. In Shadow Scar, there are four worlds involved in the Veil War: the “First World,” Nakatsukuni, and three “infected” worlds: Steel Court, 5th Street, and Refuge. The majority of Agents come from Nakatsukuni, as within this world, the Shadow Scar Agency is a well-known governmental department rather than a well-kept secret. That said, many Agents were originally civilians from the infected worlds who got involved in the Veil War knowingly or unknowingly and decided to join up to protect their home.

Your homeland of origin will inform your Agent’s history and the nature of their current life outside of the Agency. In Step 2 it will determine certain choices in their lifepath. Most notably, your homeland has one significant mechanical benefit.

Homeland Ability

The primary benefit of your homeland is your Homeland Ability. After extensive training, Agents from each world begin to hone the unique spiritual pattern of their world into a functional ability. Once you choose one of these abilities, you won’t be able to access the others, so choose carefully.

Making Atsuko

Atsuko is from Nakatsukuni, so we’ll mark that down on her character sheet and look at the three Homeland Abilities from Nakatsukuni. Our Choices are Knowledge of the Enemy, Poltergeist, and Spirit Sight. Spirit Sight could be helpful, but we want something passive that provides us with a simple benefit. Poltergeist almost fits, but in the end, we’ll choose Folktales. Atsuko grew up on stories of the yokai.

Roleplaying Your Homeland

An Agent’s homeland can give you a lot of interesting clues on how to play them even when you’re not rolling dice. In Atsuko’s case, we know she grew up in Nakatsukuni, which means she’s far more familiar with the yokai and won’t get freaked out by Magic or Kami. But she’s never seen half of the things in the other worlds, which means she might be fascinated with objects and concepts that other Agents would find commonplace, like television or video games.

Roleplaying Your Homeland

You might be looking at the list of homelands presented and wondering, “Wait, if this is a multi-dimensional game, why can I only play Agents from four dimensions?” When building Shadow Scar, the goal was to present a multiverse that could be expanded on over time. Rather than print an 800-page tome with 15-page chapters on seventeen different worlds or printing a moderately sized book with 2-page entries on seventeen worlds, we’ve decided to focus heavily on the core four worlds at first. This allows us to present the worlds with the depth they deserve and leaves the door open to bring in new worlds as the game develops. That being said, once you pick up this game, it’s entirely up to you as to how you play it. If you really want to have Agents from different worlds that haven’t been shown here we encourage you to try it out. After all, you’re the master of your own Mosaic. You can do this relatively easily by simply changing the flavor text of a world, or you might pick three abilities from the existing homelands and put them together to form the options for the new homeland you want. If you’re feeling particularly adventurous, you could develop your own homebrew Homeland Abilities for your new world, but remember that that might cause some problems unless you’re careful. As unique as your ideas may be, we didn’t know about them when we wrote the system, and so they might not work together perfectly. You can use the examples below to get an idea of how to put together new Homeworld Abilities.

Statistic Ability

Make a minor increase to a secondary Statistic like Speed or Vitality.

Skill Ability

Allow a character to ignore 1s on a certain Skill or set a minimum Success rate.

Condition Ability

Make a character immune to a minor Condition or reduce the effect of a larger condition.

Special Ability

Give the character a unique way they can interact with an existing rule that gives them a slight edge.

Nakatsukuni



Information



Nakatsukuni is an unfinished world resembling the archipelago of Japan with a sea of tumultuous chaos beyond the horizon. Until the discovery of the Mosaic, the archipelago existed in perfect isolation, with only three cultures: the Chrysanthemum Empire of Nihon, the Kingdom of Ryukyu, and the Ainu people. The archipelago itself is lush and incredibly vibrant, acting as the home for the only known gods of the Mosaic. Since the beginning of history, humans have lived alongside gods, spirits, and monsters and even become cunning sorcerers and powerful priests. Your life has been spent in high-walled cities or one of the tiny villages that were recently reclaimed from the wild. Aftershocks of war are expected as the Empire struggles to maintain a hard-won peace. To you, the Agency is just another arm of the Empire, and it's likely that you were less surprised by the concept of a Mosaic than by the unique worlds beyond your own.

Homeland Abilities

Folktales

Whenever you are required to make a Knowledge Check to learn information about yokai, you automatically succeed.

Poltergeist

While in the Spirit World, you can interact with things as if you were in the Material World, but to take Actions, you must spend 1 point of Ki per Action.

Spirit Sight

By taking an Action, you can perceive the Spirit World overlaid over your vision for 10 minutes. During this time, you take a -1 Penalty to Awareness Checks in the Material World.

Steel Court



Information

Steel Court is a bustling world at the brink of world war. The infected region, the Victorian Empire, is a sprawling, mechanized empire that is always putting pressure on its neighbors' borders and uses the lower class to stoke the fires of industry. Despite this, Steel Court is a realm of wonders, with fantastical inventions being patented every day and awe-inspiring works of art and culture blossoming across the world. Your life in Steel Court is filled with clockwork machines, steam-powered automatons, and a strange miasma of nationalist propaganda and anarchist manifestos. Depending on your standing in the strict social hierarchy, your life could vary drastically, from living in mansions with countless servants to living in a dingy, one-room home and working in a dust yard, sifting through ashes for scraps of cloth and metal to sell.

Homeland Abilities

Gearheart

By taking an Action, you can inspect a machine to learn something useful about the last person who interacted with the machine or what they did with it.

Judge & Jury

You can always ask the Storyteller how a character you know would likely respond to a particular situation, proposition, or event and receive a helpful response.

Viper's Smile

When trying to conceal your emotions or intentions from someone you can choose to take 5 Successes rather than rolling a Performance Check.

5th Street



Information



5th Street is a fast-paced world considered frenetic compared to other worlds. The infected region spans the United States of America, a nation that is currently recovering from the "War to End All Wars." Tensions between races, creeds, and classes are high, and a moral panic has caused the prohibition of alcohol, leading to the rise of smuggling rings and organized crime. In many ways, 5th Street shares more in common with a pulp fiction novel or a noir film than the "real world." Your life in 5th Street seems right out of a film reel where nearly anything is possible. To you, having to dodge a Model T zooming down the street in a high-speed chase is a common occurrence, and you probably keep up with the exploits of Los Angeles' own caped crusader, The Shark. You might be the star in your own story or a supporting character in someone else's.

Homeland Abilities



Background Character

You are never the first target of hostility, and people won't go out of their way to inspect you or talk to you unless there's a good reason.

Lady Luck

At the start of every session, you get a pool of 3 Tokens. Any time you make a Skill Check, you can use a token to gain a +1 Bonus to the Check before or after the roll.

Narrative Clues

If you fail an Analyze Action, or an Awareness or Knowledge Check, the Storyteller will still give you a minor clue or detail about the topic determined by the environment.

Refuge



Information

Refuge was a modern world when it was hit by a typhoon of chaos as thousands of displaced yokai landed. The only known survivors of the invasion were the citizens of the United Nations' Selene Project, a few million people living in space stations orbiting the newly constructed lunar colony of Selene. These intrepid pioneers lost contact with Earth decades ago and still have no idea what destroyed their planet. Now, the remaining humans are left divided. Some want to return to Earth and discover the truth, while others want to set sail into space to find a new home. Your life in Refuge revolves around survival and decompression. You probably live in one of the vast station habitats, in a small apartment and work a mundane job during the day but when the station's night cycle activates you let loose, visiting flashy theaters and virtual arcades, and spectating spaceship races.

Homeland Abilities

Astronaut Training

You are immune to the Nauseated Condition. Additionally, you can hold your breath for 30 minutes instead of 1 minute.

Instinct

Hidden characters who make Skill Checks against you do not gain the normal +2 Bonus.

Metacognition

You gain a +2 Bonus to end a Mental State. Additionally, once during each Turn, you can make a Skill Check to end a Mental State without taking an Action.

Lifepath

The second step in creating your Shadow Scar Agent is determining their background. Agents of Shadow Scar tend to have interesting or unusual stories. You can develop your Agent's story by going through the next series of tables, rolling on each table, and consulting the column marked with your homeland. This will give you key details about your Agent's background that you can weave together into a single story.

On any one of these tables, you can always decide to choose an outcome rather than rolling. You may be tempted to do this if you run into a situation where two or more of your rolls don't seem to add up. Maybe your childhood environment was a mansion, but your family were low-class criminals. In that case, we always suggest you think about how to reconcile the contradictions before re-rolling or choosing something else. These sorts of contradictions can lead to awesome character ideas if you work them out. Perhaps your character did come from a family of low-class pickpockets but they spent years blackmailing a noble family into supporting them. Or maybe they were secretly living in the attic of the mansion.

These initial rolls are just designed to give you a more in-depth concept of your Agent's history, and they don't have any mechanical effect. They may infer things about your Agent, but you can address those things later.

Making Atsuko

So, we make fifteen rolls and record the results. Our results are: 4, 5, 2, 4, 3, 1, 5, 2, 2, 5, 4, 1, 1, 4, and 3. With these numbers, we can follow the lifepath of Nakatsukuni and see where it leads. So, Atsuko was born on the island of Kyushu. She never knew her parents, but she had an older brother. Her brother and she never really got along, and they had a complicated relationship because her brother was more like her dad. They worked as entertainers in a major metropolis for a living, but Atsuko was highly influenced by a member of a local faction. In this case, we'll choose the Kintama Crime Syndicate. Atsuko joined the Agency after her brother, who had joined before her, died in the field, and his last words implored Atsuko to take his place. Checking out lifepath results, her most important life events are losing a family member (in this case, her brother), Apprenticing under a member of the Kintama Syndicate, and faking her own death (probably to get away from the Kintama).

Weaving Stories Together

One fun thing you can do if you're all making your characters together is to weave your Lifepaths together. This is easiest if your Agents are from the same homeland, in which case you can make your Agents related, have them have been involved in the same events, or have them know the same people. However, you can also do this with Agents from different worlds by assuming that one Agent joined the Agency before the other or have Agents run into each other thanks to rifts made by the yokai. You could even rule that one Agent fell through a rift into another Agent's world and wasn't found by Shadow Scar until later.

I have lived a long life. I dare say, longer than most creatures in Nakatsukuni. I was born centuries ago, before the Reunification Wars, before the Hundreds of Sorrow, before even the first Emperor founded the Empire of Nihon. I must admit, dear reader, that I do not recall much of my early life. Much of it was spent in solemn contemplation at the top of the Folding Screen Rock on the island of Okinoshima. It was a peaceful island, with plenty to keep one entertained. I watched the mainland develop from my perch for decades before I chose to wander. When I did come down from my mountain home, I took a human guise to avoid upsetting the locals. It was quite something to walk among them with no one any the

wiser. In my travels I saw many incredible sights. I gave offerings to Lady Inari at her shrine in Fushimi. I help peasants to banish the restless spirits of dead loved ones and fallen warriors. Why, I was even once imprisoned for impersonating a samurai in Akita. Hah! That was something! I was to be executed, but they had no idea who they had captured! I made my escape in dramatic fashion, singing more than a few eyebrows in the process. You see, I travel to experience the world. To collect stories. The more exciting my life becomes, the more stories I have to tell! Perhaps, with more stories to tell, I can educate more people about different ways of life.

Birth Region

Nakatsukuni Birth Region

1	On the Ryukyu Islands
2	On the Island of Honshu
3	On the Island of Shikoku
4	On the Island of Kyushu
5	On one of the many tiny islands
6	On the Island of Ainumosir

Steel Court Birth Region

1	In the United Kingdom
2	In the Holdings of the Grand Victorian Empire
3	In Continental Europe
4	In the Ottoman Empire
5	In the Americas
6	In Asia

5th Street Birth Region

1	On the West Coast of America
2	On the East Coast of America
3	In the American Deep South
4	In Canada or Mexico
5	Across the Atlantic Ocean
6	Across the Pacific Ocean

Refuge Birth Region

1	In the Pan-African Habitat
2	In the Pan-American Habitat
3	In the Pan-Asian Habitat
4	In the Pan-European Habitat
5	In the Selene Colony
6	On one of the smaller stations

Family

Parents

1	Your parents are loving and friendly
2	Your parents are aloof and cold
3	Your parents are abusive in some way
4	You have foster parents
5	You never knew your parents
6	Your parents are trying their best

Siblings

1	You have no siblings
2	You have one older sibling
3	You have one younger sibling
4	You have many younger siblings
5	You have many older siblings
6	You are the middle child of many siblings

Family Relationship

Positive or Negative

Even	Positive
Odd	Negative

Simple or Complicated

Even	Simple
Odd	Complicated

Family Status

Nakatsukuni Family Status

1	Outsiders Executioners, Undertakers, Criminals
2	Backbone Farmers, Fishermen, Hunters
3	Artisans Carpenters, Masons, Blacksmiths, Artists
4	Entertainers Actors, Musicians, Poets
5	Administrators Aristocrats, Courtiers, Priests
6	Warriors Samurai, Ronin, Warrior Priests

Steel Court Family Status

1	Outsiders Anarchists, Immigrants, Graverobbers
2	Backbone Farmers, Factory Workers, Fishermen
3	Artisans Architects, Engineers, Tailors
4	Entertainers Actors, Writers, Musicians
5	Administrators Aristocrats, Priests, Professors
6	Warriors Soldiers, Privateers, Police

5th Street Family Status

1	Outsiders Immigrants, Mobsters, Former Criminals
2	Backbone Custodians, Factory Workers, Farmers
3	Artisans Cooks, Inventors, Jewelers
4	Entertainers Circus Performers, Actors, Magicians
5	Administrators Politicians, Secret Society, Bureaucrats
6	Warriors Police, Bounty Hunters, Guardian Agents

Refuge Family Status

1	Outsiders Anarchists, Criminals, Gang Members
2	Backbone Custodian, Pilot, Cubicle Worker
3	Artisans Fabricators, Culture Creators, Engineers
4	Entertainers Movie stars, Animators, Performance Artists
5	Administrators Politicians, Managers, Bureaucrats
6	Warriors LDF Agent, Psoglav Security, Bounty Hunter

Childhood Environment

Some experiences are universal, and some you can really only have in one world. When determining where your Agent grew up, you can roll one die and then look at the numbered entry for that roll on the Home Region Table for your homeland and for the General Home Region and Traveling Home Region tables. Choose the one you want and write it down.

General Environment

1	In a cramped apartment
2	In a simple home
3	In an orphanage or a shelter
4	In a small community
5	In a major metropolis
6	In the home of a rich relation

Traveling Environment

1	Wandering and never settling down
2	Stowed away on a ship
3	Aboard a ship
4	In a nomadic group
5	Roaming from town to town
6	On the run from someone/something

Nakatsukuni Environment

1	In a floating village on the sea
2	In a monastery
3	In a village on a floating island
4	In a village in the treetops
5	In a ruin in the wilderness
6	In an undersea city

Steel Court Environment

1	In a dustyard
2	In factory housing
3	Sharing a home with multiple other families
4	In a coaching inn
5	In an anarchist den
6	Aboard an airship

5th Street Environment

1	In a company town
2	In a tent city
3	In the crawlspace of a house
4	In a church
5	In a gang hideout
6	In an amusement park or circus

Refuge Environment

1	In a biotower
2	In an industrial housing unit
3	In the maintenance crew quarters
4	In a mall
5	In the vents of the habitat
6	In a public park

Greatest Influence

Nakatsukuni Influence

1	Your family
2	Your friends
3	A teacher
4	A faction member
5	A Shadow Scar Agent
6	The Warrior's Code

Steel Court Influence

1	Your family
2	Your friends
3	A teacher
4	A faction member
5	Penny Dreadfuls
6	Occultists

5th Street Influence

1	Your family
2	Your friends
3	A teacher
4	A Faction Member
5	The movies
6	A social pariah

Refuge Influence

1	Your family
2	Your friends
3	A teacher
4	A Faction Member
5	Social media
6	A celebrity

Introduction to the Veil War

Nakatsukuni Introduction

1	You signed up to fight the yokai
2	You were convinced to join by a friend
3	You replaced a relative in the Agency
4	An Agent saved you
5	A yokai manipulated you
6	You wanted to see the Mosaic

Infect World Introduction

1	An Agent saved you
2	The Agency scouted you
3	A yokai manipulated you
4	You were "collateral damage"
5	You helped an Agent in their mission
6	You stumbled upon a rift and went through

Important Life Events

You can decide how eventful your Agent's life has been in this step. First, roll a die. Depending on the result you'll roll on a different table. 1 will send you to Profession Events, 2 to Tragic Events, 3 to Relationship Events, 4 to Achievement Events, 5 to Criminal Events, and six to Supernatural Events. Next, roll on the table you got with your first roll.

If you feel like your Agent's life needs a little bit more excitement, you can repeat this process to generate a second and even third major life event.

Profession Events

1	You served in the military
2	You became a vigilante
3	You traveled with a circus
4	You became a courier for an important person
5	You became a politician
6	You developed some small amount of fame

Tragic Events

1	Had a near-death experience
2	You lost a loved one
3	You were stranded in the wild
4	You spent months hospitalized
5	You developed an addiction
6	Someone abandoned you

Relationship Events

1	You became or took on an apprentice
2	You had a child
3	You made a close bond with someone
4	You got married
5	You lived a double life
6	You made a rival

Achievement Events

1	You created a beautiful work of art
2	You escaped poverty
3	Went on a life-changing journey
4	You overcame an addiction
5	Got a Higher Education
6	You got your life under control

Criminal Events

1	You were framed for a crime
2	You pulled off a heist
3	You killed someone
4	You faked your death
5	You sheltered a wanted criminal
6	You were falsely imprisoned

Supernatural Events

1	You witnessed something impossible
2	You got involved in a conspiracy theory
3	You believe a deity contacted you
4	You were haunted
5	You were attacked by a "cryptid"
6	You believe you saw the future in a dream

Primary Statistics

The third step to creating your Agent is determining their inherent capabilities by determining their Statistics. Each Statistic is assigned a value between 1 and 3, and whenever you roll a Skill Check, you add one of the Statistic values, which represents your innate ability.

Statistic Meanings

1 - Untrained

2 - Trained

3 - Skilled

Primary Statistic



Mind

Your Agent's Mind represents their intelligence, wisdom, and hand-eye coordination. Mind is used when recalling information, figuring out puzzles, or using ranged weapons.

Body

Your Agent's Body represents their speed, reflexes, and raw physical strength. Body is used in combat to make attacks and maneuver around enemies and terrain.

Spirit

Your Agent's Spirit represents their empathy, charisma, and willpower. Spirit is used to perform Mikkyo, resist mental and spiritual assault, and charm people.

Secondary Statistics

In addition to your Agent's primary Statistics, they also have secondary Statistics. These Statistics are not used when you make Skill Checks. Instead, they denote specific capabilities and resources your Agent has, like their ability to keep fighting.

Secondary Statistic



Ki Reserve

Your Agent's Ki Reserve represents the life force they can use to power their Mikkyo.

Speed

Your Agent's Speed represents how fast they move on foot when taking a Movement or Dash Action.

Wealth

Your Agent's Wealth represents how much money they have and determines their lifestyle.

Vitality

Your Agent's Vitality represents their toughness and how many points of damage they can take in combat.

Choosing Primary Statistics



To determine your Agent's Statistics, choose your best Statistic to mark at 3, your second-best Statistic to mark at 2, and mark the last Statistic at 1.

Marking Secondary Statistics



A character's secondary Statistics are predetermined. Their Ki Reserve begins at 3. Their Speed begins at 30ft. Their Wealth begins at 2. Their Vitality begins at 10.

Making Atsuko



We know we want Atsuko to be a dangerous combatant, so that should give us a good idea of her Statistics. We'll choose Body as her 3-point Statistic, then Spirit as her 2-point Statistic, because we want to be able to intimidate and manipulate people. Finally, Mind is her 1-point Statistic. There's not much to do as far as her secondary Statistics besides writing them down.

Skills

The fourth step to creating your Agent is determining what things they're trained to do. Each Skill is assigned a value between 0 and 3, and whenever you roll a Check, you'll be adding a Skill value to an associated Statistic that represents your training in that Skill.

Skill Meanings

0 - No Skill 1 - Trained 2 - Skilled 3 - Master

Mind

Body

Spirit

Awareness

The skill of noticing concealed things or avoiding Stealth Kills.

Disguise

The skill of disguising characters or concealing items.

Engineering

The skill of repairing or creating mechanical objects.

Knowledge

The skill of recalling information, cracking codes, or creating ciphers.

Marksman

The skill of wielding ranged weapons like pistols and shuriken.

Medicine

The skill of diagnosing, performing surgery, or applying first aid.

Athletics

The skill of leaping, climbing, and performing other athletics stunts.

Endurance

The skill of enduring poison and hardship or pushing through pain.

Maneuvering

The skill of maneuvering a vehicle or riding a mount.

Melee

The skill of fighting while unarmed or while wielding a melee weapon.

Stealth

The skill of hiding, sneaking, or performing actions quietly.

Strength

The skill of using force to overpower others or manipulate objects.

Artistry

The skill of creating art in various mediums.

Insight

The skill of charming people and knowing how they are feeling.

Focus

The skill of performing Mikkyo and overcoming distractions and magic.

Manipulation

The skill of coercing people to do or feel what you want.

Performance

The skill of singing, playing an instrument, or acting.

Resistance

The skill of resisting manipulation and magical assault.

Picking Your Skills

To determine your Agent's Skills, choose five Skills to mark at 2 and then pick seven Skills to mark at 1.

Making Atsuko

We're going to shamelessly put points into combat for Atsuko so she can be a strong close-quarters combatant. For our +2 Skills, we'll pick Athletics, Endurance, Melee, Stealth, and Resistance to fend off magic. For her +1 Skills, we'll choose Awareness, Knowledge, Marksman, Strength, Focus, Manipulation, and Performance.

Quirks

The fifth step to creating your Agent is determining their Advantages and Disadvantages. Advantages are innate abilities or bonuses that your Agent has, but Disadvantages are inherent penalties and negative effects.

Disadvantages



Bad Tempered

You take a -1 Penalty to defend against the Taunt Social Action.

Hard of Hearing

You take a -1 Penalty to Awareness Checks or Check requiring hearing.

Missing Arm

You can no longer use one of your arms or perform tasks with it.

Poor Eyesight

You take a -1 Penalty to Awareness Checks or Skill Checks requiring sight.

Kleptomaniac

You must make an Average (2) Resistance Check to avoid stealing.

Missing Leg

You reduce your Speed by 20ft and take a -2 Penalty to Athletics Checks.

Faint-Hearted

You take a -1 Penalty to defend against the Threaten Social Action.

Lascivious

You take a -1 Penalty to defend against the Charm Social Action.

Shy

You must make an Average (2) Resistance Check to talk to a stranger.

Deadpan

You take a -1 Penalty on Charm or Convince Social Actions.

Massive Ego

You must make an Average (2) Resistance Check to ignore a slight.

Terrible at Lying

You take a -2 Penalty on Manipulation Checks made to lie.

Advantages



Androgynous

You never take Penalties on Disguise Checks to pose as a different sex.

Lionhearted

You gain a +1 Bonus to defend against the Threaten Action.

Tough as Nails

You increase your Vitality by 3 points. This Advantage can be taken twice.

Animal Magnet

Unless you antagonize them all animals consider you a friend.

Perfect Memory

Once you create a memory, you can reference it perfectly at any moment.

Unique Mannerisms

Your Team always knows when you're possessed or magically influenced.

Double-Jointed

You can squeeze into tiny spaces and gain a +1 Bonus to escape bindings.

Stunning

You gain a +1 Bonus to Charm Actions.

Wealthy

You increase your Wealth by 1 point. This Advantage can be taken twice.

Light-Footed

You increase your Speed by 10ft. This Advantage can be taken twice.

Conversationalist

A character must make an opposed Manipulation Check to disengage from talking to you.

Young Looking

You never take Penalties on Disguise Checks to pose as a younger person.

Picking your Quirks



You can choose up to two Advantages, but for each one you choose, you must select a Disadvantage.

Running a Stealth Game



We don't want Disadvantages but we do want to be faster. So, we'll take Bad Tempered to buy Light-Footed

Shinobi Clans

The sixth step to creating your Shadow Scar Agent is deciding which of the Six Great Clans of Shadow they joined. The choice of an Agent's clan makes up the meat of the character's capabilities. This is where they learned how to be shinobi, and many Agents are actually more loyal to their clan than to the Shadow Scar Agency, seeing their clan as their family.

Your Agent's clan provides them with a number of abilities they can learn and points to fill your Inventory.

Techniques & Mikkyo

Every one of the clans has its own playbook of tricks. These include ancient techniques and magical "Secret Techniques" called Mikkyo. These techniques are the fiercely guarded secrets of their clans, and you can only learn them from the clan. You may pick a total of 4 combined.

Starting Gear

When you finish picking your Techniques and Mikkyo, go to the Armory Pamphlet in the Shadow Scar Starter Set and buy gear using 15 Requisition Points.

Making Atsuko

We have many choices here, but we know we want Atsuko to be in the Arashi Clan because of the wind and lightning. So, we'll take Overcharge and Wind's Leap plus Tooth and Claw for cool claws and Quick Witted. The last step is to take our 15 Requisition Points and spend them to buy gear in the Armory. Then we can play!

General Techniques

In addition to the Clan Techniques that you have access to from your Shinobi Clan, you also have access to all ten of the following General Shinobi Techniques taught by all clans.

Careful Movements

You do not take a -1 Penalty to Stealth Checks while wearing Heavy Armor.

Iron Constitution

You are immune to the Intoxicated Condition.

Ever Vigilant

You gain a +2 Bonus on Awareness Checks made to defend against Stealth Attacks.

Nightingale

By taking an Action, you can mimic the voice of any character you have heard recently.

Helpful Hands

You automatically succeed when you take the Help Out Action.

Night Vision

Dim Light doesn't Obscure your vision, and Pitch-Black Obscures your vision rather than causing you to suffer the Blind Condition.

Highly Maneuverable

You are not required to spend 10ft of movement for every 5ft you move when climbing or swimming.

Quick Reload

You are not required to take an Item Action to reload a weapon with the Ammunition (x) Weapon Trait.

Impactful Argument

When you cause a character to suffer a Mental State the Difficulty to end the Mental State is one level higher.

Stunt Driver

When maneuvering a vehicle/mount you can choose to take 4 Successes rather than rolling a Maneuver Check.

The Arashi Clan



The Arashi Creed

Acceptance, Family, Ruthlessness

Personal Goals

Serve the clan & protect it

Information

The Great Arashi Clan was forged by the Daitengu, Ajari of Mount Aso. While the other Daitengu searched for skilled and upstanding shinobi to fight for humanity and the Kami, Ajari sought out the most dangerous and underhanded shinobi he could find. He knew that the others might lack the skills to deal with dirty fighting and cowardly tactics, and they would need someone who could play just as dirty as Izanami's yokai. Ajari gathered up a clan of murderers and criminals led by the infamous Kotaro Fuma, the Devil of the Wind, whose family has ruled the clan ever since.

Students of the Arashi Clan train at the Devil's Circle, a fortified ring of training grounds and castles built around the base of Mount Aso on the island of Kyushu. The Devil's Circle is run by a council of shinobi who report directly to the heads of the Arashi Clan, Asuga and Hakaku Fuma. Each shinobi maintains its own castle surrounded by training grounds, where students learn a different facet of their academy's teachings: The Way of Brigands, The Way of Pirates, The Way of Burglars, and The Way of Thieves. As students navigate the circle, they learn to fight like demons, to use underhanded tactics to win their battles, and to sabotage their opponents with devious tricks.

In the last months of an Arashi student's training, they embark on a pilgrimage to the top of Mount Aso to train with Ajari. Ajari personally tests students as they ascend the rocky slopes, creating raging storms and rockslides. Students who push through this gauntlet are accepted by Ajari, who teaches them magical arts to harness the wind and lightning and place terrible curses on their enemies.

Techniques & Mikkyo

Techniques



All-Out

On your Turn, you can take a -1 Penalty to all Defense Actions until the start of your next Turn to give yourself a +1 Bonus to all Attack Actions you make until the start of your next Turn.

Quick Witted

You gain a +2 Bonus to Awareness Checks made for Initiative.

Radiating Menace

When you take the Threaten Action you can target multiple characters. Each character must make a separate Resistance Check to defend against your Manipulation Check. You cannot take a Penalty on this Check.

Tooth & Claw

Your Unarmed Strikes deal 2 Damage instead of 1. Additionally, when you beat an opponent's Defense Check by one Success or more using an Unarmed Strike, the target suffers the Bleeding Condition.

Underhanded Tricks

When you make a Melee Weapon Attack or an Unarmed Strike and roll two or more 6s you can cause the target to suffer either the Prone or Blinded Condition until the end of their next Turn.

Weak Point Politics

By taking an Action, you can make an Insight Check against a character's Manipulation Check to learn an important fact about them that you can leverage to gain a +1 Bonus on one type of Social Action for 24 hours.

Mikkyo



Aura of Wind

Create a 10ft Radius Area of swirling air around yourself for 1 hour. In addition to providing air for anyone in the area, airborne effects such as Harmful Fumes cannot enter this aura.

Magnetize

Cause an object you touch to become magnetic for 1 hour. Alternatively, you can cause the object to become so magnetic that separating it from metal surfaces requires a Difficult (4) Strength Check.

Overcharge

Short circuit an electrical device you touch. The Difficulty of the Focus Check required is determined by the Storyteller and depends on the size/complexity of the target. Fixing the device requires a Challenging (3) Engineering Check.

Wind Barrage

Surround your body with wind for 10 minutes, increasing the range of any Melee Attacks you make to 30ft by creating a blast of air. When using these blasts, you can roll a Focus Check instead of a Melee Check.

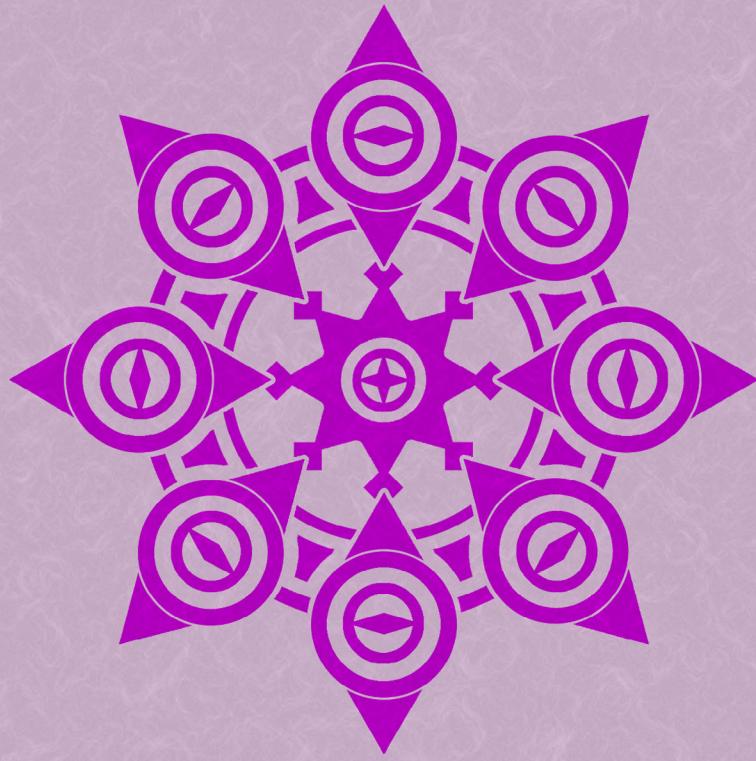
Wind's Leap

When you take a Movement Action to leap before the end of your Turn, you double your base Speed. Alternatively, when you fall, you can immediately perform this Mikkyo to negate any falling Damage.

Seed of Weakness

Make a Focus Check to plant a seed in the mind of a character you touch who fails an opposed Resistance Check which imposes a -1 Penalty to their Defense against one type of Social Action for 1 hour.

The Futsumashi Clan



The Futsumashi Creed

Balance, Morality, Restraint

Personal Goals

Use the sword to bring peace & balance

Information

The Daitengu who forged the Futsumashi clan was Rikyubo of Mount Tsukuba. Unlike many of his fellows, Rikyubo wasn't interested in simply destroying the enemy. He knew that light cannot exist without darkness. There must be balance in all things. So, Rikyubo sought out shinobi who had put aside their blades in favor of peace and those who only wanted to bring balance back to Nakatsukuni. Among their students was the current Leader of the Futsumashi, Oki Sawano. Oki suffered tremendously as a child at the hands of their fellow humans as well as the yokai and chose to follow Rikyubo in hopes of ensuring no other child would have to endure what they had.

Students of the Futsumashi Clan train in the Painted World, a modest castle of lacquered wood, in a sea of trees at the top of Mount Tsukuba. The halls of the Painted World are adorned with murals depicting the history of Nakatsukuni, and every room is filled with natural wonders that house spirits. Students of the Futsumashi are taught by mentors who tailor their lessons to the strengths of their students. They learn to open their eyes to the worlds around them and to wield their weapons with unparalleled skill. The Futsumashi consider violence to be abhorrent but necessary.

In the last months of a Futsumashi student's training, they embark on a pilgrimage into the depths of Mount Tsukuba to train with Rikyubo. The students must journey down a pitch-black tunnel studded with sharp obsidian to an underground cave lit by glowing crystals. Here, the students are met by Rikyubo, who teaches them magical arts that allow them to manipulate their life force, predict their opponent's movements, and perceive far more than any human.

Techniques & Mikkyo

Techniques



10 Heavenly Escapes

When you are bound by any form of binding or are suffering the Grappled or Pinned Conditions you can use two Actions to perform one of the Heavenly Escapes to escape from this binding without making a Check.

Counter Argument

When you successfully defend against a Social Action, you can immediately attempt to affect the character who tried to influence you with a Social Action without taking an Action.

Follow-Up Strike

When you defend against a Melee Attack and roll two or more 6s while using a Melee Weapon you can move the target up to 15ft away or disarm them and knock the item up to 15ft away.

Ki Blocking Strikes

When you hit a character with an Unarmed Strike, instead of dealing Damage, you can reduce the character's current Ki Points by one.

Personalized Training

Increase any two of your Skills with a value of +0 to +1 and increase one of your Skills with a value of +2 to +3.

Spirit Shepherd

You gain Spirit Sight. Additionally, by taking an Action, you can draw multiple wandering spirits within 50ft into a spirit lantern and you can store up to ten wandering spirits in the same spirit lantern. These spirits can see and hear each other and interact with each other.

Mikkyo



Garden of the Heart

Open your eyes to the emotions of those around you for one hour. You can see the exact emotions of any character within 25ft as a colored flower and can tell who the focus of their emotion is if there is one.

God's Left Eye

Open your eyes to the intentions of a character you can see within 50ft. The Storyteller will tell you what that character is going to do on their next Turn. You and anyone you warn gain a +1 Bonus to oppose these Actions.

God's Right Eye

Open your eyes to the flow of magic allowing you to see through illusions and see the influence of magic or possession on a character within 50ft. You can see the possessing creatures as a spectral silhouette.

Spiritual Armament

Form one Melee Weapon with the Two-Handed Weapon Trait or two Melee Weapons without the Two-Handed Weapon Trait from your Ki for one hour. When using these weapons, you can roll a Focus Check instead of a Melee Check.

Spirit Shackles

Make a Focus Check to shackle a character within 50ft who fails an opposed Resistance Check. Until they make a Resistance Check against your Focus Check, they suffer the Grappled Condition and cannot shift into the Spirit World.

Touch of Serenity

Make a Focus Check to completely calm a non-hostile character you touch who fails an opposed Resistance or Athletics Check for one hour. This allows you to ignore the penalties associated with Alert Levels.

The Hibana Clan



The Hibana Creed

Ambition, Progress, Tradition

Personal Goals

Regain the lost glory of the shinobi

Information

There was a time when shinobi were favored by warlords and leaders all across Nakatsukuni. Their stealth and versatility made them highly effective jacks of all trades who could achieve victory on any mission you sent them on. This is partially thanks to the efforts of the Daitengu Sankibo of Mount Misen, who gathered the most skilled shinobi she could find under the banner of the Hibana Clan. Sankibo turned down many shinobi in favor of finding more experienced practitioners, which made the Hibana Clan an unparalleled but small clan. With the end of the Hundred Years of Sorrow, however, shinobi fell out of favor as their skills were turned against humans and spirits. This change has always stung the Hibana Clan, who seek to regain their lost glory.

Students of the Hibana Clan train at White Blossom Castle, a labyrinthine castle hidden deep in the dangerous forests at the foot of Mount Misen. White Blossom Castle is sprawling and neatly maintained, and its many sectors house gardens of toxic flowers, well-stocked laboratories, and shrines for meditation and study. Students of the Hibana Clan learn a wide variety of skills, with an emphasis on using drugs, poisons, and tools to secure the upper hand.

In the last months of a Hibana student's training, they embark on a pilgrimage to the top of Mount Misen, where they train with Sankibo. There are many routes leading to Sankibo's home, but all of them are riddled with challenges, ranging from traversing a sea of rolling boulders to crossing a serpent-infested river. Those who reach the peak are taught magical arts designed to harm and hinder enemies with fire and shadow and manipulate the battlefield itself.

Techniques & Mikkyo

Techniques



Mikkyo



Enchanting Seal

By taking two Actions, you can trace a seal on a weapon giving it one of the following Traits for 10 minutes: Parrying, Heavy Strike, Precise, or Rending.

Hidden Blade

By taking 1 hour, you can conceal a Weapon with the Concealable or Highly Concealable Traits in a mundane item. A character must make a Master (5) Awareness Check to spot this weapon. However, converting the weapon between forms takes an Action.

Keen Preparation

Once during each mission, you can take an Action to produce a single general tool with a cost of one or two from a pocket or bag without paying the cost to requisition it. This item must be returned to the Armory after the mission.

Subtle Sorcery

You can perform Mikkyo even when you don't have a free hand. Additionally, when you perform a Mikkyo you can make a Stealth Check to do it without anyone noticing.

Poison Familiarity

You gain a +2 Bonus to Endurance Checks made to end the effects of a poison. Additionally, if a food, drink, or weapon is poisoned, you automatically know what poison is present.

Poison Master

When you poison a character, the difficulty to end the effects of the poison is one level higher. Additionally, the difficulty in recognizing a poisoned food or drink you've prepared is Master (5) instead of Challenging (3).

Breath of Fire

Make a Focus Check to exhale a wave of fire at all characters in a 15ft Radius Area adjacent to you. Any of these characters who fail an opposed Athletics Check take 3 Damage and suffer the Burning Condition.

Caustic Rain

Make a Focus Check to hurl acid orbs at all characters in a 20ft Radius Area within 50ft. Any of these character who fail an opposed Athletics Check take 1 point of Damage at the beginning of each of their Turns until they take two Actions to clean off.

Draining Grasp

Make a Focus Check to siphon away the ki of a character you touch who fails an opposed Resistance Check, lowering their current Ki Points by up to 3 points and raising your own by the same amount.

Fox Fire

Make a Focus Check to cause a target you touch who fails an opposed Athletics Check to suffer the Burning Condition until they take two Actions to put it out. This fire is not put out by Environmental Hazards and the target need not be flammable.

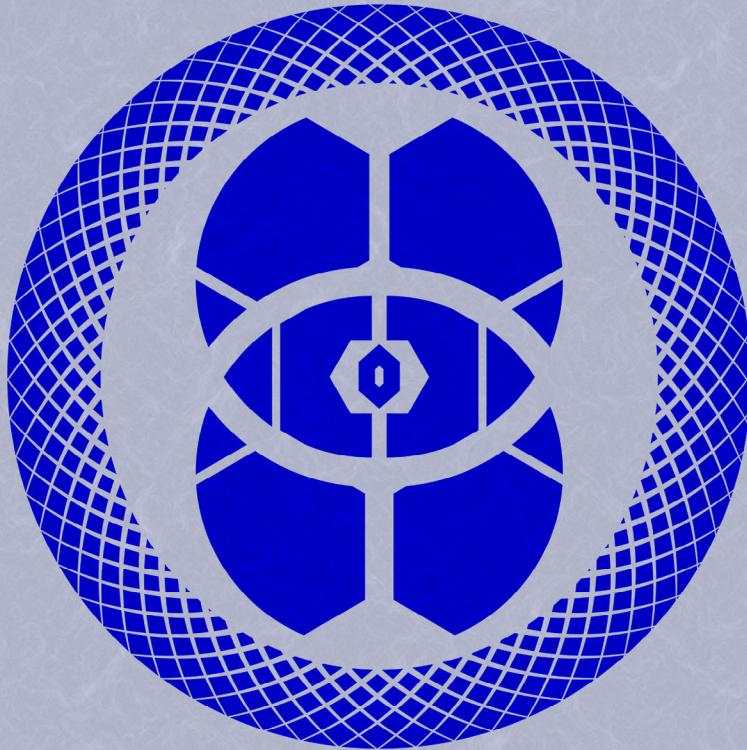
Particle Wall

Throw up to six small cubes of condensed matter to six points within 50ft. Each cubes expand to fill a 5ft cubic area and count as cover with 10 Vitality. After 10 minutes, the cubes dissolve.

Smoke Blossom

Spread a cloud of smoke to fill up to a 20ft Radius Area within 50ft, which lasts for 10 minutes. This smoke is opaque, and any character in the cloud suffers the Blinded Condition and loses the Keen Smell Sense.

The Kuromaku Clan



The Kuromaku Creed

Duty, Order, Respect

Personal Goals

Protect the people of the Mosaic

Information

The Kuromaku Clan is the only Shinobi Clan without an ancient heritage. The school's founder and current leader, Adanir Al-Hashim, was a secret agent from Refuge whom Director Toshiro Yamana scouted out to help the Order of the Shadow Scar adjust to the new worlds they had to operate in. Director Al-Hashim became the first "Uchūjin" Agent and helped revolutionize the Shadow Scar Agency with his knowledge and experience in Refuge's Lunar Defense Force.

Students of the Kuromaku Clan train at a hyper-modern training center built into the face of Mount Takao called the Horizon Facility. The facility itself is a primarily subterranean compound outfitted with specially designed rooms devoted to various methods of training, from lecture halls and libraries to gymnasiums and studio-style sets. Students are taught the importance of blending in and striking before their opponent senses them. As part of their training, Kuromaku students travel the multiverse to experience different cultures so they can pass themselves off as a native of any land.

In the last months of a Kuromaku student's training, they embark on a pilgrimage to the top of Mount Takao to train with the Daitengu of the Kuromaku Clan, Naigubu. Naigubu was assigned to help Al-Hashim form a Great Clan of Shadow, and she took the task very seriously. The journey to the top of Mount Takao is deceptively easy to the untrained eye. However, this simple path is riddled with challenges that require the students to be ever-vigilant. Concealed dart guns, pitfalls, and trained Macaques make up only some of these covert threats. When students reach the summit, they are met by Naigubu, who tutors them in magical arts designed to conceal them and manipulate others.

Techniques & Mikkyo

Techniques



Aura of Authority

When the Alert Level is at either Alert or High Alert Civilians assume you are a law enforcement official.

Forensics Expert

By taking two Actions you can analyze a body to find any wounds and determine what caused them. Additionally, when you assassinate a character, the wound can only be found with a Difficult (4) Medicine Check.

List of Excuses

If you fail a Convince Action to deceive a target, you can immediately reroll the Check once to attempt to retry.

Mental Math

You gain a +2 Bonus to your Awareness Skill Base to defend against Assassinate Actions. Additionally, when you take the Assassinate Action, you can make the Check and, once you know the result, either go through with it or forego the Action.

Official Appeal

When you or a teammate receives a punishment from the Agency, you can get this punishment waived unless you used this technique on your last mission.

Police Records

Whenever you meet a new character, you learn whether that person has a criminal record and what that record contains. You also know if that character is an undercover law enforcement official and whom they serve.

Mikkyo



Odious Mask

Make a Focus Check to weave an aura of disgust around a character within 15ft who fails an opposed Resistance Check which imposes a -1 Penalty to Charm or Convince any character they encounter for 24 hours.

Seal of Repossession

Place a small seal on an object you touch, which lasts for 1 week. By taking an Action, you can teleport the object to your hand as long as it is within 50ft.

Spatial Portal

Create a 1ft diameter black portal on a surface you touch and a portal on a surface within 50ft. You can reach through the portals to grab or manipulate an object adjacent to the other portal. The portals close at the end of your Turn.

Spatial Impulse

Make a Focus Check to shoot a blast of Ki at all characters in a 15ft Radius Area adjacent to you. Any of these characters who fail an opposed Athletics or Strength Check are pushed 15ft away and suffer the Prone Condition.

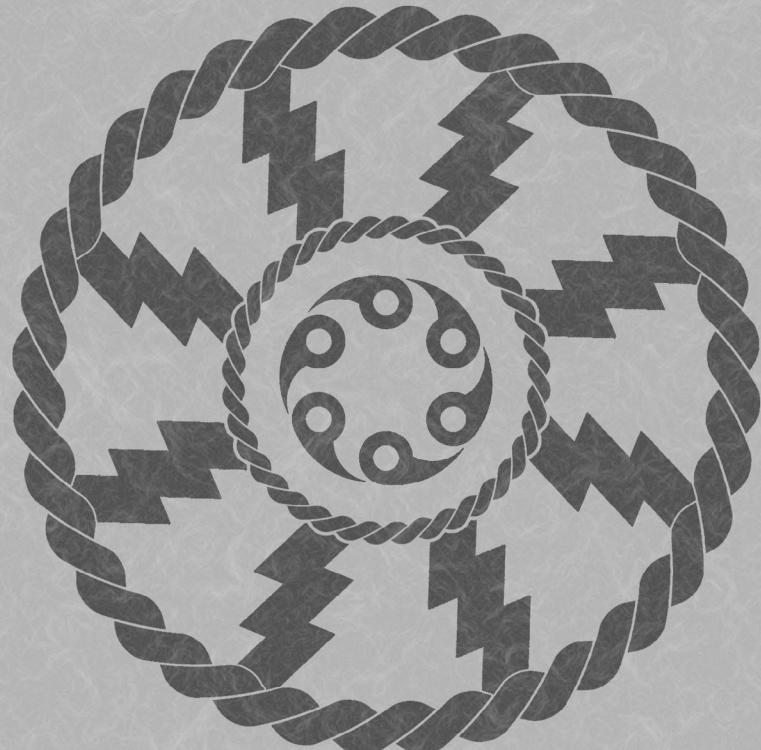
Touch of Time

Make a Focus Check to cause an object or piece of cover you touch to rapidly age and erode. The object or piece of cover lowers its Vitality by double the number of Successes you rolled.

Visions of Desire

Glimpse the most powerful desire of a character within 25ft. This desire might be physical, such as money or a particular object, or it might be intangible like companionship or acceptance from a person.

The Tantei Clan



The Tantei Creed

Compassion, Determination, Secrecy

Personal Goals

Find a way to free the yokai from Yomi

Information

The Tantei Clan was founded by the Daitengu Hokibo of Mount Daisen before any of the other Great Clans, thanks to Hokibo's close connection to humanity. For years after being freed from Yomi, Hokibo traveled across Nakatsukuni, disguised as a shinobi named Sasuke Sarutobi. He saved villagers from yokai, defeated tyrannical lords, and helped refugees travel to safety. As he did this, Sasuke began to grow a following of people whom he taught his ways, picking up other shinobi whose clans had been destroyed by the war with the yokai. The Tantei Clan was formed from this group of well-meaning wanderers and is now led by Hokibo's adopted daughter, Tomie Sarutobi, who shares her father's desire to see the rest of the yokai freed from Izanami's control.

Students of the Tantei Clan train in the village of Yurei no Machi, a collection of suspended buildings, boardwalks, and cliffside residences above a steaming lake in the misty caldera that remains after the yokai's raid on Mount Daisen. The Tantei teach that violence is a last resort, so students are taught acrobatic and stealth techniques to avoid being spotted. This ideology of anonymity goes so far that, in the field, Tantei shinobi wear identical full-face masks to hide their identity from anyone who might spot them.

Unlike the other academies, Tantei students train with Hokibo throughout their stay at Yurei no Machi. The Daitengu lives among the students and even eats meals with them. He fosters peace and tries to instill compassion in the students, teaching primarily magical techniques designed to spy and obscure with mist and spectral constructs.

Techniques & Mikkyo

Techniques



Armor Sigils

By taking two Actions, you can etch a seal into a single suit of armor or heavy armor to condense it into a pair of bracelets. You can redeploy or condense the armor with an Action.

Kamen Attunement

If you have a yokai's kamen, you can put it on to take on the human disguise of the yokai who owned the kamen. This changes your physical form, scent, and voice.

Mental Fortress

You gain a +1 Bonus to Checks made to resist possession or Mikkyo that impose Mental Conditions. Additionally, while you are possessed, you can lock your mind, imposing the Paralyzed Condition on your body.

Monkey's Charge

You gain a +1 Bonus to Athletics Checks made move through an unwilling character's space. Additionally, when you move through an unwilling character's space they suffer the Prone Condition.

Nimble & Quick

You increase your Speed by 15ft. Additionally, when you successfully make an Athletics Check to dodge an attack directed at you, you can immediately move 15ft.

Quick Disguise

By taking an Action you can change from one outfit to another or change enough aspects of your current outfit to make it appear totally different.

Mikkyo



Faceless Specter

Obscure your body, making it blurry in recordings or pictures taken within the next hour. Anyone who sees you within that hour must make a Difficult (4) Resistance Check to remember what you looked like.

Deep Fog

Create a fog bank in a 50ft Radius Area within 100ft which Obscures anything in it. Characters in this fog cannot see anything beyond 25ft. Your allies and you are unaffected. The fog persists for 10 minutes.

Devil's Quills

Make a Focus Check to launch quills at all characters in a 15ft Radius Area adjacent to you. Any of these characters who fail an opposed Athletics Check take 1 point of Damage and are poisoned with Snake Scale Solution.

Duplicate

Create two silent duplicates adjacent to you. On your Turn, as an Action, you can make each duplicate move and appear to take an Action. They can defend against actions using your Athletics but they only have 1 Vitality and disappear after 10 minutes.

Spectral Decoy

Summon a servant spirit in the Spirit World within 100ft, which projects noises into the Material World, which can include voices. This spirit disappears after 10 minutes.

Spectral Spy

Summon a servant spirit in the Spirit World, which perches on a piece of cover or a character within 100ft. By taking an Action, you can look through the spirit's eyes instead of your own. This spirit disappears after 10 minutes.

The Wanami Clan



The Wanami Creed

Discipline, Justice, Stoicism

Personal Goals

Protect innocents by slaying all yokai

Information

The Wanami Clan was created with one goal in mind: to destroy the yokai threat so thoroughly that it would never rise again. The clan's creator, the Daitengu Shinzobo of Mount Iwaki, lost everything during the Hundred Years of Sorrow, including all of his family and his servants. Possessed by deep sorrow and burning hatred, Shinzobo sought out shinobi with a personal grudge against the yokai to form the Wanami Clan. The leader of the clan, Ameko Sato, was not the first of Shinzobo's students, but she was the most driven. Having lost her sisters and her parents to the yokai, Ameko made hunting down the enemy her sole mission in life.

Students of the Wanami Clan train in the village of Hoshimura, a heavily fortified, rural community built at the base of Mount Iwaki. Students live and work in the village and train in a complex web of training grounds stretching across the forest canopy and mountainous cliffs surrounding the village. These training grounds teach the students to become skilled yokai hunters, focusing first and foremost on tracking their prey and exploiting their weaknesses.

In the last months of Wanami students' training, they embark on a pilgrimage to the top of Mount Iwaki to train with Shinzobo. The trail to the top of Mount Iwaki twists and branches, entering the territories of dangerous predators. At the end of this treacherous journey, students climb a 50ft cliff. Students who reach the top are met by Shinzobo, who teaches them magical arts, which allow them to create powerful illusions, create magical soundwaves, and command the forces of nature around them.

Techniques & Mikkyo

Techniques



Mikkyo



Blood Magic

After dealing Damage to a character, you lower the number of Ki Points required to perform any Mikkyo by one (Minimum 0) until the beginning of your next Turn.

Distanced Defense

You can take the Defend Action to defend a character with a Ranged Weapon. When that character is attacked, you can make a Marksmanship Check to negate the attack.

Eagle Eye

You never take a Penalty when making an Attack Check to make an aimed attack. Additionally, you do not hit a bystander when you roll no Successes on an attempt to hit a character in a crowd with a Ranged Attack.

Hunter's Nose

You gain the Keen Smell Special Sense. With this, you gain a +1 Bonus to Awareness Checks and if something within 30ft of you has a familiar or potent scent, you immediately sense it.

Hunting Companion

You gain a Small or Medium Animal. Your companion understands simple orders like "Go here" and more complex orders like "Bring me that thing." Between missions you can replace your current companion.

Iron Body

Your unarmed strikes deal 2 Damage instead of 1 and have the Parrying and Heavy Strike Weapon Traits. Additionally, when you make a Check to defend against a Shove Attack and the result is less than 4 Successes you treat the Check as if the result was 4 Successes.

Blooming Blades

Sprout three razor-sharp flowers that can be used like shuriken and cause characters hit by them to suffer the Bleed Condition. When attacking with these shuriken, you can roll with your Focus instead of Marksmanship.

Coat of Thorns

Briefly sprout long thorns from your body, dealing 3 points of Damage to any character currently grappling you and ending the Grappled Condition.

Foreboding Haunting

Create an illusory seal on a surface you touch, which lasts for 24 hours. Any character besides your allies or you who comes within 50ft of this seal must make a Difficult (4) Resistance Check or suffer the Advanced Threatened Mental State.

Grasping Vines

Sprout 15ft-long prehensile vines from your arms which can be used as whips. These whips are Highly Concealable and remain for 1 hour. When you attack with these whips, you can roll a Focus Check instead of a Melee Check.

Gray Frequency

Place an infrasonic seal on a surface you touch which lasts for 24 hours. When a character comes within 10ft of the seal, it emits a frequency that causes them to suffer the Grappled Condition until they make a Difficult (4) Endurance Check.

Wildspeech

Enable yourself to understand and be understood by all animals for one hour. This allows you to give complex commands, ask questions, and use Social Actions on animals.

Name

Homeland

Shinobi Clan

Mind



Body



Spirit



Rank

RP

Wealth

DI

Awareness



Disguise



Engineering



Knowledge



Marksmanship



Medicine



Athletics



Endurance



Maneuver



Melee



Stealth



Strength



Artistry



Focus



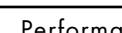
Insight



Manipulation



Performance



Resistance



Armor

Ki Reserve

Vitality

Speed

Special Senses

Inyo

Weaponry

Name

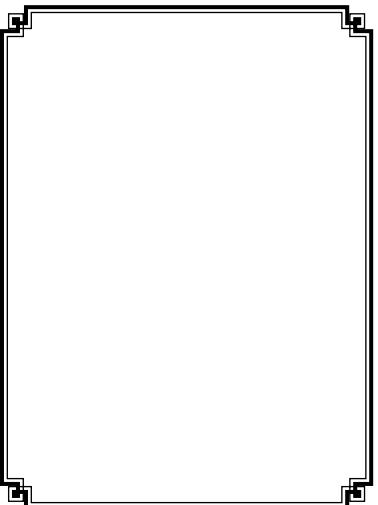
Damage

Range

Traits

Techniques

Mikkyo

Personal History**Personal Inventory****Handler Abilities****Homeland Ability****Quirks**

